**Gamification Survey**

**During the classes, I am very interested in the directions and content of the classes.**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

**I usually like to be part of the discussions or activities that take place in the class.**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

**Sometimes I get distracted by doing some other activity during classes, because I don't feel comfortable and I want them to end.**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

**I feel that I spend more effort in programming than in other subjects.**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

**In general, I am satisfied with the activities carried out in the programming classes**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

**I consider that I have increased my interest and learning in programming more in the last class I received.**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

**How much do you like video games (consoles, computer or cell phone)?**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

**In general, how attractive would you find classes that use elements or dynamics of a game to learn?**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

**To what extent do you consider that using game elements as a teaching method can help you reinforce your knowledge and improve your skills?**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

**How much do you think that activities that include game dynamics can improve your motivation regarding the course, the subject, and science in general?**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

**To what extent can recreational activities help you improve your academic habits (don't procrastinate, don't use your cell phone, take notes and pay attention)?**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

**How much do you think your motivation and learning would improve with reward methods to accumulate points and achievements for your performance?**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

**How much do you think your learning would improve if you were offered activities adapted to your current learning style and level of understanding?**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

**Would you like a playful teaching methodology to be implemented in any subject within your student career?**

* In disagreement
* partially disagree
* Neither agree nor disagree
* partially agree
* Agree

(Rodrigues et al., 2018)

**Bibliography**

Rodrigues, P., Souza, M., & Figueiredo, E. (2018). Games and Gamification in Software Engineering Education: A Survey with Educators. *2018 IEEE Frontiers in Education Conference (FIE)*, 1-9. https://doi.org/10.1109/FIE.2018.8658524