HCI Group Assignment Questionnaire

**Interviewee: Joshua**

Start with a general explanation of our application. Then follow up with these questions:

1. How old are you and what would you consider your level of technological expertise?
   1. 25 years old
   2. Very experienced (self-described “neckbeard”)
2. Would you consider yourself a content creator? (If answer is no, skip to Question 9)
   1. I make stuff but don’t post online much.
   2. I like making games and software, and I also write music. Games – 2 years, software 4, music 2
3. Do you post your created content on social media? If yes, which ones? (If answer
   1. I have stuff on Github, but that’s about it. Sometimes I’ll post on social media, but not often.
4. How often do you use your current platforms? What makes you return to them and what do you think could be improved?
   1. I push updates to Github biweekly, at least. I like Github because it’s ubiquitous for software development. It’s easy, it has tons of information and is the most used site. It displays source code nicely.
   2. Dark mode would be nice – I like to switch between light and dark mode. Some of the navigation is hard/not clear-cut. Once I’m on the default page, I can explore different topics. But if I’m on a new computer or my phone, it’s really hard to find the Explore button and you have to go on a lot of different menus to find it – mobile mode sucks.
5. Do you feel that it’s hard to get your work noticed? Why or why not?

Yes, since none of my stuff on Github has had much of an impact on the community. Nothing’s groundbreaking or hugely popular, so when you’re starting from nothing and don’t have much to show, it can be hard. I guess at the level I’m at, the market is flooded. It’ll be that way until I am able to find something unique and gain a niche following.

1. Have you participated in themed creator events before? Why or why not?
   1. I’ve done a few Gamejams. I’ve done some Hackathons too.
2. How long do you spend on average on a new work?
   1. It really depends. On average, a week to get to a stage where I’ll know if I’ll continue or not.
3. How often do you find yourself getting stuck in “creative slumps”? Do you think that inspirational prompts could help lessen that amount?
   1. Quite often.
   2. Yes. Honestly sometimes it’s like I have these skills, but I don’t know what to work on – but if I have a theme, I get direction. It creates constraints, which help with creativity. With more constraints, you have to get more creative.
4. Do you like viewing others’ creative works on social media? Do you like seeing how multiple different creators might interpret the same idea? (If answer is no to both questions, we can end the interview, we don’t require any more information from this individual)
   1. Yeah. I’m a bit of an artist and I follow some fantasy cartographers (maps, like for tabletop games). I follow those on Instagram, and also devs and musicians.
   2. Yeah.
5. What platforms do you use to view other creators’ content? What makes you return to them and what do you think could be improved?
   1. Instagram, Github, Youtube, Twitter
   2. Instagram pros: it’s very visual, which is great for something artsy or a video. Devs have it harder on Instagram, but it’s better on Github. They’re all pretty similar in terms of interface.
   3. Sometimes I wish Instagram had different sized photos/cropping. But that’s just nitpicky.
6. Would viewing others creating content make it more likely for you to create your own content?
   1. Yeah. Especially with the fantasy cartography, which I like doing too. I see different people’s techniques with the edge of a map (crisscrosses, dots), and it’s like “I wanna try that!” With devs they have blurbs like “This is how I did this”, and it makes me want to try stuff.
7. Would you use a platform like this?
   1. Yeah. Especially for development. I find these prompts make it easier for me.