Project #2 Alterna-Canvas Interview Template

Interviewer: Alex Yang
Interviewee: Kelvin Liu
Date: 10/30

1. **What is your daily usage of Canvas like?**
   - I get on to look at assignments, their due dates, the calendar, and then, I just usually go to files since that is where the notes are. Then to announcements if there are any

2. **What features do you use most often on Canvas?**
   - Assignment submissions, assignments and files would probably be the most that I use

3. **What features have you rarely or never used on Canvas?**
   - Big Blue Button, Library Resources, Office 365 and others that are like this

4. **How do you track assignments/progress on assignments?**
   - I use Canvas calendar and I use Canvas App

5. **What is your opinion on the current state of the Canvas UI?**
   - It is alright but I hate the grades because the grade notification is glitchy sometimes where the red dot notification does not go away even after you have clicked on it. Also grade in Canvas is not accurate due to professor's weighted assignments/content. The Canvas App could be updated that in the People's tab to have a group section.

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.
   - No

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?**

   - Yes I have. In the sudoku app, there were daily puzzles with a streak feature. Nothing that stood out that I would say I liked about it. If I had to say, it would be that you can finish the puzzles on a later date if you had started on it. Nothing comes to mind for dislike other than the difficulty sometimes (sometimes too easy)

8. **If Canvas were to be gamified, what things do you believe should be awarded points for completing?**
   - Anything that involves student participation on time or proactive activities such as most upvotes on discussion board

9. **What are some rewards you'd like to see in a gamified Canvas?**
    - Extra points and the ability to skip an assignment are the only things that I can think of