HCI Group Assignment Questionnaire

**Interviewee: Sebastian**

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. 23. I’m in my first year of Comp Sci, so I would hope my expertise is pretty good!
2. Would you consider yourself a content creator? (If answer is no, skip to Question 9)
   1. I make art and post code. I have my own website now that I’ve been working on – it’s not horrible but it’s not done yet either.
   2. I’ve been making things since like grade 8 or grade 9, so 5-8 years.
3. Do you post your created content on social media? If yes, which ones? (If answer
   1. Right now, I post my code open-source on Github. I make art every so often and contribute to modding teams if I have time. Some Discord servers are really nice for sharing things; you can throw up stuff to get critique or participate in weekly competitions. The community will vote for a theme and then people will make stuff for that week, like a friendly competition.
4. How often do you use your current platforms? What makes you return to them and what do you think could be improved?
   1. Github: open-source, easy to look at code, everyone uses it
   2. Discord: real-time and you can talk with people, strong community aspect, get to know people, become friends, get instant help/criticism
      1. Some kind of archival feature would be good. You can pin stuff but that doesn’t last, or you have to make a separate channel to archive the winners of competitions.
   3. I’d like to start using Youtube.
   4. Artstation: used by professional artists, I like the UI, nice in that it’s like a portfolio
      1. The following options could be better; I don’t want to get spammed with messages when the person likes things (but you might be able to turn that off)
   5. My website
   6. How often I use my platforms depend on how much stuff I have to show. During a semester, if I’m doing a lot I have more stuff completed and so I’m more likely to post. When I don’t do much, then I don’t have stuff to post. I’d average it to once a month at least.
5. Do you feel that it’s hard to get your work noticed? Why or why not?
   1. I don’t care if my work’s not noticed. If it’s good enough, people will notice. I just make content because it’s enjoyable – even in competitions, I enjoy the feedback as a measure of my competence, more than getting a reward. If I make things just for that extrinsic(?) sense of reward, my motivation will decrease.
6. Have you participated in themed creator events before? Why or why not?
   1. Yeah. The main reason is that it gives me a theme and a time limit. The constraints and time limit make it like – I have to do this! And when it’s done, even if it flops, I’m just done with it. If it’s my own work, then it’s easier for me to say “oh I’ll keep working on this later” instead of shelving it.
7. How long do you spend on average on a new work?
   1. Depends. A large project could take a month, but usually I participate in weekly competitions which take about a day. I feel like friendly competitions aren’t things you should be sinking a ton of time into.
8. How often do you find yourself getting stuck in “creative slumps”? Do you think that inspirational prompts could help lessen that amount?
   1. Depends on my motivational mood. Like right now I’m super hyped up and there’s lots to do, but during the summer I didn’t have any motivation to do things.
   2. Sometimes. I guess if the prompt is something that makes me go “Yeah I really want to do that!” then yes. But sometimes people vote for prompts that aren’t interesting/not novel, and I’m not as interested in those.
9. 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. Sorta. Sometimes it can be depressing, but it’s also really impressive to see what other people do. You wonder how they did it – and if you’re easily able to ask them for advice, like on a friendly Discord server, you can get them to help you out.
   2. Yes, it’s really interesting seeing how different someone’s ideas can be just for a simple prompt. For example ‘space’ – you could have a space bar, which is like the simplest thing you could do, but it’s still valid.
10. 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. ArtStation (trending tab), Discord (but I’ve actually muted the competition server since it’s too large)
    2. Sometimes you look at someone’s piece and go “that’s such a good idea!” and wonder if you can borrow that take. Often when I look for concept art I search from ArtStation to get ideas from that specific site. It has quality assurance.
    3. We could use archiving on Discord, and easier searching/organization. Something like a forum? Some place where all the artwork can be stored conveniently. Searching through Discord to find old images between all the text is a nightmare.
11. Would viewing others creating content make it more likely for you to create your own content?
    1. Yeah.
12. Would you use a platform like this?
    1. If it’s good enough, yes. And if there’s enough people on board. There has to be other people on it to make it worthwhile.