**RESEARCHER: Can you guys briefly explain to me how you felt about using the website this semester? What were your feelings towards it, was it annoying…**

1: I really enjoyed it. I think it was extremely interesting. It makes all the studies interesting. Because...especially fighting those monsters so I really, I would really want to have more websites like this, maybe with um, what is it called, the JavaScript for example, or Photoshop, all that stuff. So I really just want to have more game stuff.

2: Even without the games, it was just so much better organised than ClickUP. Like everything worked, on ClickUP it’s like, the tabs don’t work and then that breaks, and it’s awful. And we always had everything, the grades, everything was just updated and working which was really nice and ya.

3: At first I thought that having another website, because we already have the CS site and then ClickUP and this one, but to be honest, it’s definitely the best one in terms of layout and having our notifications given to us.

4: You pretty much said everything I thought about it. No it was very easy to use, that’s what I felt.

5: Yeah, easy to use and I don’t know, it was a way to motivate me to actually like get through the work cos in general programming could be very like analytical and like just ‘here’s the stuff, do it and understand it’. But ah, this was a lot more on my side of learning. Um, very visual, very creative so that definitely helped.

**RESEARCHER: Can you explain how you used the website? So, which parts did you use, which parts didn’t you use?**

4: I challenged everyone. (laughter)[Yes you did]. And no-one, so few people accepted my challenge.

2: I accepted your challenge and then we drew. Like

4: I had to force [student name] to challenge me

5: You forced me to challenge you as well

4: And?

5: And I didn’t challenge you.

(laughter)

4: I forgot the question – how did we use it?

**RESEARCHER: Ya, how did you use it?**

4: Um, I mostly used it, like, pretty much for studying. Like, I was like, you know studying is kind of boring but then if you have like a small chunk of work that you can do, like a quest it’s like easy to jump in, get it done, know that you understand a specific concept and then move on.

2: Ya, I liked how it break down the specific parts of the work [ya], which was really great because I don’t know, especially in 132 we have a lot of, like a lot of work and it’s just like, they just throw everything at you and this broke it up really nicely. And also, before, before like a test so you can do quizzes or fight monsters which was really great to just test yourself and like be ‘ okay I know this’.

3: I got to say in the beginning I was mainly just for the notifications and stuff but I gotta say in the last few months especially with the tests I really started doing a lot more of the quests.

﻿**RESEARCHER: Okay, so prep for tests.**

5: Yeah, prep for tests.

﻿﻿**RESEARCHER: What parts didn't you guys use?**

﻿4: the forms

5: the forms

﻿**RESEARCHER: Forum?**

﻿4: I think the problem with that was no-one was really going there and there wasn't a way to push the--

2: And I think we also had our multimedia group on whatsapp so--

3: I think that was the main reason actually that we had the whatsapp group--

﻿**RESEARCHER: So you didn't need to forum, basically.**

2: ﻿Yeah. And the store, I never had AP. I was always broke.

﻿**RESEARCHER: Okay, and the challenges, as you've said. Or some people.**

3: ﻿﻿I gotta say, I didn't really use the whole Design thing with Nathan's website.

**RESEARCHER: Oh yeah**

3: It wasn't that I didn't want to, I just I never really got time to focus on that. To see my progress on it.

5: Um, at the beginning, not at the beginning but like in the middle of the semester I um, I had a mission to get my little avatar to the bottom, to the bottom of the map [she laughs]. But then I realised that it goes from like what we've covered so at the end or at the bottom of the map I'm like ah shiz I'm getting like really hard quizzes here or battles then it motivated me to actually try and self-study to try and fight the monsters.

﻿**RESEARCHER: So did you self-study?**

﻿5: Yeah.

﻿**RESEARCHER: So you did some quizzes ahead of time or what?**

5: Yeah. Accidentally.

**RESEARCHER: This might be unnecessary to ask but did you enjoy using the website?**

Everyone: yeah

2: A lot

**RESEARCHER: Did you feel like using it was your own choice?**

2: Yeah

**RESEARCHER: Besides the fact that there was nothing on ClickUP. The optional stuff, the quests and the quizzes, did you feel like--**

4: All the info we needed was emailed to us as well I think. Or there were updates, I think.

5: Yeah

4: So we could get that info other ways so, I'd go onto the website to use the stuff and--

2: Also, everyone like posts on the group so it's not like you won't know anything so yeah.

**RESEARCHER: I want to explore your reasons for using and not using certain parts of the website. So you mentioned the part with Nathan's stuff--**

3: Yeah

**RESEARCHER: Did most of you say you just didn't have time or-- was it not worth---**

5: Didn't have time.

4: I tried to keep up with it at the beginning but I kind of just forgot about it.

2: Yeah same.

4: I did quests and I was like "Oh wait, there's a part of the website that like unlocks or something" and yeah

2: And it wasn't really that apparent so by the time I figured out it was a thing I was just too busy

**RESEARCHER: The monsters, most of you said to prepare for tests**

Everyone: yeah

**RESEARCHER: The quests.**

4: The quests were good. I think it was really nice that each quest focused on one specific part, like one type of (tab) that was used. Then you know how that's done and you know how it can work with the other things.

2: And it was really great to like, I know you can code something and instantly see how it looks in your browser but with the quests you can like, just refresh and then it works. You can really manipulate it to see how things work.

**RESEARCHER: So, having it all there in the same place?**

2 and 4: Yeah

**RESEARCHER: Did doing the things on the website have value for you? Like was it beneficial to you?**

Everyone: yes

4: Definitely

**RESEARCHER: So it wasn't just um, you did it because it was fun, there was something else...**

2: No like, I remember specifically before our first semester test I was really stressed so I sat in like the yellow lab and did a ton of quests. And like so many of the short questions were in the quizzes and I was like, "yes"

4: What I liked was um, like in the lectures you would tell us okay what is this tag and what does it do and it kind of make sense. You can be like "okay, I understand this" but going and having to put it into practice, that kind of shows you if you actually do understand how it works

1: It's like interaction. We do need interaction, we can't just listen and think we understand. The moment you sit down and you start to actually practice it then you understand did you understand it properly.

**RESEARCHER: Would you say you felt skilled at the things you did on the website?**

5: I think it would definitely mean that it grows our confidence in doing what we are doing. So yeah, I think skilled.

2: Yeah definitely. It helped me feel much more, like I feel much more in control of like the multimedia work than any other work--

5: So true

2: --any other subject and it's just because we had like a really nice breakdown of everything. It wasn't just throwing work at us, "okay now, there you go"

**RESEARCHER: So you like the idea that you get to practice each little section separately and--**

Everyone: Yeah

2: Really

4: The COS 132 pracs, in comparison are very big, very intimidating and they incorporate a lot of different things that they've taught us. So if you don't understand how one of them works, the entire thing doesn't work.

2: And there's no way to like, I don't know, really practice except for doing it and getting the error and then spending an hour Googling and finding the error and trying to debug. And it gets very frustrating with the larger pracs.

5: Yeah demotivating

1: COS also needs to make a game

**RESEARCHER: That would be ideal, more people would pass.**

5: So true

**RESEARCHER: Which parts of the website in particular would you say made you feel confident in your abilities**

1, 2, 5: The map

**RESEARCHER: The map?**

2: Yeah, the map was great.

5: The map was so much fun.

**RESEARCHER: Why the map?**

2: It was really great, just the monsters and going through everything, yeah.

3: I think to me it was more like achievements. Cos the more you do stuff, the more feedback you get about and you get your badges and your little--

2: Yeah, you're actually doing something

3: You'll see that "hey I'm actually really making an impact in terms of what I'm learning but also in terms of what the website offers"

4: The map also kind of gave a visualisation of like, goals.

3: Yeah, like the progress you make--

4: Want to maybe complete the map, or there's a quest, let me go find it and do it. Short term goals that you can achieve and then you feel like, like you said, "I'm doing something, I'm learning something".

3: Especially how, as you progress, the map becomes more clear, so the bigger picture is immediately being shown to you as you progress.

**RESEARCHER: Can you explain how these extra things - the map, the quests, and the shop - how they affected how you view the module and the work. So you've already said it makes you feel more competent, but would you say, it made the module better altogether, made it worse, didn't affect it.**

4: It made it more enjoyable for me.

5: Yes, true

2: And also because it was like a web design course and we had this really great website, it was kind of cool because it gave you like - look at the cool things we can do with the work.

5: Yeah, insight of what we can actually achieve

2: Because I remember like applying for computer science and the UP website is confusing and large and--

4: And ugly

2:--I was like, I don't want to study programming here because I can't find a link that works this website was really great because you kind of saw what you can do with it.

**RESEARCHER: Would you say it caused you to put in more or less effort or the same amount you would have usually?**

4: I think it made me put in more especially like if you go further in the map and you find quests that you don't know about then after that lecture when we'd learnt something, I'd go and I'd do the quest. You know, I'd think, there's this quest about this thing, now I can see if I understand it.

3: I also feel like, I wouldn't call it necessarily effort because it's fun doing it. So it doesn't feel like, "ah, I've got to do this now, I gotta do a quiz or--". It was actually fun doing it so to me, I don't know, it wasn't really effort.

**RESEARCHER: But I guess that translates to putting in more effort anyway because you did it.**

3: Yeah, enjoyable effort

2: It was great spending—it was easier spending time on IMY than any other subject

5: Yeah

4: Like, if I had an assignment to do the next day I'd be like "Yeah...go do a quest instead"

**RESEARCHER: Awesome**

4: I can feel like I'm doing some work

**RESEARCHER: How did the website affect how much you used HTML and CSS outside the module? Or if you did at all. So other than the module, did you ever, I don't know, code something or--**

2: I didn't have any design software on my new laptop so I had to embed fonts for VIO and take screenshots in the browser and paste them

**RESEARCHER: Wow, so that taught you how to embed a font I guess**

4: I didn't use HTML and CSS outside of the course content and the website because I didn't feel like I needed to, for one thing. I felt confident and--

1: Don't have time maybe

2: Yeah

3: I wouldn't say I was really coding but I would go on to big websites and then just inspect the element and just see--

2: Yeah, I clicked on source a lot of times yeah

3: So I wouldn't say I really coded but I did locate how--

2: I actually did that for INL to find like the authors of the webpage because I couldn't find some for my sources.

**RESEARCHER: Oh wow**

2: Yeah. In the meta tag, author, okay

5: But also, in preparation for the website project when you are so busy and you realise "oh shoot", you have to spend a lot of time on this website but then you don't end up getting that time but way before, when um, oh you know when all the time gets taken away, way before that you get this project and you're like "oh my word, this is great, I can create my own website". So what I did is I just went and researched different types of layout and apart from that I tried to like code different tricks and tips and how to get things to work with animate libraries and just broaden my understanding of it.

**RESEARCHER: Would you guys say that you felt part of a community having this website, or part of something bigger than just you as a student in a module? This might be a hard question to understand - like you were related to everyone else in the module. Not necessarily because of the website, it could just be--**

3: Although like 4 said, we didn't really challenge each other. Well he did, but no one really accepted and stuff. But I still think, even though we didn't do that, and even though we didn't use the forum, it was still, especially with achievements like the group as a whole achieved this...

2: Yeah just being able to see other people's like avatars and so, made you feel like...I don't know, on the CS website you just get the announcements and you're like, it's so cold and clinical. This website was really warm--

5: Um, what I would suggest with regards to having a community it having a tab that shows everyone, like all the avatars displayed. That would have been really cool. Because for me, I had to like type out the username and search it and then find it. So it would have been cool to have just like an archive of the usernames.

3: Yeah of everyone's names

4: The lectures, when you showed all the stats and who did what, that kind of made me realise--

2: Yeah

4: --"oh, there's actually other people doing this kind of stuff". The community part came for me, wasn't really part of the website but it was more the whatsapp group we had. So maybe if there was like some kind of, I don't know, live chat feature. That could, you know, if you're on there and you see other people are online you can say, "hey, I'm stuck with this quest, let me help you". Then you can feel like, okay, I'm not the only one on the website. This person's busy doing this and whatnot.

2: Yeah, like Steam chat

**RESEARCHER: Okay. So it did feel a little bit sometimes like you were just doing your own thing.**

4: Yeah

**RESEARCHER: There used to be a newsfeed actually. I don't know why I took it out. It was actually working fine. But it wasn't really used the time before so that's why it wasn't--**

**So you've mentioned a little bit the stuff that I included in the classes. What did you guys think of that? Would you say it would be better to add more, take it out, keep as is? To include more content from the website in the classes. So, "hey, you've done this many quests or this person has fought this many monsters.."**

3: I think it helps. I think it reminds people that don't use it too often that there's actually a lot going on. So I think, no necessarily having it more but just having it there was very useful and it reminds those who don't necessarily use it to just go check what's going on.

4: Well like, maybe at the end of the week, like these people did this, this week. So maybe a little bit more but just to keep reminding people that you know, you can do this--

5: Yeah, to go back and do it.

**RESEARCHER: Um, do you have any recommendations for how the website can be improved?**

1: Bigger maps

**RESEARCHER: Well the maps are proportional to the number of quest. So more quests I guess.**

1: More quests and more monsters to fight. And maybe some more challenging questions in the end. Maybe like, really, like a test, you know maybe one big monster with a huge--

2: Yeah, like a final boss.

1: Yeah, final boss

4: I think, more theory questions or more in-depth theory questions. Because for the semester test, I felt like practically I could do that work but the theory stuff I wasn't too sure of. Except, for Tim Berners-Lee that question came up all the time

2: I'll never forget that

5: What I can suggest as well is having an area of examples of basic websites that look really really great to show the students what they can achieve with just what they have learn.

2: Even like, if there's a really cool element on a website, just like a screenshot of that and the CSS that would achieve that. Because I had a really cool, like I was Googling examples for my website to see different design things, and it took me so long to figure out how to rotate text. Because it kept moving the wrong way

**RESEARCHER: So examples of how the CSS is used**

3: One of my suggestions, like in the survey, she said that where you show them what something should look like and then coding to achieve that. Because then you actually see what you want because the quests we had, the instructions are there but we don't really know what the end result should look like.

2: Especially with the CSS. Like HTML--

3: Yeah, HTML is easy enough but CSS especially.

**RESEARCHER: Okay, so for the quests have an end result.**

3: And not necessarily tell us exactly what to do to get there but just show an end result and say that you need to get here and possibly use there types of elements

**RESEARCHER: Would that make it harder then?**

3: No, I think it's just a different way of seeing--

2: Yeah, just for some of the quests just to see--

4: If you left out the instructions I think it would be harder. Because normally you would say, you know like use width or whatever. If that's not specified then you might not realise, "oh, I've got to use this select or this tag or whatever"

**RESEARCHER: Any other recommendations? What did you guys think of the shop? People said they didn't have enough AP to buy stuff**

5: The shop was so cool

3: Those people just didn't do any quests

4: Yeah

**RESEARCHER: That's what I was thinking. Lots of people said they used their AP to move on the map instead of buy stuff from the shop.**

4: But I mean, if you're moving you're finding quests then you should be completing quests.

2: Yeah

4: I think I finished both maps and I got like a hundred and something AP still to buy stuff. So I don't think AP is a problem. But maybe more--

1: I was forgetting to buy stuff

4: I did forget about the shop a little bit

2: Yeah that was my problem as well I was like always like, "oh I could go buy...distracted"

**RESEARCHER: Do you think you would buy more stuff if you had a place to show people your avatar?**

Everyone: yes

4: More of a showcase. And more stuff.

**RESEARCHER: More stuff to buy?**

3: Yeah, as Jen said. If we had like a tab where you could see everyone else and you could compare like, I'm not really competitive but just for interest sake to see how other people progress. And then you're more motivated to (get AP)

5: No, but competitive as well because it is a competitive nature that's like "oh, I'm gonna get better avatar than you"

**RESEARCHER: In the questionnaires, people mentioned that they didn't use the challenge section because they didn't want to compare themselves to other people. They rather wanted to be in competition with themselves. Would you guys agree with that?**

4: I think it would be nice if there was a feature, like we've got the quests and the monsters, but just like, you could hop on and do some recurring challenges to compare - something to compare against yourself. See how you've done.

2: Yeah, like challenge yourself.

**RESEARCHER: How would that work?**

2: Like I can do better on the next assignment than the previous one

4: Like daily or weekly challenges and you see okay, this week you did better in this

**RESEARCHER: So even if you saw more statistics would that help?**

5: Yeah, feedback is so important.

2: Statistics are great. I really like statistics.

**RESEARCHER: Leaderboard, would you say you would want one? Would it help? Would it actually not help, would it make you feel worse?**

5: A leaderboard would be really cool

2: Yeah

**RESEARCHER: Would you want everyone in the class on the leaderboard?**

4: Maybe like the top 10 because--

3: Like you said, some people with the challenges don't really want to be compared with other people so if you're like right at the bottom that might be a demotivating factor.

2: And just give someone the option to opt-out, because then if someone is really like "I'm shy I don't wanna do any of this" they can just be like, no

5: But I think it also depends on the type of class that you have because the people in our class are amazing and we are always working hard and we always want to compete and challenge

4: No one wants to challenge me

[laughs]

2: Not in a bad way though

5: Not in a bad way. We're a strong group.

2: Yeah, we weren't like - "oh, I'm not going to share any of me-- I'm not going to help you with this because I wanna do good and I don't want anyone else to--". It was really like a good dynamic I think.

5: So because of that, I think a leaderboard would have been perfect. But obviously if it's another class and I don't know, the motivation factor isn't really high then people wouldn't want to play

2: And people are just mean-spirited and aren't competing then it won't really--

**RESEARCHER: Is there anything else anyone wants to add?**

4: Overall it was really good. It was a nice change, especially to what we normally have to deal with online with the university, like ClickUP. This year's website was easy to use, fun--

2: Frequently updated because our COS 151 marks are just--

**RESEARCHER: That's COS in general though**

4: Most of our modules as well, they take a while to release marks. With IMY it's just a couple of days after a class test you've realised your marks, easy to find...

2: And we were never like, I don't know what happening, is there going to be this today. It was always frequently and we were always clued in on what was going on. It was great

3: I think also having the things you need to know concentrated on your profile was better. Because with COS we have this enormous mark list and you need to search for yours, okay that's easy but still having your marks shown to you and the things that you have due is a lot better than showing everyone what needs to be done and then they all have to try and figure out what's going on

2: Yeah, it was a lot more personalised in general

4: One thing, I don't know if it's related to the website or not, depending how it works in the background, but with assignments, um, if there was a way to like put the assignments we've uploaded, make them available for us to download again and see where we lost marks.

2: Yeah I was thinking that as well and practicals, just have the old practical assignments because I wanted to look up how to do something again that we did in a practical and I just wanted that instruction and I was like "oh no we don't have them anymore". And it's really good to read through before tests and to just like test yourself.

4: A memo for the assignment after the due date. So this is how, this is what was expected to get full marks so we can compare and figure out where I lost marks

**RESEARCHER: Often the reason we don't do that is because you want to use the assignment again the next year and students speak to each other and then everyone has the memo. But I understand. Would it have helped to go through it in class at least.**

3: Perhaps that's better.

2: Yeah, just some feedback.