**Pre-questionnaire**

1. What is your identification number (for research purposes)

2. What is your gender? Male Female Other Prefer not to answer

3. What is your age?

4. What is you native language? English French Other (specify)

5. Are you experienced with the following? 1= not experienced at all 7= very experienced

* Social networking (such as Facebook, Twitter, Snapchat)
* Online Gaming (such as World of Warcraft)
* Gaming apps (such as Zombies Run, Angry birds, Candy Crush, Clash of Clans or Words with Friends)
* Education apps (such as dictionaries, Evernote, Duolingo)
* News or book apps (ibooks, Kindle, Zite)

6. What motivates you in using technology? Check all that apply.

* Socializing
* Learning
* Escaping Reality
* Self-development
* Networking
* Other, please specify

7. Are there any specific site, app, or other program that you find particularly **enjoyable** for learning?

8. Are there any specific site, app, or other program that you find particularly **useful** for learning?

9. Do you prefer to learn on your own or in a group setting?

* On own
* Group setting
* Like both equally
* No preference

10. Would you describe yourself as a “gamer”?

Yes

Once I was, but not any more

Not really, I love games but wouldn’t call myself a “gamer”

No, but I do play the occasional video or board game.

No. I’ve never been that into games.

11. How often do you play video and/or board games a week on average?

0 hours/ a few minutes - 2 hours / 2-5 hours/ 5-10 hours/ 10-15 hours / more than 15 hours

12. What is your attitude to video games?

Strongly Negative — they have a negative impact on me and/or society

Negative — they are a distraction

Neutral — I don’t think about them.

Positive — I like playing them

Very Positive — I love playing them

13. What motivates you when playing a game (video or board)?

Socializing with friends & other people

Competing to win against other people

Competing to beat the game or my personal best

Learning the rules &/or levels of a new game

Escaping from real-life concerns temporarily

14. Do you own a smartphone or iPad/tablet?

Yes No

15. If the prior answer is “yes”, do you play games on this device?

Yes No

16. If the prior answer is “yes”, how many hours per week do you spend on average playing games on your mobile device?

0-2 hours/ 2-5 hours/ 5-10 hours/ 10-15 hours/ more than 15 hours

17. What is your attitude towards social media?

Strongly Negative — it has a negative impact on me and/or society

Negative — it is a distraction

Neutral — I don’t think about it.

Positive — I like it.

Very Positive — I love it.

18. Do you use social media? If yes, please specify which sites.

19. If you answered “yes” to owning a mobile device, do you use it for social media?

20. If the prior answer is “yes”, how many hours per week do you spend on average on social media on your mobile device?

0-2 hours/ 2-5 hours/ 5-10 hours/ 10-15 hours/ more than 15 hours

**Post-questionnaire**

1. What is your identification number (the last 4 digits of your UVic ID for research purposes to link pre & post questionnaire responses)

2. What motivated you to volunteer to participate? Check all that apply: interest in a new tool, interest in a gamified UVic Tour, interest in augmented reality, interest in games, interest in social media, interest in student research, other, please specify

3. Do you feel that gamified tools can be effective in general for motivating students?

No. They can be an impediment. / Probably not./ No opinion./ Probably. They can help/ Definitely

4. How would you describe your experience with the gamified system *UVic Tour*? Please check all that apply. motivating/ un-motivating/ relevant/ irrelevant / useful/ useless/ fun / boring/ other, please specify

5. How would rate your overall experience playing *UVic Tour*? 1-5 scale 1=poor 5= excellent

6. Rate the following : UVic Tour Game / Aris platform / Twitter integration 1-5 scale 1=useless…5= useful…

7. Rate the following : UVic Tour Game / Aris platform / Twitter integration 1-5 scale 1= easy… 5= hard

8. Did you experience any difficulties during play-testing? Yes/no

if yes, please explain

9.What would you consider to be positive aspects of the game?

10.What if anything, would you change in the game? Add or remove?

11. Did playing in a group enhance your experience? not at all/ not really/ so-so/ quite a lot/ very much

12. Did the use of Twitter to communicate with other players enhance your experience? not at all/ not really/ so-so/ quite a lot/ very much

13. Did you experience any difficulties using the integrated Twitter? Yes/no

If yes, please explain:

14. How many times did you Tweet during the game?

15. Would you recommend *UVic Tour* to others? Yes/no/ maybe please explain

16. Would you be interested in playing other such games for different activities on campus? No/maybe/yes

17. Would you be interested in playing this type of game in a learning context? For example, history, a second language, science etc. No/maybe/yes

**Sample potential focus groups questions** (if time permits and there are volunteers)

1. What was your first impression when using the tool?
2. What constraints did you have using the tool?
3. What would you like to see or add in the tool you used in order to make it more user-friendly and/or more conducive to collaboration?
4. Did using Twitter in game enhance your experience?
5. Did using Twitter in game allow you to communicate effectively with other players at different locations?
6. Did you encounter any issues while using Twitter during the game?
7. Do you have any recommendations (or ideas) regarding the use of social media in this type of game/system?