Project #2 Alterna Canvas
Monday, October 23th, 2023
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Project #2 Alterna-Canvas Interview Template

Interviewer: Al Ayoola
Interviewee: Derrick
Date: 10/24

1. **What is your daily usage of Canvas like?**
   -stay up to date on what assignments are due

2. **What features do you use most often on Canvas?**
   -the dashboard to see what is due on the current day

3. **What features have you rarely or never used on Canvas?**
   -history, help features

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

5. **What is your opinion on the current state of the Canvas UI?**
   -Indifferent, does what it needs to do

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.

   -Yes. Making things into a game. (streaks, points, etc)

7. **Do you have any experience with using something that has been gamified?**
   Yes, Bible app.
   a. **What did you like about that experience?**
      Motivated to keep coming to app
   b. **What did you dislike about that experience?**
      Nothing

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

-logging in each day

9. **What are some rewards you'd like to see in a gamified Canvas?**
   -extra credit points for completing assignment on time
   -extended deadlines