<https://docs.google.com/document/d/1AdjuK1nmXwqnX668FXBRy_16ZDXJ623DfymPWP1U7QQ/edit?usp=sharing>

1. On a scale of 1 to 10 how often do you use the Google Classroom stream to talk to fellow students?
2. Have you ever felt the need to communicate with peers outside of school for an assignment or project and not been able to contact them?
3. How do you communicate with other students outside of school hours?
4. On a scale of 1 to 10, how difficult do you find getting in contact with CCA students when you're outside of school?
5. Many students used Google Chat to communicate before it got blocked. How often did you use this program per week?
   1. 0
   2. 1-5
   3. 5-10
   4. 10-15
   5. 15+
6. What apps do you use to communicate with other students?
   1. Discord
   2. Gmail
   3. iMessage
   4. Whatsapp
   5. Instagram
   6. Snapchat
   7. Other (short answer)
7. How many times a week do you find yourself needing to contact other students?
   1. 0
   2. 1
   3. 2
   4. 3
   5. …
8. Would you download a personalized communication app that would let you easily communicate with other students and teachers throughout the day?
   1. Yes
   2. No
   3. It depends (short answer)
9. Why do you think this?
10. Theoretically, what would you use this app for?
    1. Getting info on teachers
    2. Doing group assignments
    3. Getting to know your classmates
    4. Asking for help on assignments
    5. Finding out the classes your friends have
    6. Group chats with other students
    7. Other (Short answer)
11. Would you still use this app if it was censored to be school-safe? (no bad stuff)
12. Do you have any extra remarks (stuff you would want added, stuff you would not want to see, etc

These questions are a decent starting point, but they could be improved to be more effective for needfinding. Here's a breakdown:

**Strengths:**

* **Targeting a specific problem area:** The questions focus on communication between students, which is a well-defined area to explore.
* **Mix of quantitative and qualitative data:** You're using scales to get a sense of frequency and difficulty, as well as open-ended questions to understand the "why" behind the answers.
* **Exploring alternative solutions:** Asking about existing app usage provides context and helps understand current behaviors.
* **Gauging interest in a potential solution:** Asking about downloading a hypothetical app helps assess potential demand.

**Weaknesses:**

* **Leading questions:** "Would you download a personalized communication app...?" is a leading question. It presupposes the need for such an app. Instead, focus on the underlying problem.
* **Assumptions about solutions:** The questions revolve around the idea of a communication app. This limits the exploration of other potential solutions. Needfinding should be open to a wider range of possibilities.
* **Lack of depth in understanding the context:** The questions don't delve deep into *when*, *why*, and *how* students need to communicate. Understanding these contexts is crucial.
* **Focus on features, not needs:** Questions like "What would be the most useful school-related purposes..." focus on features of a potential solution. Frame these questions around the needs instead.
* **Overemphasis on Google Chat:** The focus on Google Chat usage might skew the results and limit the exploration of broader communication challenges.
* **Vague language:** Terms like "school-safe" and "bad stuff" are subjective and open to interpretation.

**Here's how you can improve these questions:**

* **Focus on the problem, not the solution:** Instead of asking about a specific app, ask about the challenges students face in communicating with each other. Examples:
  + "Can you describe a time when you needed to communicate with a classmate outside of school and it was difficult?"
  + "What are the biggest frustrations you have with communicating with other students for schoolwork?"
  + "Think about a recent group project. How did communication within the group go? What worked well? What could have been better?"
* **Explore the context:**
  + "When do you most often need to communicate with classmates outside of school hours?"
  + "What kind of information do you typically need to share with classmates?"
  + "Walk me through a typical week. When and how do you communicate with other students for school-related purposes?"
* **Open-ended questions for deeper understanding:**
  + "What would make it easier to connect with classmates when you're not at school?"
  + "If you could magically improve one thing about how you communicate with other students, what would it be?"
* **Avoid leading questions and assumptions:**
  + Instead of asking about downloading an app, ask about their ideal communication scenario. "If you could communicate with classmates in any way, how would it work?"
* **Be specific with terminology:**
  + Instead of "school-safe," use concrete examples: "Would you use this app if it blocked sharing of inappropriate content like...?"

By focusing on the user's needs and pain points, you'll gather more valuable insights and be better equipped to design effective solutions, whether it's an app or something else entirely.