

Interviewer: Kody Penn

Interviewee: Kevin Slyh

Date: 10/25/23

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

I use it nearly every day to check assignments and access my course pages.

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

The dashboard. But other than that, probably just the various module pages for the classes.

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

The inbox feature.

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

I use the to-do page on the mobile app. Or I use the calendar on the desktop app but that is less useful in my opinion.

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

I think it's in a good state. I can't think of any noticeable improvements that need to happen but that doesn't mean there aren't any.

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

Yes.

**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?**

The only experience I have with things like that is websites in elementary school that taught you how to type and stuff like that. Those generally were super cheesy and awkward to use. I feel like they could have easily been not gamified and been just as effective.

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

In a way, Canvas is already gamified. You complete assignments and get a good grade as a reward. If it were to be further gamified, there would need to be some sort of university-wide point system that could be used to standardize the points.

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

Bearcat card dollars.