



Creating Machinima Empowers Live Online Language Teaching and Learning

3.2 Questionnaire



Disclaimer

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Deliverable Number: 3.2

Deliverable Name: Questionnaire

Description: As part of the feedback mechanisms questionnaires will be designed and administered online. One will be for teachers to see if there is a positive response from the students and to form a view on the usability of each machinima. The other will be for the learners themselves to respond to. The questionnaires will focus on all the key elements of machinima design in order to help the creators improve their design capability.

Dissemination Level: Public

Signed off by: Project Coordinator

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Questionnaires

The assessment of the machinima was based on criteria developed by the project consortium in Work Package 3. The criteria focused on the students' evaluation of learning by the means of machinima and teachers' evaluation of students' progress and teachers' evaluation of the suitability of machinima for language teaching.

The evaluation consisted of two questionnaires and a set of questions for a focus group discussion. The questionnaires were developed according to the above mentioned criteria.

The questionnaires are given below. Click on the links to access them:

Post-field testing survey for students

<https://www.surveymonkey.com/r/DZBGH3D>

Post-field testing survey for teachers

<https://www.surveymonkey.com/r/D525689>

A set of questions for the focus group discussion focused on teachers' evaluation of students' progress, suitability for teaching, technical issues and the possibility to convey cultural differences via machinima was also developed. This is attached on page 4 below.



FOCUS GROUP DISCUSSION

Contact details:

Methodology:

Participants: (Background information summary, number of participants)

Questions: (Delete the questions you have not used, add your own questions)

I. Technical issues

1. Did you and /or your students encounter any technical problems when engaging with 3D learning environments?
2. Which solution could you offer to overcome these technical issues?
3. Did you create your own machinima or did you have it created by somebody else?
4. Did you involve your students in creating machinima?
5. Which issues do you see for people in creating their own machinima?

II. The use of machinima in the classroom

6. What genre of machinima would you prefer to use in your teaching?
7. How would you use machinima videos in your lessons? What are the main practice skills you would wish to use machinima for?
8. Would you prefer to use machinima in the physical classroom to the virtual classroom?
9. Which advantage or disadvantage do machinima have compared with real life videos?
10. How important are mimic and gestures in a video for learning a language?
11. Can cultural differences be conveyed via machinima? And if your answer is yes, how?
12. Did you provide your own activities with the machinima video you used or did you use a ready made lesson plan provided with the machinima?
13. How useful are ready made lesson plans provided with the machinima for you?
14. How do machinima videos enhance your language teaching?
15. Which kind of machinima videos attract your students most?
16. How can you determine that the use of machinima videos helped students to learn better than without them?
17. How do machinima videos add to the quality of a language learning?