

PRIMMDebug Evaluation Study: Initial Teacher Interview Schedule

This initial interview consisted of the following:

- Introducing teachers to the PRIMMDebug process and tool by first motivating the challenges of teaching debugging.
- Allowing teachers to attempt a PRIMMDebug challenge within the tool.
- A set of questions (in “Main Body”) related to teachers’ initial perspectives of the PRIMMDebug process and tool.

Interviews ranged in duration from approximately 45-75 minutes.

During “debugging challenges section”:

- How does this align with your experiences of debugging?
 - If it does, how does it make you feel?
 - How has yours differed?
 - How challenging do you think your students find debugging?
- How have you previously taught debugging?
- (Maybe) How confident would you say you currently are with teaching debugging?

During PRIMMDebug usage:

- Teachers **share their screen**
 - Give teachers sample exercise they wouldn’t have seen
 - Get them to **think aloud**
 - Answer questions/explain features as appropriate (but not worth doing straightaway)
- (If necessary) I share **my screen**
 - Go through unexplored features
 - Answer questions as appropriate

Main body:

Initial pre-amble:

- Few questions to take about 15 mins
- I’ve made PRIMMDebug as a researcher but you’re the expert on what it will be like for your students
- This study is related to an **initial** version of the tool; want to see whether this is a good idea and what needs improving

- Honesty is very much encouraged; we don't really know how it would work in the classroom

Questions

- What are your initial thoughts about the PRIMMDebug **process**?
 - How useful do you think it is?
 - Have you used similar ideas before?
 - Are there any struggles you'd anticipate students having with it?
 - Is there anything missing from it?
- What are your initial thoughts on the PRIMMDebug **tool**?
 - If any, which of the features do you think will help to teach debugging?
 - Do you think students will be able to use it effectively?
 - Are there any aspects of the tool that you see students struggling with?
 - What do you think about the limited code editability?
 - What do you think needs changing for this to be of wider use in the classroom?
 - Any things you don't like as much?
- How do you see yourself using PRIMMDebug in your classrooms?
 - When in the lesson would it be useful?
 - Would you refer to the process at all?
 - How would you utilise the tool in a typical set of programming lessons?
 - Do you feel PRIMMDebug addresses some of the challenges you face with teaching debugging?
- Do you have any additional feedback about PRIMMDebug?