HCI Group Assignment Questionnaire

**Interviewee: Carolina, Freelance Artist**

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?

30. I can build a computer and know a little coding. I think I am pretty experienced with technology, and I work on a computer every day.

I’ve been doing serious artwork for ~9 years, but I have been drawing in general since I was probably seven.

1. Would you consider yourself a content creator? (If answer is no, skip to Question 9)

Yes, I am a freelance character artist/illustrator who works from home.

1. Do you post your created content on social media? If yes, which ones? (If answer is no, skip to Question 7)

Yes. I use Twitter, Youtube (speedpaints), and Tumblr. Twitter is the main one I use. I pretty much only upload to Tumblr to archive my work.

1. How often do you use your current platforms? What makes you return to them and what do you think could be improved?
   1. I am constantly on Twitter (daily/hourly). I like Twitter for its ease of posting and sharing.
   2. I think the algorithm for sharing could be improved. When you post content on social media, you’re looking to get your artwork seen and to get more views. I’d also like some better form of copyright enforcement because I often see artwork getting stolen with no repercussions. There are many cases where original artwork is reposted by someone else, and it receives a lot of attention that doesn’t get back to the original creator.
2. Is there anything specific about the interface you like/dislike about the platforms you use?
   1. For Twitter, I like the simplicity. You can just upload a picture really quick and have it be done instead of jumping through hoops. Not needing to get your submission approved is great too – I once used another art site where I had to wait a week for approval, and I was declined because the image was too big. Also being able to tag people is nice when you want someone to see something (like a commission).
3. Do you feel that it’s hard to get your work noticed? Why or why not?

Yes, if you’re starting out. Especially for Twitter, which is not an art platform. People post about all kinds of different things there, so it can be hard to get traction.

On the other hand, Deviantart is purely an art platform but it’s very oversaturated and there’s a lot of extra steps when posting things (eg. making a summary, selecting a category) which makes using it inconvenient.

1. Have you participated in themed creator events before? Why or why not?

Yes. I did Inktober and Mermay. I like them because it lets me make something without having to think of a theme for the drawing. Having a direction is nice. It’s also why I do so many commissions – people just tell me what to draw.

1. How long do you spend on average on a new work?

It depends. If it’s black and white, I would say like 2-3 hours. If it’s a fully rendered, coloured picture, it can take 2-3 days.

1. How often do you find yourself getting stuck in “creative slumps”? Do you think that inspirational prompts could help lessen that amount?
   1. Once a month at least.
   2. I think prompts do help. Sometimes it forces you to do something that is out of your comfort zone. It’s not like you ‘have to do it’, but it lets you stretch creatively. Even if the result sucks, it’s nice to try something new!
2. 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)

Yes and yes. Everyone has a different idea when they get a prompt, and different definitions of concepts like “beauty”, so it’s fun to see what they do with it – Inktober prompts are really vague so you can go in a lot of directions.

1. 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. Twitter, Tumblr (not much), Instagram, ArtStation (like Deviantart but more strict – for people in the field to put up portfolios). For other media, I’m constantly on Youtube.
   2. Twitter is the main one I keep going to, because I get to see a variety of people aside from artists like fashion bloggers, and travelers.

Other than Twitter kind of being my job for commissions, it’s just fun. I like seeing other people’s work and their progress; artists are always nervous about putting up sketches and things with mistakes, but I love seeing how people work. Twitter is also really live, so you can see how you and other people improve over time.

1. What kind of content are you most interested in? Do you follow specific creators?
   1. I like seeing everyone’s art, but I also like seeing people interact. I like Twitter since it gives a ‘person’ attached to the artwork, and you can see what they do outside of art too. You meet some artists that are really cool people and also some that are jerks [laughter].
   2. Yes, a lot. A good 80% of the people I follow on Twitter are artists and I also follow Youtubers.
2. Would viewing others creating content make it more likely for you to create your own content?

Yes, absolutely. It’s like going to a museum without having to go to the museum. It’s really inspiring for my own art and sometimes it gives me ideas on tricks I’d like to borrow. Who needs art classes?!

1. Would you use a platform like this?

Yeah. It sounds like it’d be fun. Kind of like a Sketch It game but bigger. (I think she meant this? <https://boardgamegeek.com/boardgame/92303/sketch-it>)

Photo of Carolina with Celina after interview:

