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

Interviewer: Jack Margeson
Interviewee: Ava S.
Date: 10/25/2023

1. **What is your daily usage of Canvas like?**
   I look at assignments through the class pages, under the modules tab. I keep canvas on the picture view, and I look at the to-do list for upcoming assignments. I write my assignments down in an external Notion board. I have emails off for Canvas.

2. **What features do you use most often on Canvas?**
   To-do list and grades are the biggest features that I use from Canvas.

3. **What features have you rarely or never used on Canvas?**
   I avoid using the calendar, the groups are actively annoying to use. I rarely use the inbox (and the notifications don't work great for that). Never clicked on help. Something that really annoys me is the way that notifications work—the professors annotating projects sends me multiple notifications.

4. **How do you track assignments/progress on assignments?**
   I track projects outside of canvas in Notion because there is not really a great way to look at long term assignments (note: she has not used the calendar).

5. **What is your opinion on the current state of the Canvas UI?**
   It's fine. It does what it needs to do. Something that is poorly designed though is the group menu and finding which group you're in. Clarity for that on the class pages would be nice. I use most of the buttons on the class pages but the problem is some of them are useless and sometimes even link to the same thing (syllabus linking to the assignment page based on the professor setting it up).

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, it's making something into a game so that it is fun to do instead of terrible.

7. **Do you have any experience with using something that has been gamified?**
    Pomofarm is a game where you can set work timers to get stuff done and you get rewarded for that with points, which you can give to a virtual duck for items. Finch is an app that does self care and other stuff similar to Pomofarm that I also play.
    a. **What did you like about that experience?**
        It's a lot more fun than doing the tasks regularly. It makes me more motivated to get stuff done because I can progress in the game.
    b. **What did you dislike about that experience?**
        With Pomofarm I've "beaten" the game by obtaining all of the items which kind of defeats the point other than seeing the points go up. I still enjoy it but it loses a bit of meaning.

8. **If Canvas were to be gamified, what things do you believe should be awarded points for completing?**
    At least submitting assignments. Sometimes just checking canvas would be good, like a login streak-system. Watching lectures online would be a nice thing to give points for. Completing an exam should give a large amount of points, or maybe even points for time studying for one?

9. **What are some rewards you'd like to see in a gamified Canvas?**
    Money. Just kidding. Good grades would be nice, something like a participation grade? It's hard to do that with making it "free"--there's not a lot of things that Canvas could give you for free that is motivating. I would enjoy feeding the canvas panda with my points. If you had a friend, I think I would enjoy that.

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Instructure
Brand

Spirit Mark

What's up with the Panda?

We get this a lot. Way back when Instructure first began, our founders were short on staff—so they put a giant stuffed panda at the receptionist desk, just for fun. Little did they know, one day that panda would become a beloved yet mysterious part of our brand.

Always protect the panda.

We don't want the panda to go from a charming mascot to an overused annoyance, or a source of confusion for our customers. **So never use the panda without checking with the brand team first. No unapproved panda materials are allowed for external use.**

Mark

Clear Space

Single Color   **Single Color Reversed + Stroke**

Minimum Size

75 px

Usage Rules

- The Instructure panda spirit mark consists of dark blue (PMS 533C), blue (PMS 2149C), and light blue (PMS 2707C).

- When using the panda, you must integrate the full Instructure logo into your design.

- It's an approachable panda, but it's still a wild animal, so always give it plenty of clear space, as shown at left.

- Always use the panda at a size larger than 75 px.

- Never use the panda without permission.

- Don't change the panda in any way—including its colors, shape, or expression—and don't add or subtract any elements.

- Don't use older versions of the panda.

- Don't use the panda without a reference to Instructure.