Alexander: 1

Pierre: 2

Madelyn: 3

Nomzamo: 4

RESEARCHER: Can you guys start off by just briefly explaining how you felt about using the website this semester.

3: I loved that website. I think it was the most exciting thing we had to use online. Visually it's really really cool and I don't know, it's just exciting to be able to play games and work at the same time. It makes it a lot more enjoyable, and I don't know, you want to like, beat each other and, it's like competitive. I thought it was pretty clever.

4: I preferred the website to ClickUP. Like, just because it was separate from everything else and when you look at clickUP it's just white and a whole lot of writing. At least the website had colour and it was more interactive.

2: I really liked the website. The website on a computer for me was a lot better than on clickUP, but then again when you look on the mobi site, I thought ClickUP was a bit better than the Design site because you could still access everything through ClickUP. Where you couldn't access everything on the design site, you could only see the notification. And then that like caused a little bit of a thing because you always had to run to a PC to see what's happening and what's going on.

3: I never actually tried to use it on my phone though.

4: Neither did I

3: But I could have

2: I tried like two or three times and then I was like...You can't actually use the design site on a mobile. But other than that, I think the design site was a lot better than the actual clickUP site in itself.

3: I also really liked the artwork. Like the little monsters and the little characters and stuff.

RESEARCHER: Can you explain how you used the website. So which parts did you use and which ones didn’t you use?

1: Well I definitely downloaded off it a lot for the slides and stuff. Um, I used it a lot for the first two weeks but I guess I just stopped being interested in it.

2: For me like, I started doing all the quests and everything, and then like when I was a quarter way through when I came to you cos I started moving like - if I do one step then it takes 10 AP and then after that you kind of reset it and then it reset my whole progress. So then I was like back to square 1 again. So after that I like logged on a few more times but then I didn't really continue after that.

RESEARCHER: So it was because you didn't have AP that you didn't continue?

2: Well I had AP, but like after everything got reset then I had to do the same quests again and it was repetitive and then I kinda stopped after that.

3: I actually went on the website like everyday just to check what the notifications that you would post on there, and also to like download all the slides and things. And I used it a lot and did like a lot of quests and stuff to get like that one border that I really wanted, the one with the flowers, that was like my goal.

RESEARCHER: You were the only person who got that one

3: It was like, "okay cool, this was the most expensive one, that's my goal" and then I got that and I thought okay cool

RESEARCHER: And then you stopped?

3: Yeah, well I was going to get back to it then I guess time kind of became a factor and then I didn't really have time to get around to doing the quests and stuff anymore. I was just happy I got that border.

RESEARCHER: The monsters? Did you guys fight monsters?

1, 2, 3: Yeah

2: I think I fought, the first time around I fought around about 6 or 8, and then I think the second time I only fought 3 and then after that I was like "eh".

RESEARCHER: Did you guys enjoy using the website?

3: I did

2: I did

3: It felt pretty cool that it was like exclusive to multimedia students. I don't know, it made me feel like the real VIP

4: Yeah, when you're like, "let me check the Design website".

2: It's a lot easier to navigate through the design site than through clickUP.

4: It is.

2: Because everything, on clickUP you have to go in to a tab to go into a different tab.

4: And it's slow

2: On the design site you click and then it opens everything that you want and it's like in relative spaces so you can quickly find what you're looking for if you need to quickly log on to see something

3: Yeah the user interface is a lot more user friendly in comparison to the clickUP one.

I don't like clickUP at all.

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

Everyone: yeah

RESEARCHER: It didn't feel forced? The extra stuff that you did, the quests and stuff that you did? You didn't feel like you had to do it?

3 and 4: No

2: I did it because it was actually fun

3: It was fun. I enjoyed it.

2: And the thing is, if you forget something and you don't want to go look for it, but you know you can just go on to the quests and through doing the quest then you start remembering things that you did in the very beginning of the semester. And I think it's a lot better to do it that way because then you remember the work instead of like, okay quickly scanned it, 5 minutes later, what did I look over?

3: What I did like about the monster battling, there would be repetitions of the same multiple choice question and the repetition really helped to sort of drill it into memory. That was really helpful.

RESEARCHER: With regards to exploring the map and quests and monsters and stuff, if you didn't do it, can you explain maybe why you didn't do it? What made you choose - okay you mentioned time and you mentioned that your profile got reset. Are there any other reasons that you maybe have?

1: The only motivation that I would have had for doing it is if I wanted to test myself to make sure I knew everything, but I felt the course was going well enough for me anyways so I didn't really feel a need to

3: I just ran out of time.

4: Yeah

3: With stuff due and there wasn't a lot of time to like go on and sit and focus on doing it. Otherwise I would have done it, definitely.

2: The first month or two of the semester was really free, where we had a lot of time, but then after that, I think like, especially through INL they started packing like assignment on assignment on assignment...

RESEARCHER: Amazing race, I'm guessing?

4: Oh my gosh

2: It's so stupid

4: Most pathetic thing I've ever done

3: We did crosswords and word searches.

[discussion about amazing race - irrelevant]

3: If they'd made it fun, like you did with the website, I think--

4: And your extra quizzes, like I actually did feel motivated to do those

3: And the extra quizzes and-- They were great, yeah

2: Yeah

2: You could at least look up something and find the right answer and get the right mark

[discussion about amazing race and INL]

RESEARCHER: Would you say you didn't feel that way towards the design website?

3: No, the Design website I actually wanted to go and use it

4: For me, Multimedia was my favourite module.

2: Yeah

3: Yeah it was also my favourite

4: In the beginning I liked VIO, and then...

2: I thought I would like VIO but the thing is they restrict you so much on what you can do artistically.

[discussion about VIO]

3: Multimedia was my favourite module. It was the one that I actually enjoyed like coming to and like never missing the lectures.

2: I think, ya, I only missed one lecture--

3: Yeah

2: But that was only because of the strikes. I couldn't get into campus.

[discussion about strikes]

RESEARCHER: Do you guys feel like the things you did on the website had value for you? Did they feel beneficial or--

3: It felt like it really drilled the information in and gave me a deeper understanding of how and what I don't know, certain code does, almost

RESEARCHER: Okay

3: Just the practicing. Mechanical memory is really good.

2: I used it, like I said earlier, if I forget something then I'd go on to a quiz every now and then. Then I just redid it. It's just a better way of remembering the work than just skimming over it and then forgetting it five minutes later.

RESEARCHER: Would you say you felt skilled at doing the things on the website? Did you become more skilled as you did it, or did you feel it didn't really help with regards to--

3: Oh no, it helped me. Tables especially.

1: Definitely

2: Yeah

4: Yeah

RESEARCHER: So what? Doing the quests or fighting the monsters or--

3: Um, doing the quests helped me.

2: Mostly what I did, like, after my profile got reset and I stopped doing the quests, I just downloaded all the slides and then I started doing my own thing. I started making my own website page and what not. Then every time we learnt something new, then I just implemented something extra and extra and extra, just to try remember everything.

RESEARCHER: That's cool. That's clever. Can you guys maybe explain how the extra stuff in the website, so the quests and the monsters and whatever, how it affected your experience of the work in the module?

4: It made it easier for me

3: It made it a lot easier.

4: Because for the rest of them, I feel like I only worked when I working for something, like an assignment or-- I didn't feel motivated to do it in my spare time, like "oh let's go do INL". Like I felt for multimedia, when you said I'll put an extra quiz then I'd go check it out. For the rest of them I'd be like "oh it's due on Sunday, I'll do it Sunday, two hours before". So I felt more motivated to do it for Multimedia than the rest.

3: Yeah that's literally how it is. Like for a lot of our other modules, like, we'll do stuff that's due like, we'll do it on the day or just the day before. We'll only really get into learning how to do-- or what that certain chapter is about, like the day before something, like when it's due. Whereas with the website and stuff, you kinda wanna go on there and you wanna earn AP, you want to make your avatar look better. You know, it's like a game so you wanna like beat the game. And yeah, it forces us to sort of willingly learn consecutively, consistently as opposed to leaving everything til the last minute.

2: Also what I though was nice is, you can do a quest and then you can get feedback on it to see where you went wrong. On clickUP and even on the CS site, they give you the test, but-- you can do the test but there's nobody to mark it or tell you if you got something wrong. It's just up to you to know if it's wrong or right. And that concept, at least if you can get feedback and somebody to mark what you've done, you can see where you've gone wrong and what you have to do differently. So like that was really nice, that was something that I really liked--

3: That's actually a really good point, yeah.

2: Then you don't have to like, have to go find like outside help and somebody else to ask for help. And even if we came to you personally you always said, if you were busy "okay just email me and then tell me what the problem is". Even in class, like, cos I came to you quite a few times and you told me, I can either do this or I can do that, and like, for myself personally I feel like that's a lot nicer than just having to be like, "okay is now right, is this now wrong? Who knows".

RESEARCHER: Okay, so the feedback was good.

3: Yeah the feedback was the best. Really.

1: Yeah

3: Very helpful.

1: The other thing I really liked is, um, generally for modules I like to keep track of what I have to do for the rest of the semester. So like how many practicals and things I have to do. The progress wheels, um--

3: Oh the progress wheels were so good

4: Yeah

1: Those were so great.

RESEARCHER: Okay cool. Those were like an added extra.

4: And I'm so glad you didn't say "go check the study guide". I was like, cos everything was set up properly. The progress wheels, I was like, okay, I have two more of those, I have three more to do. I set notifications for my website so I personally did a notification for everything that's due on the day. So I felt like you were approachable and the website was approachable.

3: And your replying to emails. You reply to emails like a legend.

RESEARCHER: I guess I have my phone on me all the time so..

3: That's the best.

RESEARCHER: Did it at all affect the way, or how much you used HTML and CSS outside of the module?

3: Oh yeah, I did it to show off to my family.

RESEARCHER: Oh did you. You (at 2) mentioned making a website on the side.

2: Yeah

4: I think I used it for VIO once. For my fonts, you know when we were doing the font thing? Yeah, I think I used it to do that.

3: I would build like mod websites to study. And like just manipulate the code and all the different options that the chapters showed just to see like what it does visually.

1: Yeah I made a website for my aloof friend about how aloof he is and stuff about magic. Because why not.

RESEARCHER: Okay cool. So you did use it outside the module then?

[general assent]

RESEARCHER: Did you guys feel like there was a community build around the website?

3: Oh yeah

RESEARCHER: Like, you felt part of something a little bit bigger than just yourself on the website.

3: Especially with everyone like challenging each other, like--

2: Luckily I always stayed clear of the challenges. I was always like--

3: I didn't challenge but hearing about it was quite funny and--

2: That was [student name]. [student name] was always going after everybody. Like who was, I know he got you (at 1).

1: He challenged me last minute for the um, phase 2.

RESEARCHER: Oh I still need to run that, I can resolve that one for you guys. See who wins.

2: What he did is he asked [student name] can he quickly see something on his website. [student name]’s like "yeah okay--

1: "Okay, sure, why not"

2: And then [student name] quickly goes on and challenges himself.

1: Basically yeah

2: But he did it with somebody else as well. I think it was Jen

3: It might have been [student name] or was it [student name]?

2: I don't know but it was one of them. Like he's like "can I just quickly..." and then he challenged himself on somebody else's as well.

RESEARCHER: Then he accepts it I guess. So

4: Obviously he's gonna accept it. We wouldn't

3: I liked going around and looking at everyone's avatars and stuff.

RESEARCHER: Why would you say you wouldn't accept the challenge?

4: I don't like pressure. And it's [student name] so that's a lot of pressure. Now I really have to get my game on. No.

RESEARCHER: The reason I ask is because in the questionnaires lots of people said they didn't do the challenges because they said they didn't want to compare themselves to other people. They rather wanted to compare themselves to themselves.

4: Yeah

3: Yeah I also didn't do any challenges

2: Yeah I also said that. I'm like, I'm not competing for anybody else, I'm competing for myself. So why must I do the challenges? Because like, I understand it's nice that you can challenge your friend, like I don't have anything wrong with that, but for myself it's more like I'm not doing it for anybody but myself so who I should actually be challenging to be better is myself.

3: I think it was just a bit intimidating for me because I know there's like a lot of people in our group who are just very very strong at coding in general, like [student name]--

2: [Student name]!

4: This was my first time ever doing it so I was like--

3: So if I were challenged by these people I'd probably lose like every time so it was like--

RESEARCHER: Okay, I understand. What did you think of including some of the website stuff in the classes? So, the like giving the awards and saying who's killed the most monsters--

3: Ah that was nice. That was really cool.

2: Yeah, I'm also-- like it's nice to see, like, if you actually did do it then you get recognition and then everybody else can also see and then it's not just something you do and then it just falls away. So that was nice.

3: Yeah I think the people getting recognised for the effort they put in for completing the quests and stuff. It's like when play games and stuff, you want to, I don't know, be recognised for being good at it--

2: That's what [student name] said. [student name] is like-- cos like after the first one came out where [student name] was still at the top he's like "yeah, now I'm gonna have to continue" cos he has to stay at the top.

RESEARCHER: And he didn't actually. [student name] did in the end. Do you think it would be cool to include more of that sort of thing or is it fine as is?

3: Um, include more of what sort of thing?

RESEARCHER: Stuff from the website in the class.

3: Oh yeah, I think so. I'm not sure what exactly but I'm sure it can't be bad.

RESEARCHER: Do you have any recommendations for how the website could be improved? Things could be added?

2: Probably just like a redoing of the mobi site. Because I said on my feedback that I gave in class, in my personal opinion I think the website is perfect. The only thing that could change is probably on the mobi site.

RESEARCHER: What would you like to see on the mobi site.

2: Just so that you could access like the different slides at least on the mobile site. Because that's what I do a lot if I forget my textbook or I don't want to run around with a COS textbook. Then I just sit in class and I download the textbook on to my phone. Like the different slides that we're working on. And then it's a lot easier to use my phone to like look at the lecture. Because you don't actually understand, you have to self-study in class.

3: I know what a lot of the students do is they download the PDFs or the slideshows onto their phone and then like, they just have it with them so that they can sort of study wherever, whenever without having like a cumbersome laptop around all the time

RESEARCHER: Okay, so the notes. Anything else?

2: I think just like the notes, and then actually being able to email you, like getting your details and everything. Because you can only get that through the website if you are on the computer.

RESEARCHER: Or the study guide

2: Yeah or the study guide. I hate having to go look through the study guide. Because you first have to go find like the right subject through like a 40 page study guide.

3: That's what was nice about the website, like most of the information that you would otherwise have to go look through the study guide for, like with all the other modules, it's like there, all together, you know. Easily accessible.

[talk about study guide]

RESEARCHER: Anything else you guys can think of? Especially with the optional stuff that would have improved things.

3: I don't know, I think people ran out of AP really quickly. Maybe incorporate other ways to get AP and maybe depending on like the largeness of the battles or of the quests, maybe more AP.

2: Maybe you could include, like, when you're fighting a monster, a difficulty of level like set for the monsters and the questions it asks. And then depending on which difficulty you take it gives you more or less AP.

RESEARCHER: Actually, it already is like that.

2: Because then you get more challenging questions...

3: Yeah because I think what happened with a lot of people is a lot of people ran out of AP really fast and then they didn't know what to do from there. And they kinda just left it.

2: Like [student name]. What he did is like, he just took the straightest path down and then he just got stuck in the middle of nowhere and had no AP and then he couldn't do anything.

RESEARCHER: Did everyone try and get to the bottom of the map. Was that the--

3: Yeah

2: Yeah

RESEARCHER: Why?

2: Because. It's the bottom of the map.

RESEARCHER: Okay cool, so you want to get to the bottom

3: Of course

RESEARCHER: So it would be cool to have something at the bottom then, right?

[general assent]

RESEARCHER: Like a boss fight or something.

3: Yeah

1: Final boss

2: Because what I did is I skimmed through like row by row. Because when I had to go down then I'd make a loop because I want to go row by row by row.

RESEARCHER: So you're a perfectionist? You want to like uncover every single block

3: That literally what I was trying to do is got to get all the way down

2: I think that's why people ran out of AP really quickly

3: Everyone wanted to explore like the entirety of the map and leave black blocks, like unchecked blocks

2: But then you run into those dead ends and you have to use like 5 AP to get out the little maze.

RESEARCHER: Overall, do you think it was a good addition to the module?

[general assent]

3: Oh no it was great. It was really cool

1: Yip

2: If the other modules could do something like that, it would be great.

3: Yeah if the other modules could literally do--

RESEARCHER: That would require everyone to code a website

4: I remember somebody-- people being jealous that I had a design site and they didn't have like a separate module site. Because we had three. We had clickUP, we had the CS website and we had the design site. So everybody was like "it's so separate" because when they had to go on clickUP they had to check every single module on each thing. So I feel like, it was better for me because everything was separate and everything was organised.

3: I showed two of my friends who aren't actually studying this year but I showed them "yeah, you know this is what I'm doing for multimedia" and I showed them the website and they were very impressed. Like they were really blown away. They said "wow, you know, why aren't we studying this?". They were very much more encouraged to like maybe come do multimedia just because the website looked really cool.

RESEARCHER: So it was a good addition?

3: Definitely.

2: I must say I was quite surprised when I found out Tuks is the only institution that offers multimedia with this type of like aspect. Because like, apparently, I think it's UCT, you also get like HTML and everything, but they don't have all the COS courses-

[discussion about multimedia]

[summary]