

# Appendix A

## Interview Questions

1. How long have you been teaching?
2. Do you have a master's degree?
3. Have you done any administrative work?
4. Have completed any additional qualification (AQ) courses? If so, which courses?
5. When did you complete your Bachelor of Education (BEd) degree?
6. What subject did you major in in university? What are your teachables?
7. Can you please give us some information about your school? What is the student population? The socioeconomic status of students?
8. Can you please tell us a bit about your class? How many students do you have on IEPs? With behavioural issues? Do you have any support for these students in the form of EAs or pull out programs?
9. The students in your class on IEPs and/or those on the autism spectrum? What are they normally doing? Do they often play games in the classroom (when other students are not?)
10. What types of things did you have to wrangle to do this project? (e.g. booking labs or computer carts, speaking with other teachers, requesting exclusive internet use in the school)
11. Did you use iPads? Computers? When students completed the activities, did they use iPads and computers? iPads and paper? Just iPads or computers? What was the reasoning behind this choice?
12. Did you look at any of the teacher resources? The activity guide? What parts did you use? Was anything helpful particularly? Would you like to have seen something that wasn't included in the guides?
13. Walk us through your lesson sequencing – what did students do? What was the pace? What was the culminating activity? Did they complete a final project?
14. How long did you initially plan for? How long did you end up spending? What changed (if anything)?
15. How did you evaluate the unit?
16. What was your best and worst day with the game? What would you change about the worst day with the game?
17. We weren't there every day. How many times did things not work (internet down, couldn't access computers, lab not available, etc.)
18. Can you please talk about a few students who excelled with the game? A few who didn't do well? A student who you had a set of expectations about (thought they would love or hate the game) and who acted contrary to your expectations?
19. Did you get the sense that students were making connections between the game and the real world?
20. What did you notice about student interactions with one another?
21. How did you organize the room for the game play?
22. Given everything that happened with this project, would you consider doing something like this again? Why or why not?
23. Would you have used this game in the classroom if it were not for this workshop/project

and why?

24. Would you use Sprite's Quest in your class in the future?
25. Can you talk a bit about your experience with the workshop? What you liked, what you didn't like, what you would change, what you found helpful...
26. What kinds of supports would you need in the future to make using games in the classroom possible?
27. What is your teaching philosophy? What is your responsibility to your students? What is your relationship with the parents of the students in your class like?