

# App names suggested by Stage 2 students

*Emma Rand*

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## **Survey 1**

### **Method**

A call for participants to take part in a focus group was sent in the first week of the Autumn term 2018 to stage 2 students. This cohort of students had taken Data Analysis in R in the Spring term 2018, during their first year. Respondents were also able to suggest a name for the app, ask a question or make a comment.

### **Results**

There were 39 respondents with an approximately 1:1:0 male: female:non-binary gender ratio which compares to ## 88:139:x for the cohort. A total of 29 suggestions for App names were received and these were classified as expressing one or more of a set of X ideas concerned with outcomes for the user, the user experience, another app persona not related to either of those or left unclassified. See table 1

### **Supplementary material**

Table 1. Suggestions for the name of the App received through the call for focus-group participation

Name suggested	Categorisations
Rap	personaX
Learn R-apidly	learn, quick
Pocket R	simple, quick
leaRn	learn
HelpeR	teach
easyR	simple
TeachR	teach
ProgramR	outcome
Riddle	fun
grrrrrR	unclassified
staR	personaX
lab-R-tory	personaX
Rapper	personaX
AdventR (adventure)	fun
InventR	personaX
Dat->R	outcome
R-ccelerator	quick
R-beginners assistant	teach, learn
Making R clear and simple for all	simple, teach
R-chitect	personaX
R-pool	unclassified
R-right	unclassified
Quick TrainR	quick, teach
Stats TrainR	outcome, teach
Stats PlayR	outcome, fun
RUOK	teach
leaRn	learn
leaRn	learn
LearnR	learn

Figure for inclusion

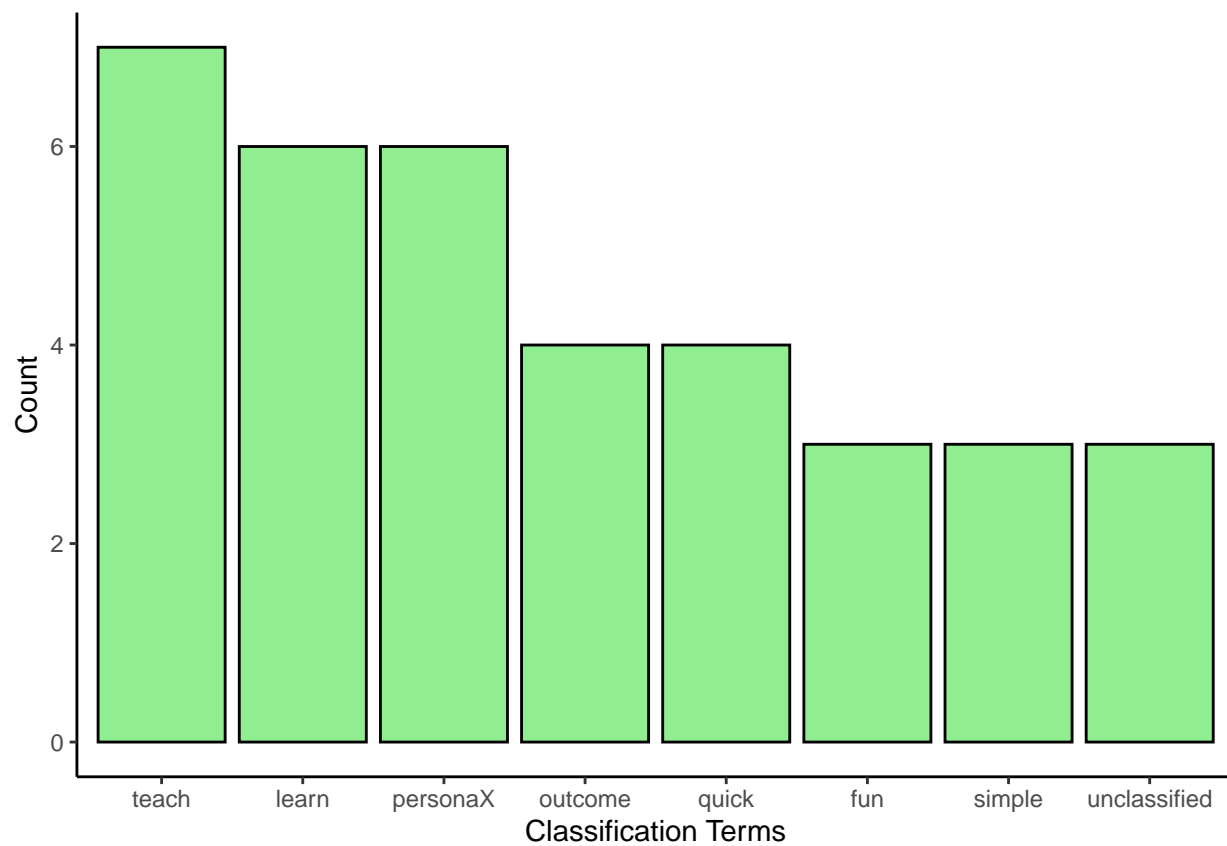


Figure 1: Frequency of classification terms for suggested App names. A suggested name had one or more terms associated with it or was left unclassified.