Interview – Richard

Interviewer: James McAuley Signature:

Interviewee: Richard Smith Signature:

Date: 7/09/2022 Time: 13:29

**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. Richard 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:

* Clearly explained the problem space
* Identified 2 key aspects; online education and team building.
* The hardest problem he identified was that groups don’t care about other members unless continuously motivated or punished.
* Provided links to similar products such as RiPPLE and EdDiscussion
* The supervisor must have a clear path to see each student’s code and comments
* The supervisor must also be able to remove comments or students.
* The students must sign up with a UQ registered email

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

Answer:

* The addition of a voice chat function similar to Zoom but be useful
* The group needs to feel like a team
* The exercise solving already exists so what is unique to the team
* Code might be significantly harder to implement than other course content

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 large course numbers will significantly affect the communication within the application
* Research into team building exercises is a must for success
* Try to user test in groups rather than individually
* Repeat: NEED VOICE CHAT

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

Answer:

* Provided links to several resources
* Asked to be used in user testing for the prototypes
* Be wary about adding too many features
* Don’t focus on the features, focus on why you have added them
* Simple is better