**For Mandarin group**:

Do you think it is accessible?

Is it easy to control and understand the consequence (peptide chains) of the mutations (i.e. Play it ‘successfully’ without difficulties)?

Can you understand each biological concepts?

What do you like about the models? What things do you dislike? (is there anything for you to add)

If you have the chance to design and modify the model, what will you do? (Don’t have to think in the Minecraft way, just anything)

Do you like the appearance of the model? (e.g. For example, Day/night settings, colours etc.)

If you go 16yrs again, would you think it is too childish/too easy? Why do you think that?

After trying the model, what’s your understanding of frameshift mutation now?

**For English group**:

What do you think about its accessibility for your pupils? Do you think your pupil will find it is too childish/too easy?

What do you like most for the models? What do you dislike most?

If you have the chance to design and modify the model to help pupils learn better, what will you do?

As this visualisation is in the game Minecraft, what do you think of adding some elements of competition in the model? such as the scoreboard, the questions in the model and the point system.

If we add another part showing pupils the nonsense mutation (other substitution results), would you think it is appropriate or not?

Do you think there is any difference between teaching pupils only using textbook and using digital game?