

(0) Memes & gamification feedback

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Mode: User's name will be logged and shown with answers

Gamification survey

Choose the option that applies to you in the scales below.

Which of these statements do you identify with?

I like playing all sorts of games, such as board games. no a little quite a lot certainly yes

I like playing games in class. no a little quite a lot certainly yes

I am very interested in video or mobile games. no a little quite a lot certainly yes

I have a lot of experience playing all sorts of games. no, I never play a little quite a lot certainly yes

When I play,...

I want to win, that's what motivates me most. never sometimes usually always

Socializing with my colleagues is what motivates me. never sometimes usually always

I am interested in learning the mechanics, the process. never sometimes usually always

Having fun is one of my main motivations. never sometimes usually always

Name the (type of) games (board games, didactic games, videogames, mobile games) you like playing or usually play (if any).

What type of gamer was I during the Memes project?

Achiever: I was all about points and status. I wanted to be able to show my peers how we were progressing. I liked to collect badges or points and put them on display.

never sometimes usually always

Explorer: I wanted to discover new knowledge. I was not as bothered about points or badges. For me, learning was the prize.

never sometimes usually always

Socializer: I had fun through my interaction with my peers. I was happy to collaborate to achieve bigger and better things than I could on my own. Joining forces made sense to me.

never sometimes usually always

Killer: I got a thrill from winning points and badges, and enjoyed seeing others lose. never sometimes usually always

Winning in the long run:

Knowing that we could win some points (and that winning the most of the three classes meant a 10 with no penalization if we didn't) made me...

make a greater effort to do the assignments well. never sometimes usually always

make a greater effort when giving feedback to my classmates. never sometimes usually always

feel more motivated. never sometimes usually always

feel more engaged, committed. never sometimes usually always

want to win no matter what. never sometimes usually always

feel stressed. never sometimes usually always

feel happy when other groups won, even if that meant we had lost. never sometimes usually always

Winning in the short run:

Knowing that we could win some badges in every round (and therefore, there was a higher chance to get a 10 at the end of the round, with no penalization if we didn't win) made me...

make a greater effort to do the assignments well. never sometimes usually always

make a greater effort when giving feedback to my classmates. never sometimes usually always

feel more motivated. never sometimes usually always

feel more engaged, committed. never sometimes usually always

want to win no matter what. never sometimes usually always

feel stressed. never sometimes usually always


feel happy when other groups won, even if that meant we had lost. never sometimes usually always

Which of these meant a boost for extra motivation/engagement as a team?


Points - and a positive mark in the long run never sometimes usually always


Badges (and an almost immediate reward in the form of a 10) never sometimes usually always


Overall gamification experience: did you like it or not? What's your opinion on the intra- / inter-class competition? Database comments? Anything else?

Add any comment related to how your group has worked in relation to these aspects: Regular attendance, Quality of the ideas supplied, Support towards the group, Practical contribution. The answers are private. 

Memes

Do you like memes as a genre?  Yes No


Before doing this project, how many memes in Spanish or Catalan had you created yourself?  0-1 2-10 11-50 More than 50

Before doing this project, how many memes in English had you created yourself?  0-1 2-10 11-50 more than 50


Multimodality aspects


Before carrying out this project, how much did you know about these aspects in Catalan/Spanish? (0 nothing - 5 a lot)

"Reading" images and accompanying texts 


Writing captions 

Writing hashtags 

Applying grammar knowledge to the "creation" of memes 

Applying grammar knowledge to my "comprehension" of others' memes 

Before carrying out this project, how much did you know about these aspects in English? (0 nothing - 5 a lot)

"Reading" images and accompanying texts 

Writing captions

Writing hashtags

Applying English grammar knowledge to the "creation" of memes

Applying grammar knowledge to my "comprehension" of others' memes


One of the aims of this project was working grammar in a fun(ny) way and in groups. What's your opinion on this? Has it been useful/less, (un)original, a waste of time, practical, illuminating...?

What's your opinion on the activity of creating the funniest, most amusing meme (e.g. challenging, difficult, easy, practical, fun, funny, uninteresting, boring...)?


What did you like the most about this meme project?

What did you like the least about this meme project?


Did you follow the meme IG account? Yes No

Why did you (not) follow the meme IG account? 

Did you press 'like' on any of the posts or stories in the meme IG account?  Yes No

Why did you (not) give 'likes' to any of the posts? 

Write any other comments you may have.

There are required fields in this form marked  .

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