**Interview Between UX Researcher & Caroline (The Outdoor Educator)**

**UX Researcher:** Hi Caroline, thanks for joining us today. Could you start by telling me a little bit about your role as an outdoor educator?

**Caroline:** Sure! I’m a primary school teacher who specializes in outdoor learning. I take students on nature trails and integrate hands-on activities to teach environmental science, history, and language skills. I also work toward getting accreditation for our school’s participation in Forest Schools.

**UX Researcher:** That sounds amazing! What are some of the biggest challenges you face when leading outdoor lessons?

**Caroline:** Well, one of the biggest issues is tracking student participation. Unlike a classroom, where I can see who is engaged, it’s harder to monitor who completes the activities when we’re moving around. Some students are really into it, while others tend to wander off or lose focus.

**UX Researcher:** That makes sense. Have you tried any tools or strategies to track progress in an outdoor setting?

**Caroline:** Right now, I mainly rely on checklists and verbal feedback, but that isn’t always effective. I would love a way to record which students complete activities and how well they understand the material without disrupting the experience.

**UX Researcher:** That’s a great insight. If you had an ideal solution, what would it look like?

**Caroline:** Ideally, an app where students could scan something—maybe a QR code—at different activity stations. This would mark their progress and maybe even prompt a reflection question or a quick quiz to test their understanding. It would also be helpful if I could see an overview of what each student completed at the end.

**UX Researcher:** That’s a great idea! Would you find it useful if the app could also integrate language learning, like Irish vocabulary?

**Caroline:** Oh, absolutely! We already try to incorporate some Irish language into lessons, but having it built into the app—like asking students to identify a tree name in Irish or recognize an animal’s sound—would make it more engaging and aligned with curriculum goals.

**UX Researcher:** And how important would it be for the app to work offline?

**Caroline:** Very important. Some of the trails we visit don’t have great signal, so an offline mode would be crucial. That way, students could still access activities without interruption.

**UX Researcher:** That makes a lot of sense. Lastly, if there was one feature you would absolutely want in this app, what would it be?

**Caroline:** A way for me to see a summary report at the end of the trail—who completed what, their responses, and maybe even an option to add my own notes for assessment purposes.

**UX Researcher:** That’s fantastic feedback. Thank you so much, Caroline! This will really help shape how we design the app.

**Interview Between UX Researcher & Tim (The Eco-Warrior / National Trust Representative)**

**UX Researcher:** Hi Tim, thanks for joining us today. Can you tell me a little about your role with the National Trust?

**Tim:** Sure! I work on developing educational programs for visitors, focusing on environmental conservation, heritage preservation, and interactive learning experiences for schools and families.

**UX Researcher:** What are some of the challenges you face in engaging visitors in conservation efforts?

**Tim:** One of the biggest challenges is making information engaging and interactive. People don’t always stop to read signs, so we need ways to actively involve them in learning about the environment.

**UX Researcher:** What solutions have you tried so far?

**Tim:** We’ve tried guided tours, interactive signage, and even augmented reality, but adoption is inconsistent. A mobile app that provides engaging content and activities through QR codes would be great.

**UX Researcher:** What features would be most valuable in an app like that?

**Tim:** I’d love to see AI-powered bird song recognition and tree identification so users can engage with the environment directly. A leaderboard or rewards system could also encourage participation.

**UX Researcher:** How important is offline access for you?

**Tim:** Very important! Many of our trails don’t have internet, so users need to access content without a connection.

**UX Researcher:** That makes sense. Any final thoughts on must-have features?

**Tim:** A way to provide feedback or suggestions for trail improvements based on user experiences would be useful.

**Interview Between UX Researcher & Shay (The Curious Explorer)**

**UX Researcher:** Hi Shay! Can you tell me about what you like to do when exploring nature?

**Shay:** I love playing games, solving puzzles, and collecting things. If there’s a challenge or a prize at the end, I’m in!

**UX Researcher:** What would make a nature trail more fun for you?

**Shay:** If it was like a board game! I want to move from station to station, completing challenges and collecting pieces of something, like a poem or a puzzle.

**UX Researcher:** What kind of activities do you enjoy most?

**Shay:** I like quizzes, scavenger hunts, and creative tasks like drawing or taking photos.

**UX Researcher:** Would you use an app to help with this?

**Shay:** Yes! As long as it’s easy to use and keeps track of what I’ve done.

**UX Researcher:** Would you like to learn new words in Irish while playing?

**Shay:** That would be cool! If I could collect words along the way and then use them at the end in a quiz, that would make it even more fun.