# https://forms.gle/53BWFCAwZPDXFpcD8

This questionnaire was designed to systematically evaluate the Kinnu app's role as a learning tool for Monash University. The survey is structured into five key topics, each targeting distinct dimensions of user experience and app performance. Below is the rationale for each section:

# • Topic 1

# - Objective:

Understand the real role that Kinnu plays in daily learning by exploring students' study routines.

# - Arrangement:

Q1 (Usage frequency) identifies whether Kinnu is a regular part of students' learning habits or only rarely used.

Q2 (Usage scenarios) explores the contexts in which Kinnu is applied (e.g., pre-class preparation, exam revision).

Frequent and diverse usage indicates the app's adaptability to different learning needs, and low usage may indicate useless features.

# • Topic 2

## - Objective:

Assess the learning content's quality and quantity as a hint of the value of Kinnu.

#### - Arrangement:

Q3-4 evaluate how well Kinnu's content aligns with FIT5125's curriculum and whether it expands on classroom teaching.

Q5-7 focus on clarity, time efficiency, and content volume per learning unit.

High alignment and clarity indicate Kinnu's value as a supplementary resource for study.

#### • Topic 3

# - Objective:

Measure Kinnu's impact on learning outcomes and efficiency to directly assess its value.

# - Arrangement:

Q8-9 compare Kinnu's effectiveness in teaching new concepts and reinforcing prior knowledge against self-study.

Q10-11 assess time efficiency and academic performance changes. Positive outcomes in these areas would justify applying Kinnu to other courses. Conversely, negative results may require reevaluating its pedagogical role.

# • Topic 4

#### - Objective:

To identify user experience barriers and technical flaws as an external reference factor.

#### - Arrangment:

Q12-13 evaluate the clarity of Kinnu's core features and guidance mechanisms.

Q14-15 evaluate visual design and interaction experience.

Q16 identifies technical issues (e.g., crashes, slow loading).

A user-friendly interface and stable performance are critical for adoption.

## • Topic 5

## - Objective:

To determine Kinnu's suitability for broader application by directly asking students opinions.

## - Arrangement:

Q17 asks whether Kinnu's learning model is adaptable to other courses.

Q18 measures willingness to use Kinnu in future units.

Strong support for scalability would encourage further development in expanding Kinnu's use, while hesitations may disrupt this need.