

Interviewer: Kody Penn

Interviewee: Samir Idris

Date: 10/27/23

1. What is your daily usage of Canvas like?

I login to download or complete quizzes in canvas, and upload documents assigned. I eventually check my grades from time to time.

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

I use it to check my assignments and check grades, I rarely use it for class discussions.

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

the notification area, I see the notifications through my email first so I don't bother looking at it in canvas. Additionally, there are like a lot tabs within a course that I don't use for example Echo360, Office365, Groups, History, Commons, Help, Follet Discover etc.

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

I generally take a look at the To Do section in the Dashboard screen.

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

I think it has a lot of things that are unnecessary.

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.

I didn't know what it was.

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

a. What did you like about that experience?

b. What did you dislike about that experience?

I don't think I have experience something that has been gamified, or at least something that I have seen the changes from a normal UI to a gamified one. I know Duolingo is gamified but I didn't see its transition if any.

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

maybe checking announcements, or checking your calendar for the assignments, completing assignments could maybe give you some

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

extra credit or credits towards something purchasable or even a raffle.