A cyber-physical environment promoting computational and personal expression for elementary students

Questions to be asked by Primary/Co-Investigators in case the child requires assistance marking answers.

Participant #: ---------
Age: ----------------- Gender: M   F

1. How much did you like the way CyberPLAYce looked? (Was it attractive?)

   as much as possible  very much  somewhat  just barely  not at all

2. How much did CyberPLAYce feel like a game or toy?

   as much as possible  very much  somewhat  just barely  not at all

3. How easy was it to use the plug and play modules?

   really easy  quite easy  OK  a bit hard  hard
4. How easy was it to build with the panels of CyberPLAYce?

5. How easy would it be to explain how to use CyberPLAYce to one of your friends?

6. How much did CyberPLAYce make learning concepts fun?

7. How much do you think CyberPLAYce would help to learn about electronics?

8. How much do you think CyberPLAYce can help with personal and computational expression?
9. How much do you think CyberPLAYce can help with creative expression?

[Smiley faces representing possible answers]

10. To what extent can CyberPLAYce help children to understand learning concepts compared to an iPad?

[Smiley faces representing possible answers]

11. How much would you want to learn another concept with CyberPLAYce?

[Smiley faces representing possible answers]

12. Let’s return to the Jane’s story and compare the steps of the story with the corresponding modules. Do the modules match your idea of what the story pieces should look like?

[Smiley faces representing possible answers]

If not, what would you change or like to see happen that didn’t?
Is there anything else you would like to tell us about CyberPLAYce and what you would like to see happen?