User Interface I Project 2: Refactoring Canvas Website

Questions and Interview Draft

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Initial Questions:

1. What are some example games or game-ified UIs you have experienced? How do you feel about them?   What kind of game or game-ified experience would you like to explore for Alterna-Canvas?

- **Pokémon** – Different routes lead to different trainer battles (assignments), ultimately leading to a gym battle (exam).

- **Super Mario World** – Different worlds (classes) have levels (assignments) that lead to Bowser's castle (exam).

- **Binding of Isaac** – Move through rooms (assignments) to get to a boss (exam).

- **Habitica –** Each users have a different character that earns gold as they complete todo-items and use gold to buy in-game cosmetics

- **Fitness app on iPhone –** give you badges for completing daily exercise goals

2. Spend a few minutes discussing what you would envision as the goals for your Alterna-Canvas, based on your experiences and thoughts about your theme.

The user would likely be moving throughout some sort of world based on one of the examples above. This would allow them to have a sense of progression to a final goal, like a video game. No matter the theme of the UI, we would like there to be a tool kit (or bag) with useful tools to help complete assignments. For example, a map to see progression, or a calendar to plan your class work.

3. As a group, **discuss what you want to learn from potential users.** What do you hope to understand? Fill in this sentence "We are doing this research because...." (we want to find out... we want to understand... we want to learn about....).

We want to find out what kind of games and daily life things gets them excited, and what problems are they facing regarding learning, motivation, and Canvas UX in general

4. As a group, **define some research questions.** You won't directly ask these of your users, but these should inform the research you are about to do. What do you intend to learn? What is your purpose?

1. What kind of color schemes work best in a game UI?

- We want to create a UI that would be attractive to all types of users of all ages.

2. What different kinds of game characters and games that appeal to our Adience? Why do we feel happy about playing games?

- We want to create a game experience that appeals to all types of users of all ages.

3. What current issues are preventing users from utilizing Canvas's potentials (i.e., what features are missing, what features are unsatisfactory, etc.)

- We want the best User Experience.

4. What current issues are students facing from a productivity and learning efficiency perspective; how are they dealing with it?

- We want our Canvas app to help people be productive.

5. How the power of community can help Canvas users

- We want Canvas to be a place of community supporting each other, such as through mutual accountability.

5. **[SUBMIT]** Formulate 5+ key questions. These are the most important questions that you would want to ask your users. Refer to your research questions and goals.

1. What are some problems, struggles, and "frictions" you feel when you do tasks and homework if any?

2. Do you know about active learning techniques? If yes, what techniques are you using frequently, and how often?

3. How often do you engage with your community/support systems/friends and peers when doing work? What do you like and dislike about community? What do you wish could be changed for the better?

4. How often do you use Canvas? What features do you use most and least? What features do you like most and least? What are some complaints and praise you have about Canvas design and UI/UX?

5. What features do you wish a Canvas alternative to have?

6. [SUBMIT] With your team, draft a guide for your interview. This guide may include on a set of interview questions, but it does not need to be a script. Refer back to your research questions and goals. Remember- your goal is to learn something new that will help inform your final design. I would suggest 5-10 questions, leaving room for follow-up questions and ensuring that your interview doesn't take too long.

1. What tools do you use on a regular basis in Canvas, if any? What tools do you not find yourself using on Canvas, if any? Why? What are some complaints and praise you have about Canvas design and UI/UX?

2. What are some problems and "frictions" you feel when you do tasks and homework?

3. Do you know about active learning techniques? If yes, what techniques are you using frequently, and how often?

4. How often do you engage with your community/support systems/friends and peers when doing work? What do you like and dislike about community? What do you wish could be changed for the better?

5. What productivity tools, applications, or tips do you find yourself using regularly? Have you had any experience with gamified applications?

6. What do you do for relaxation in your free time? Do you play any mobile or laptop games (currently or in the past)? What kind of games make you feel good? When do those moments of in-game feel good moment occur (i.e., after buying an item, after defeating an enemy, after solving a puzzle, etc.)?

8. What features would you like an alternative version of Canvas to have?