Interview – Marie

Interviewer: James McAuley Signature: 

Interviewee: Marie Bowden Email: marieb@itee.uq.edu.au

Date: 16/09/2022 Time: 12:46

**Aim:**

The aim of this semi-structured interview is to provide professional knowledge on the proposed problem space from an expert in the field. The user is different to the previous questionnaire as their profession is a teacher and lecturer. Marie has significant experience with online learning and attempting to code in groups in an online format.

**Walkthrough:**

1. Explain the problem space, concept proposal and the initial ideas for a prototype that solves the problem space.
2. Find the interviewee’s opinion on each topic, ask several simple questions to lubricate conversation.
3. Discuss the features and how to implement the social and mobile computing aspects of the design.

**Questions:**

Question #1: Please can you explain what the domain space is and the most significant problems that need to be solved?

Answer:

* Struggled to explain the problem space
  + She thought the concept proposal was lacking
  + The design process that are implementing needs to be refined and supported with evidence.
  + Why are we doing things this way? What does it achieve?
* The problems that were identified was online coding collaboration with LIVE feedback
* She mentioned the feasibility of the LIVE component. We added this to improve the social component of the design but it might be too far fetched to implement the functionality.
* Provided several research papers and asked to be kept in the loop.

Question #2: What features of the proposed design will be most affective in solving the problems identified in the domain space?

Answer:

* The features will attempt to solve the problem
* She mentions that similar products solve the problem in different ways
* Was interested in the addition of live voice chat (from Richard interview)
* Live chat can add a synchronous communication aspect to the design which allows for collaborative learning without letting the students copy. I.E they have to explain code rather than copy it.

Question #3: Similar to the last question, what features of the proposed design will be least effective in solving the problems identified in the domain space?

Answer:

* The motivation of the team was mentioned multiple times
* Creating motivation for online education is incredibly difficult
* Team building exercises would help
* The live coding is the least affective feature
* She gave multiple tips for different features we could add instead
* The DECO3500 course content limits the design direction of the prototype. Instead of asking what is feasible? We are asking what needs to showcase the social and mobile computing aspects of our design?

Question #4: Is there any advice or knowledge we should be concerned about with regards to our design project?

Answer:

* She provides links to further research