

Personal Information Form

Demographic Information

2. Age Group *

- ☐ 18-24
- ☐ 25-34
- ☐ 35-44
- ☐ 45-50
- ☐ 51-60
- ☐ 61-70
- ☐ 71+

3. Gender *

- ☐ Male
- ☐ Female
- ☐ Prefer not to say
- ☐ Other

4. Highest Level of Education Achieved/Current Level of Education *

- ☐ College
- ☐ Bachelor's Degree
- ☐ Master's Degree
- ☐ Doctorate Degree

5. Role (Please tick all that apply) *

- ☐ Student
- ☐ Teacher
- ☐ LMS Administrator
- ☐ Gamification Enthusiast
- ☐ Other

6. Field of Study or Major *

User Experience

7. Do you have prior knowledge of gamification and game-based learning? *

☐ No

☐ Yes

8. Previous Experience with Online Learning Platforms *

☐ Yes

☐ No

☐ Unsure

9. If yes, how would you rate your understanding before this project?

(Rating scale: 1 - No understanding, 2 - Limited understanding, 3 - Moderate understanding, 4 - Good understanding, 5 - Comprehensive understanding)

1

2

3

4

5

10. Before participating in this project, how effective did you believe using games or game elements for learning was? *

(Rating scale: 1 - Not effective at all, 2 - Slightly effective, 3 - Neutral / Unsure, 4 - Moderately effective, 5 - Highly effective)

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11. Did the project meet your initial expectation(s) on gamification? Explain *

12. What is your overall opinion on the gamified courses? *

13. On a scale from 1 to 5, how would you compare the gamified courses to non-gamified courses in terms of engagement: *

(1=The non-gamified course is more engaging, 3=The level of engagement is the same, 5=The gamified courses are more engaging)

1

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14. Do you feel that the gamified elements helped you better understand the course materials? *

- ☐ Yes
- ☐ No
- ☐ Unsure

15. Were you more likely to revisit gamified course content for revision compared to the non-gamified content? *

- ☐ Yes
- ☐ No

16. If yes, why?

Gamification Elements

The gamification elements introduced in the platform include:

Level Up XP (with points, leaderboards, levels and information for each level)

Crossword

Hangman,

Cryptex

Millionaire

The embedded Stash items.

The use of avatars

Other elements:

Find the words.

Dialog cards

Multiple choice questions (with images)

17. Which gamification element(s) did you find most motivating or enjoyable? (Select all that apply) *

- ☐ Custom Avatars
- ☐ Level Up XP
- ☐ Hangman
- ☐ Crossword
- ☐ Cryptex
- ☐ Millionaire
- ☐ Stash items
- ☐ Snakes and Ladders
- ☐ Find the words
- ☐ Dialog Cards
- ☐ Multiple Choice questions

18. Give reason(s) for your answer above. *

19. Did you create and use a custom avatar for your profile? *

☐ Yes

☐ No

20. If yes, did it enhance your engagement with the course?

If no, why not? *

21. How would you rate your experience with the Level Up XP points, levels, and leaderboards? *

(Rating scale: 1 - Not at all motivating, 2 - Slightly motivating, 3 - Neutral, 4 - Motivating, 5 - Highly motivating)

1

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22. Please rate your overall satisfaction with the gamification elements used in this project *

☐ Very Unsatisfactory

☐ Unsatisfactory

☐ Neutral

☐ Satisfactory

☐ Very Satisfactory

23. What did you find difficult to use or understand on the platform? *

24. What improvements would you suggest for the gamification elements used in the courses? *

25. Is there any element you would recommend removing or modifying? If yes, why? *