Project #2 Alterna Canvas
Friday, October 20th, 2023
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Notes from meeting:

Other gamified experiences:
- Habitica
    - Make a character and get points for doing a to-do list
    - Helps motivate through goal-setting and getting avatar rewards
- freerice.com
    - Answer math questions and they send rice to impoverished countries
- Different exercise related gamifications
    - Biking down a "fake path" (eg. Peloton)
    - Wii Fit
- Duolingo
    - Practice every day and keep your streak
- Learning instruments
    - Rocksmith, learning guitar by playing songs in a guitar hero like game

Goals for Alterna Canvas:
- Having all the required capabilities of current Canvas—preserving the important features that people need to have on the site
- Having the gamification portion of the project have a sense of progression or rewarding feeling (points, rewards)
- Including a feature that will "keep people playing" (reward cash-out after finals or exams or something?)

We are doing this research because…
- We want to learn what kind of rewards people are interested in
- We want to learn what things people like and dislike about current Canvas
- We want to understand how keep users interested (what keeps people coming back)
- We want to understand how people see the impact on a traditional academic system

Potential key questions:
Research questions begin with: **how, in which way, what, why, to what extent** .
- To what extent should a student's academic performance be impacted by rewards from our gamified UI?
- In what way do students track assignments/progress on assignments?
- How often do students fail to submit assignments in a time and need extensions?
- To what extent can we change the UI of Canvas without making it very unfamiliar?
- What causes a game to become boring?

How did interviews go?:
- Went well overall
- Jack's interview questions could have been a bit more open ended to make it easier to get opinions from people
- Duplicate answers from interviewees

Interview Guide:
- What is your daily usage of Canvas like?
- What features do you use most often on Canvas?
- What features have you never used on Canvas?
- How do you track assignments/progress on assignments?
- What is your opinion on the current state of the Canvas UI?
- (interim question) Do you know what gamification is?
  - Yes: go to next question
  - No: explain what it means
- What things do you believe should reward points in a gamified Canvas?
- What are some rewards you'd like to see in a gamified Canvas?

Contextual Inquiry:
List of actions for test subjects to perform:
- Navigate to the main screen, Dashboard
- Check your grades for all classes
- See what assignments are coming up
- Navigate to the lecture slides for your last class
- Check what groups you're in
- Change your Dashboard view
- Edit your user biography
- Open your textbook for the last class you had
- Find the syllabus for the first class in your class list

First Draft Survey:
RS = rating scale question
Answer the following from "very often" to "rarely":
- I turn in all of my assignments on time.
- I miss assignments that are posted on Canvas.
- I miss assignments given verbally that were not posted to Canvas
- I visit the announcements tab.
- I visit the Office 365 tab.
- I visit the Echo 360 tab.
- I visit the Collaborations tab.
- I visit the BigBlueButton tab.
- I check my overall course grades.
- I check the syllabus of my classes.
- I check what groups I am a part of for my courses.

- I use the history button to navigate to other Canvas pages.

Answer the following from "strongly agree" to "strongly disagree":
- Users should be able to redeem points to get a 1-day extension on an assignment.
- Users should be able to redeem points to add +1 extra credit points to homework.
- Users should be able to redeem points to add +1 extra credit points to quiz/test.
- Users should be able to redeem points to add +1 extra credit points to an exam.
- Users should be able to redeem points to drop their lowest homework.
- Users should be able to redeem points to drop their lowest quiz.
- Users should be able to redeem points to drop their lowest exam.

Fill in the following statements (Semantic):
- Canvas is _____ to use (easy, hard)
- The Canvas UI is _____ designed (well, poorly)
- The majority of the UI elements for Canvas are _____ (helpful, unhelpful)

Deliverables:

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

    - To what extent should a student's academic performance be impacted by rewards from our gamified UI?
    - In what way do students track assignments/progress on assignments?
    - How often do students fail to submit assignments in a time and need extensions?
    - To what extent can we change the UI of Canvas without making it very unfamiliar?
    - What causes an implementation of gamification to become boring?

2. **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.**

    - What is your daily usage of Canvas like?
    - What features do you use most often on Canvas?
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    - What is your opinion on the current state of the Canvas UI?
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        - Yes: go to next question
        - No: explain what it means
    - What things do you believe should reward points in a gamified Canvas?
    - What are some rewards you'd like to see in a gamified Canvas?

3. **With your team, draft a brief plan for contextual inquiry.**

    List of actions for test subjects to perform:
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4. **Today, you will design a first draft survey.
   Write your survey questions in this Google doc:**

https://docs.google.com/document/d/1EQuOw44dMu-aHCl4F3nFQWeyBGVAGoy0rXKnp_NI_Cs/edit?usp=sharing

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