Project #2 Alterna-Canvas Interview Template

Interviewer: Alex Yang
Interviewee: Johnny Liu
Date: 10/24

1. **What is your daily usage of Canvas like?**
   - I usually go on every day to look at the TODO section on the main dashboard. Other than that, I would also check grades if assignments,quizzes, or exams get graded

2. **What features do you use most often on Canvas?**
   - I use TODO, Announcements, Grades, Assignments, and Modules sections the most

3. **What features have you rarely or never used on Canvas?**
   - Zoom, Library Resources, Big Blue Button, Echo360 (basically everything that I didn't state before)

4. **How do you track assignments/progress on assignments?**
   - Just checking the todo section on the main dashboard

5. **What is your opinion on the current state of the Canvas UI?**
   - When first using it, it was overwhelming as there were a lot of features and navigational items. Eventually, I got used to it. I now see it in a neutral view

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?**

   - Have not experienced any

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

   - Assignments, completing things on time, pop quizzes, discussion (stack overflow: asking questions and top voted answers gets points)

9. **What are some rewards you'd like to see in a gamified Canvas?**
   - snacks/drinks, extra credits (if professors are willing), accessories/misc items