

Introduction

Introductory Video

[What is Gamification in Education](#)

The survey below consists of questions on your experience of using an active video-watching platform, in this instance AVW-Space. Learning activities that you encountered in this platform are,

- watching videos
- commenting on videos and
- rating of peers' comments.

Demographics

1. What is your age?
 - a. 18-23
 - b. 24-29
 - c. 30-35
 - d. 36-41
 - e. 42-47
 - f. 48+
2. What is your gender?
 - a. Male
 - b. Female
 - c. Non-binary / third gender
 - d. Prefer not to say
3. Which country do you currently reside?
 - a. New Zealand
 - b. Philippines
4. Have you used AVW-Space before today's session?
 - a. Yes
 - b. No

Gamification Questions

Motivation

1. I would feel motivated to interact with the learning activities if I saw my own progress on the learning activities.
 - a. Yes. It definitely will motivate me.
 - b. Maybe it will motivate me, but I'm not sure.
 - c. No. It will not motivate me.
2. I would feel motivated to interact with the learning activities if I saw the progress of the learning activities of my peers.
 - a. Yes. It definitely will motivate me.
 - b. Maybe it will motivate me, but I'm not sure.
 - c. No. It will not motivate me.
3. I would feel motivated if I received rewards for the activities I complete.
 - a. Yes. It definitely will motivate me.
 - b. Maybe it will motivate me, but I'm not sure.
 - c. No. It will not motivate me.

Experience with Gamification

1. Did you know about GAMIFICATION before watching the introductory video?
 - a. Yes. I knew.
 - b. I had heard about it, but never tried it.
 - c. I might have heard about it, but I'm not sure.
 - d. None at all.

Gamification on AVW-Space

1. I would like game elements to be integrated into active video watching platforms to motivate me to complete the learning activities.
 - a. Yes. I agree.
 - b. I am neutral and neither agree nor disagree.
 - c. No. I disagree.
 - d. I don't know, cannot judge.
 - e. Other -

2. I believe that gamification will improve my learning with active video-watching platforms.
 - a. Yes. It definitely will improve my learning.
 - b. Maybe it will improve my learning.
 - c. No. It will not improve my learning.
 - d. I don't know.
 - e. Other -

3. Which game elements would be most effective in motivating you to undertake learning activities in active video-watching platforms?
 - a. Points –a positive feedback or a reward (score)
 - b. Challenge – a task that requires effort to complete
 - c. Badges – virtual representation of an accomplishment
 - d. Leader board – an element that orders users according to a criterion
 - e. Other –

Game Elements and Activities

1. Which elements would you like to see in the following activities in active video watching platforms

	Points	Challenges	Badges	Leader boards
Watching videos	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commenting on videos	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rating comments	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>