



Creating Machinima Empowers Live Online Language Teaching and Learning

1.4 Feedback Questionnaires for Teachers and Learners



Disclaimer

This project has been funded with support from the European Commission (Project number: 543481-LLP-1-2013-1-UK-KA3-KA3MP). The information on this website reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



EU FUNDED CAMELOT PROJECT (2013-2015)

Deliverable Number: 1.4

Deliverable Name: Feedback Questionnaire for Teachers and Learners

Description: These online questionnaire forms will be prepared as electronic questionnaires with email reply buttons for easy and prompt return to the WP partners. Two types of questionnaires will be devised which will be applied: 1) to teachers and teacher-trainers and 2) to students.

Dissemination Level: Public

Signed off by: Project Coordinator

Date Signed off: 29 November 2015

European Commission Lifelong Learning Programme Key Activity 2 (ICT)
Project website: camelotproject.eu
Project number: 543481-LLP-1-2013-1-UK-KA3-KA3MP





Feedback Questionnaire for Learners

This survey is part of the CAMELOT (CreAting Machinima Empowers Live Online Language Teaching and Learning) project framework. The purpose of this questionnaire is to gather some information about the use of machinima in the classroom.

We would like to thank you for taking the time to complete the questionnaire in advance.

1. Your gender

- Female Male

2. Age group

- 17-21 22-26 27-31 32-36 37+

3. What is your institution?

4. Have you ever used 3D environments before?

- Yes No

If yes, for how many years?

5. How did you learn about machinima?

- books articles conferences/seminars internet webinars
 teacher/course other _____

6. Do you create your own machinima?

- Yes No

If yes, please answer questions 7 and 8.

If no, continue with question 9.

7. Which software do you use to shoot (record) your machinima?

8. Which item(s) usually cause problems in your lessons?

- Connection to Second Life
- Sound
- Video
- Moving avatars
- Finding locations
- Takes too much time
- Machinima is seen as a game and therefore is not taken seriously
- Many student computers have poor technical equipment
- Filter / Firewall problem that prevents me from connecting to Second Life
- Other:

STATEMENTS

To what extent do you agree or disagree with the following statements?

SA: strongly Agree A: Agree U: Undecided D: Disagree SD: Strongly Disagree

No.	Items	SA	A	U	D	SD
9.	Motivation increases when using machinima.					
10.	Short machinima are better to keep focused.					
11.	Machinima enhance language learning.					
12.	Machinima can be integrated into any learning environment.					
13.	Machinima help to learn new words.					
14.	Machinima help to understand new grammar structures.					
15.	Machinima help to improve communication skills.					
16.	Machinima are more effective compared with other learning tools.					
17.	Students get sidetracked by watching machinima because it is entertaining.					
18.	Facial expression and missing body language are disturbing when watching machinima.					
19.	I intend to use machinima in the future.					
20.	Machinima supports autonomous learning.					
21.	Machinima supports communication skills like listening, speaking and writing.					

22. What do you feel about the learning experience with machinima?

- | | | | |
|---------------------------------------|--------------------------------------|--------------------------------------|--------------------------------------|
| <input type="checkbox"/> Motivated | <input type="checkbox"/> Confident | <input type="checkbox"/> Confused | <input type="checkbox"/> Happy |
| <input type="checkbox"/> Satisfied | <input type="checkbox"/> Excited | <input type="checkbox"/> Indifferent | <input type="checkbox"/> Frustrated |
| <input type="checkbox"/> Disappointed | <input type="checkbox"/> Comfortable | <input type="checkbox"/> Skeptical | <input type="checkbox"/> Scared |
| <input type="checkbox"/> Anxious | <input type="checkbox"/> Curious | <input type="checkbox"/> Novice | <input type="checkbox"/> Hard to say |
| <input type="checkbox"/> Other: | | | |
-

23. Please enter any other comments below:



Feedback Questionnaire for Teachers

This post course survey is a part of CAMELOT (CreAting Machinima Empowers Live Online Teachers) project framework. CAMELOT is an EU project which aims to equip language teachers with the know-how to learn the techniques for producing videos of language learning conversations in 3D virtual environments.

CAMELOT takes up the challenge of “video as a new language of learning” and purposes to train and equip language teachers to produce visually appealing authentic conversations. The technology in focus is machinima, which by definition is the use of real-time 3D computer graphics, such as video games or virtual worlds, to create cinematic productions. In this survey teachers who used machinima are given a chance to reflect on their experiences of using machinima.

PARTICIPANT INFORMATION

1. What is your gender?

- female male

2. What is your age?

- 20-25 26-30 31-35 36-40 41-45
 46-50 51+

3. What is the name of your institution?

4. How long have you been in this profession? (i.e. in years)

- 1-5 6-10 11-15 16-20 21+

5. What is the name of your avatar?

6. How long have you been using Second Life? (i.e. in years)

- 1-2 3-4 5-6 7-8 9+

7. How did you learn about machinima? (Please choose all that apply)

- books articles conferences/seminars internet
webinars
 other _____

8. How long have you been using machinima in language teaching?

9. For which subject(s) are you making use of machinima?

10. Are you using machinima

- individually with a few colleagues institution
 other _____

11. For which purpose(s) are you making use of machinima ? (Please choose all that apply)

- to introduce subjects to Introduce content autonomous activity
 language practice language production for cooperative learning
 as a learning task
 other: _____

TECHNICAL FEATURES

12. Which software do you use to shoot / record your machinima?

13. Which item(s) cause problems in your lessons? (Please choose all that apply)

- connection to Second Life
 sound
 video
 moving avatars
 finding locations
 integrating machinima into your lesson plan
 takes too much time in my lesson plan
 machinima is seen as a game and therefore is not taken seriously
 many computers of the students have poor technical equipment
 filter / firewall problem that prevents me connecting to Second Life
 other: _____

COURSE DESIGN

To what extent do you agree or disagree with the following statements?

SA: Strongly Agree

A: Agree

U: Undecided

D: Disagree

SD: Strongly Disagree

		SA	A	U	D	SD
15.	My students' motivation increases when I use machinima.					
16.	The length of machinimas is satisfactory.					
17.	Appropriate technical support is provided out of world when required.					
18.	Machinima fosters learning.					
19.	Machinima provides self-study after school.					
20.	Machinima fits with all units in the curriculum.					
21.	All my students can access Second Life and machinima without any problems.					
22.	I can control all of the events in machinima.					
23.	Machinima is responsive to the events and environments that we initiated in the lesson.					
24.	Almost all of my senses are engaged when I use a machinima task.					
25.	Some of the information was disorientating.					
26.	The environment in machinima is inconsistent with my real environment					

STATEMENTS

Statements are about Machinima. How far do you agree or disagree?

No.	Items	SA	A	U	D	SD
27.	Machinima is more effective from other learning materials					
28.	Being able to shoot your own film according to your needs and your lesson plan is a big advantage for teachers.					
29.	Students get a feeling of ownership in machinima because they are also included in this work.					
30.	Students get sidetracked by machinima because it is more entertaining than educating.					
31.	Role-plays were more effective because students' avatars acted and spoke in these situations.					
32.	When using machinima we feel we are talking to computers.					
33.	Body language is missing in the avatars and this disturbs me.					
34.	Shy students are also very active in machinima because they can keep their real identity anonymous.					
35.	It is a relief for my students to know the real identity behind the avatars.					
36.	Some avatars are disturbing and annoying.					
37.	Machinima tasks are less effective than real classroom tasks.					
38.	I intend to use machinima to assist my teaching in the future.					
39.	I intend to use machinima as an autonomous learning material.					
40.	I am satisfied with machinima's contribution to my lessons.					
41.	Machinima helps my students to understand and grasp the lessons.					

42. Try to describe how you feel about the learning experience with machinima.

(Please choose all that apply)

- | | | | |
|---------------------------------------|--------------------------------------|--------------------------------------|--------------------------------------|
| <input type="checkbox"/> motivated | <input type="checkbox"/> confident | <input type="checkbox"/> confused | <input type="checkbox"/> happy |
| <input type="checkbox"/> satisfied | <input type="checkbox"/> excited | <input type="checkbox"/> indifferent | <input type="checkbox"/> frustrated |
| <input type="checkbox"/> disappointed | <input type="checkbox"/> comfortable | <input type="checkbox"/> skeptical | <input type="checkbox"/> scared |
| <input type="checkbox"/> anxious | <input type="checkbox"/> curious | <input type="checkbox"/> novice | <input type="checkbox"/> hard to say |
| <input type="checkbox"/> other: | _____ | | |