

Project #2 Alterna Canvas
Monday, October 23th, 2023
Jack Margeson, Alex Yang, Kody Penn, Al Ayoola

Project #2 Alterna-Canvas Interview Template

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

1. What is your daily usage of Canvas like?

- checking the calendar to see what's due
- checking assignment descriptions
- turning in assignments

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

- the calendar
- checking the modules of specific courses

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

- the history and inbox features

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

- The calendar

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

- Is it simple and easy to use

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.

- When simple tasks are turned into games.

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

Yes, duolingo.

a. What did you like about that experience?

Motivated to keep coming to app

b. What did you dislike about that experience?

Seeing other users higher than you on the leaderboard causes imposter syndrome.

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

- completing assignments early
- watching lecture videos for remote classes
- involuntarily commenting on discussion boards

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

- boosting your grades for getting a certain amount of pts
- monetary rewards for coming to canvas