A1. Design workshops materials

A. 1.1. Eliciting users' needs through a collaborative board

Goal: Refinements of the visualisation and eliciting needs for the reflection tool

Instructions:

This is your space to configure the reflection tool of your dreams!

- Place [drag and drop] any visualisation or element you want to have in your reflection tool. Place as many you want!
- If there is any other visualisation or element that is not listed here, use the **idea card** to add your own visualisation or element.
- If you want to add details to any visualisation or element, grab an explanation card or add your own explanation.

Every time you add a visualisation or element, tell us:

- Why did you choose that visualisation or element
- How is going to help you during the reflection
- Is there any additional information needed?

Guiding questions about the visualisations:

- How can we **improve** the bar chart categories?
- How can we **improve** the team positioning and communication visualisation

Board with prior visualisations and other elements. Teachers were asked to re-use these elements and add them to the canvas.

Teachers arranged elements that they would like to have access to while debriefing.

Another arrangement of visualisations and elements made by teachers.
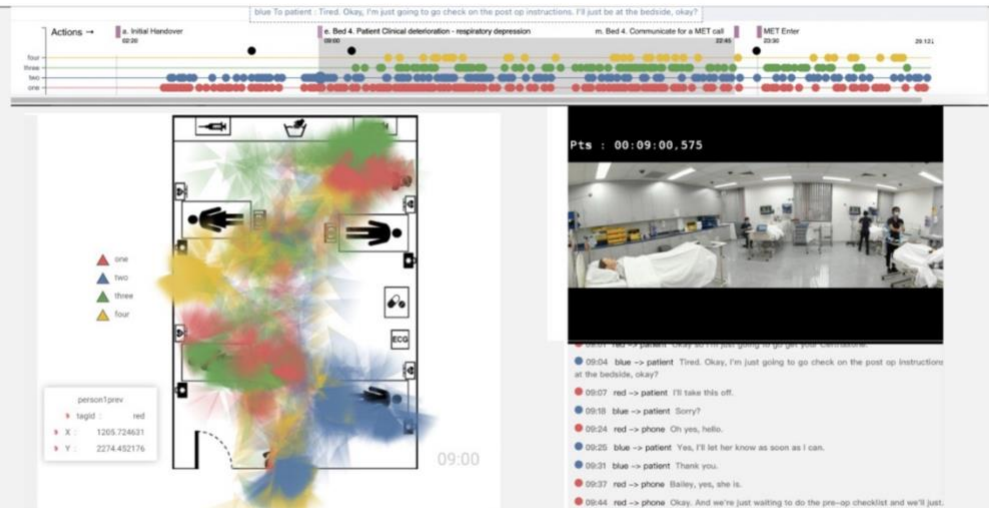
Elements for the tagging tool. Teachers were asked to re-use these elements and add to the canvas elements they would like to have in a tagging and annotation tool.

A. 1.2. Low-fidelity prototype of *TeamVision*

Goal: Validation of a prototype of a control-view that shows visualisations and information.

Based on the requirements defined from the prior stage, we designed a low-fidelity prototype with several elements and features to allow teachers to interact and share the information from the visualisations.

First prototype validated. Here, we added a timeline, video, transcriptions, and navigation and filtering options.
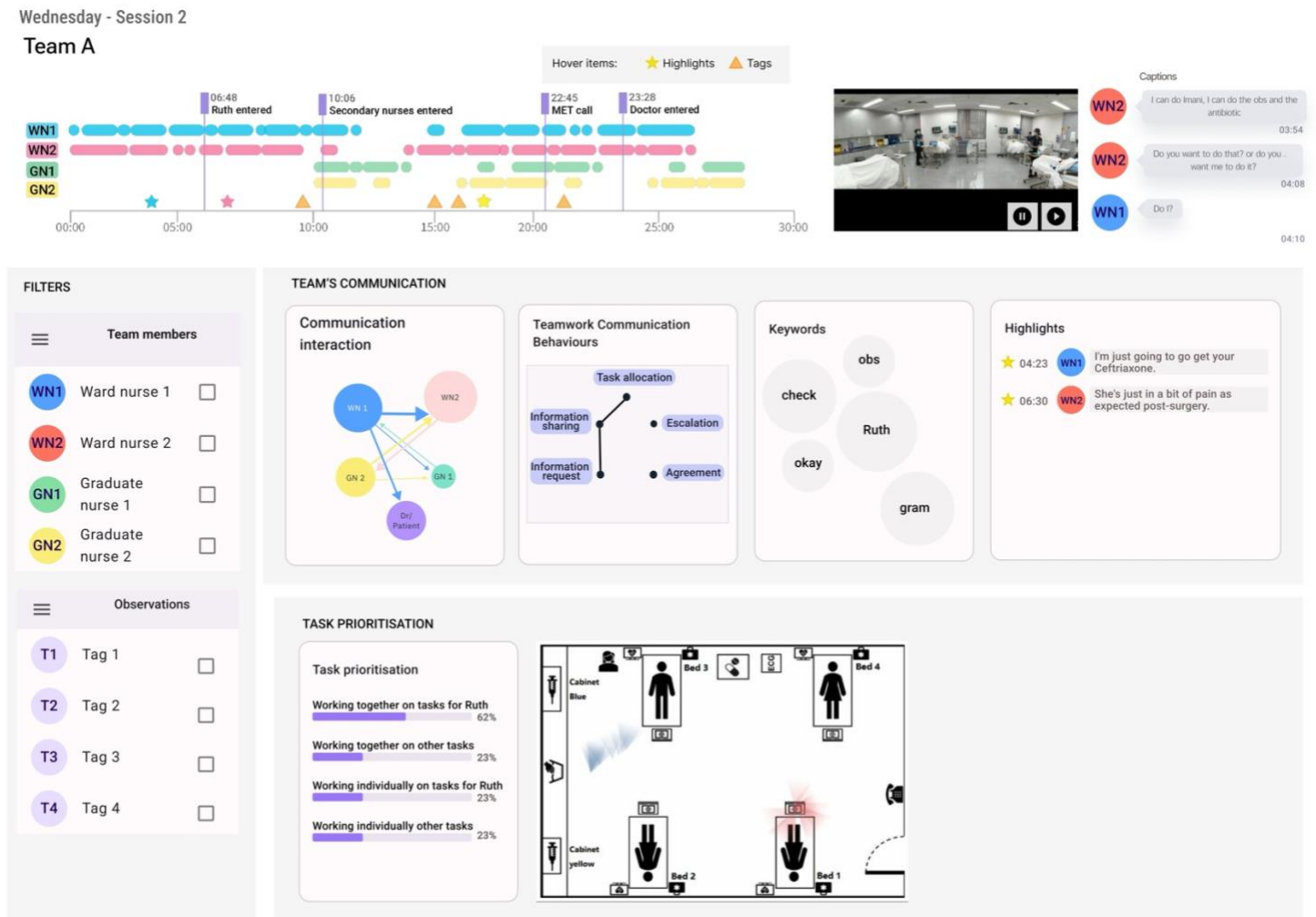
Second prototype validated. Here, teachers required simplicity when accessing the data, which led to the creation of these cards with a preview of the information.
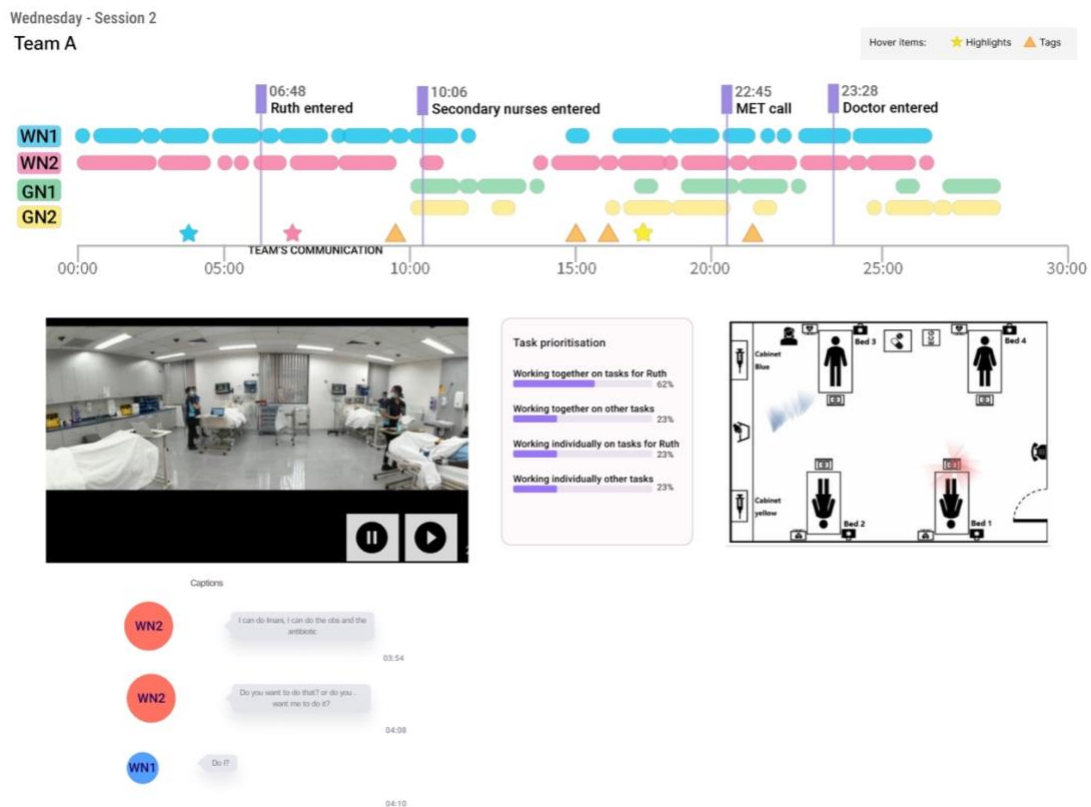
A. 1.3. Interaction design workshops

Goal: Define interaction features for accessing and sharing the information with students. Using paper prototypes, we asked teachers to imagine how they would access, navigate and share the information with students.

Teachers were given paper prototypes to discuss how they would imagine the interaction when using the control-view screen.

Interviews with teachers and students

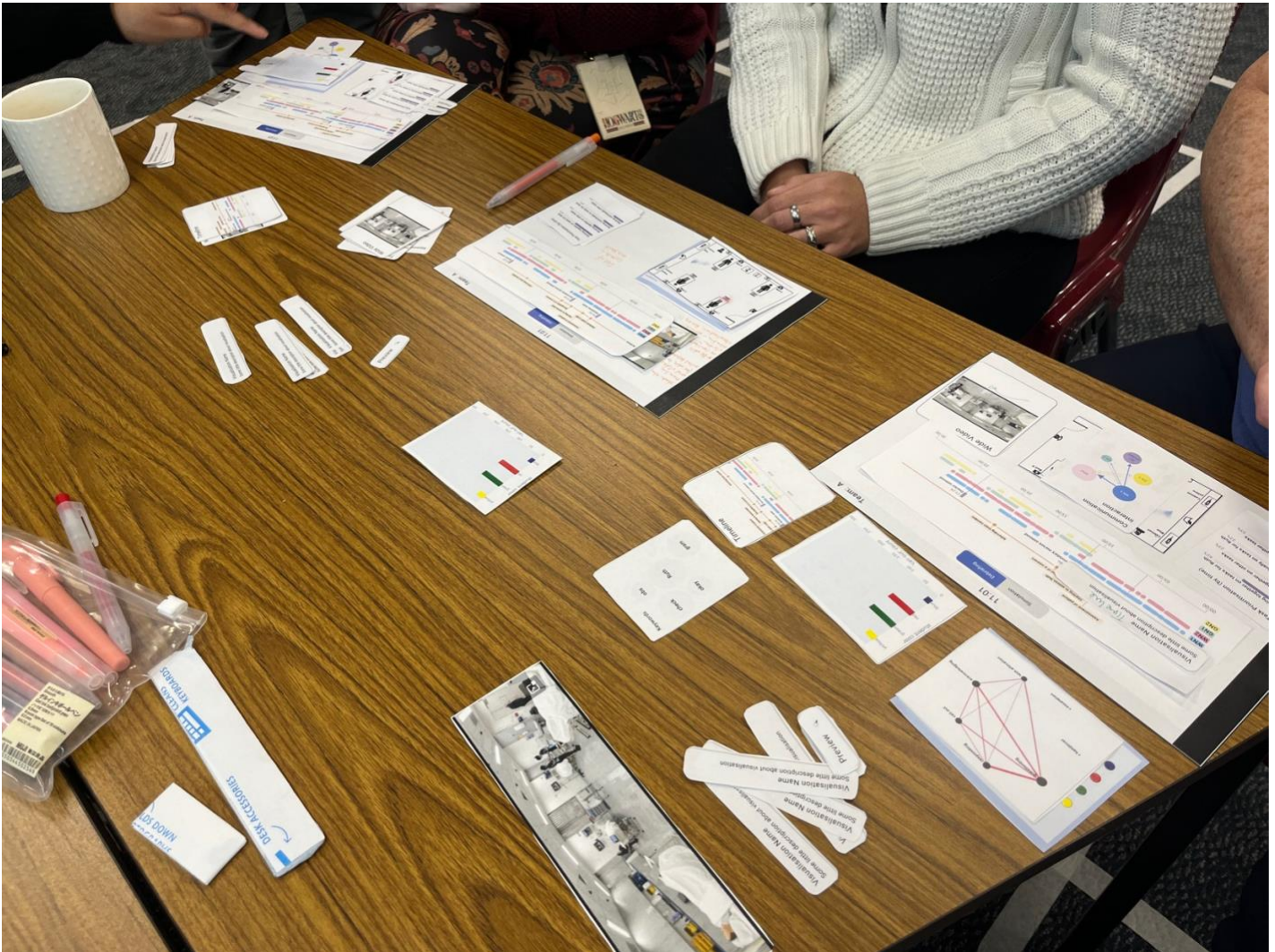## A. 2.1. Post-hoc interviews with teachers

Teachers were asked about their overall experience, usefulness and ability of the tool to supporting their teaching practice and challenges.

Reflecting on the use of *TeamVision*

- How was your experience when using *TeamVision*?
- Did *TeamVision* support your ability to guide the debrief? How?
- Did you encounter challenges when using *TeamVision*? Yes, no? What?

Usefulness of visualisations (overall)

- What **visualisation** did you find most useful during the debrief? Why?
- Why did you choose that **visualisation**?
- What **visualisation** did you find challenging to use when preparing your debriefing? Why?

Usefulness, accuracy and trust (detailed):

- To what extent do you believe the **visualisation** was *useful* in guiding the reflection on the team's prioritisation? Why?
- To what extent do you believe the **visualisation** *accurately* represents the team's prioritisation? Why?
- To what extent do you *trust* the **visualisation** information to judge or reflect on the team's prioritisation? Why?

A. 2.2. Post-hoc interviews with students

Questions were asked after students explored their data and visualisations. A set of visualisations from their team was given as a slide deck. They had the opportunity to navigate through these.

These questions were asked **per visualisation**.

- What is your interpretation of the **visualisation**?
- Did the **visualisation** support your reflection on your and your team's performance? How?
- To what extent do you believe this **visualisation** can be *useful* for you to reflect on - your team's prioritisation? Why?
- To what extent do you believe this **visualisation** *accurately* represents your team's prioritisation? Why?
- To what extent would you *trust* this **visualisation** to judge or reflect on your own performance? Why?