

Project #2 Alterna Canvas  
Monday, October 23th, 2023  
Jack Margeson, Alex Yang, Kody Penn, Al Ayoola

## Project #2 Alterna-Canvas Interview Template

Interviewer: Jack Margeson

Interviewee: Ty K.

Date: 10/25/2023

**1. What is your daily usage of Canvas like?**

I usually hop on the calendar every morning, if there's something due like schoolwork then I complete it during the day. I have the grading emails turned on so if I get grade emails I check Canvas to see that.

**2. What features do you use most often on Canvas?**

Calendar (note: the one accessed from the side bar) is very important to me. I have used the text entry option in the past for assignments. I go into the class to check things about the class like the syllabus and modules. My Italian class uses mcgraw hill for the textbook, which I get to through the class page. The To-dos section on the dashboard is particularly useful.

**3. What features have you rarely or never used on Canvas?**

Never used the import integrations for turning in assignments on Canvas. Never used the inbox, history, help, or pretty much any other features that are linked on the dashboard. Never used the office 365 integrations or some of the extra buttons on the side under a class page.

**4. How do you track assignments/progress on assignments?**

Almost exclusively the calendar. I'm a same day assignment type of person. As for progress in courses overall, the grade emails are important. Usually I don't check the main grade page, just individually when I receive email notifications.

**5. What is your opinion on the current state of the Canvas UI?**

It works. I think it's pretty standard for an education system. No glaring problems here from a design standpoint. The to-do not clearing out from due-dates could be fixed, and shouldn't show things from 2 weeks ago (late work should be separate). Canvas no dark mode is awful.

**6. Do you know what gamification is?**

gamification: [noun] the process of adding games or gamelike elements to something (such as a task) so as to encourage participation.

(Note: interviewee vaguely familiar with it but not under the context of UI. Explained gamification in context of our interview.)

**7. Do you have any experience with using something that has been gamified?**

I don't think that I have used anything that has ever been gamified, really.

**a. What did you like about that experience?**

n/a

**b. What did you dislike about that experience?**

n/a

**8. If Canvas were to be gamified, what things do you believe should be awarded points for completing?**

Assignments of course, participations and discussions (a point and half a point for replies), maybe if you have several assignments that you complete in a day you get a combo.

**9. What are some rewards you'd like to see in a gamified Canvas?**

Maybe some sort of profile creation, such as how the Steam platform does it? Profile showcases that you can do fun things with. Canvas should allow professors to set what the academic influence should be. Learning community would benefit a lot from being able to track point progress of incoming freshman.

