

## Introduction

- Interviewer: Let's start with an introduction.
- Student 5: Let me introduce myself, I'm a high school student in class 12-1.
- Interviewer: Then, when the teacher first introduced Wayground as an evaluation tool in class, what did you feel?
- Student 5: Of course I felt really happy. Because the evaluation is packaged like a *game*, so the kids are immediately drawn in. At first I thought, "Oh, this is just a *game*," but it turns out the game actually contains the evaluation material. So the test feels much more fun.
- Interviewer: What is different about the evaluation experience with Wayground compared to paper-based evaluation?
- Student 5: This digital evaluation is much more interactive and engaging. Before, we usually did evaluations using books or paper, and honestly that was effective too, but since we're already in the digital era, sometimes we feel a bit lazy if we have to do it on paper. Using this app feels different and not boring, even though written evaluation in a book is still important too.
- Interviewer: When using Wayground, which feature caught your attention the most? For example, the *leaderboard*, *timer*, *avatar*, *music*, and *meme*?
- Student 5: For me, I actually like the *streak* feature the most (consecutive correct answers). Then there's the point-bonus feature, along with the feature that can eliminate wrong answer choices. Little helpers like that really help a lot when doing the evaluation questions to chase a *top 3* position.
- Interviewer: How do you feel when you see the *real-time* score or ranking on the *leaderboard*? And does it make you more motivated or actually add pressure?
- Student 5: Actually, my *mindset* from the start has been relaxed, I just think of it as an evaluation *game*. So I don't take it too seriously to the point of feeling seriously pressured. What matters to me is that I can take a lesson from it and gauge my own ability from there.
- Interviewer: In your opinion, has your motivation to learn increased because of evaluation using Wayground?
- Student 5: If you ask whether it's increased a lot, I'd say I'm somewhere in the middle. Sometimes I can feel very motivated to answer correctly, but sometimes it's just normal because it comes back to my *mindset* that this is just made for fun.
- Interviewer: Compared to regular paper-based evaluation, does a platform like this help you stay focused while working on it?
- Student 5: Yes, because this evaluation requires a fast and spontaneous response. Our brain is forced to take in the question and immediately look for the answer, so it's more focused compared to reading long text on paper, which often makes us sleepy.
- Interviewer: While taking part in evaluation using Wayground, did you have any obstacles? For example, slow internet or limited time?
- Student 5: The main problem with digital evaluation like this is definitely the internet connection. If the internet is bad, the work process is definitely hindered, and we can even fail to *join* the test room. But if it's smooth, the knowledge really sinks into our brain well.
- Interviewer: If you think there's something that could be improved in how teachers carry out evaluation with Wayground, what should be done?
- Student 5: It would be better if the features were explored more. The app actually has a lot of *game* types, not just simple question-answering. There's a racing mode (*race*),

little cars, or balloons. I hope teachers can offer more varied modes so we don't get bored with the same old format.

- Interviewer: If you were given the chance to add a new feature, what feature would help make the evaluation process better?
- Student 5: I'd like there to be some kind of *review* in the form of a summary table of the material from the evaluation questions we just did. So everything is neatly summarized at the end to make it easier for us to *review* and the information is easy to remember.
- Perceived Usefulness
- Question: How does the combination of material explanation and direct evaluation on this platform help you gauge your understanding of English material?
- Student 5: It helps a lot, especially with story problems or long texts. We come to realize, oh, this part of the material is actually meant for this kind of text. Because it's immediately put into practice in the questions, the material *sticks* much better in our minds for application.
- Question: Does the instant feedback help you know the evaluation results better?
- Student 5: Of course. When we answer wrong, the app immediately tells us the correct answer right at that moment. So later, if we come across a similar question and can answer it correctly, we'll feel much more *confident* because we know the real concept.
- Question: Compared to regular paper-based evaluation, does this quiz help you stay focused during the evaluation?
- Student 5: For someone like me who gets bored easily, this interactive evaluation really helps so I don't get *distracted* easily. It's just more fun compared to just sitting still writing at a desk, although writing also still has its own function.
- Perceived Ease of Use
- Question: How do you feel about the process of accessing the evaluation through a browser or phone without needing complicated preparation?
- Student 5: Very easy. We just sit down, open our phone, *scan the barcode*, and we're immediately connected to interact and answer questions together.
- Question: Do you think this evaluation system feels simpler and less boring than filling in an answer sheet or questions on paper?
- Student 5: Much simpler. Nowadays, doing a long string of questions in a thick book can feel heavy, but using this feels lighter and more practical.
- Question: Does using a *smartphone* make it easier for you to participate in evaluations compared to the paper-based method?
- Student 5: Very suitable. My classmates are quite attached to their *gadgets*. So if given a digital-based evaluation through their phone, they'll automatically be more enthusiastic about joining in.
- Question: This evaluation platform has a variety of visual features. Does that make you more excited and relaxed before starting an evaluation?
- Student 5: Yes, the visuals are really eye-catching. It's different from regular internet content or books, which sometimes look rigid. The visuals here make us not feel like we're being formally evaluated anymore.
- Question: When you see the ranking live on the *leaderboard*, does that challenge you to think more carefully during the evaluation so your rank goes up?
- Student 5: Honestly, I don't really like having the *leaderboard* because my competitive spirit is actually quite low. I prefer to study and be evaluated calmly. Even so, sometimes the *leaderboard* still gives a little motivation, but just a little.

- Question: Does that competitive atmosphere during the evaluation make you more enthusiastic, or does it sometimes make you feel pressured instead?
- Student 5: Actually it's the opposite, the *pressure* in Wayground is very small for me. With memorization-based or paper-written evaluation, the *pressure* is huge because we're afraid of forgetting the material. Here, because it's packaged as a *game*, it feels much more relaxed, and the material is actually easier to absorb.
- Student 5: For evaluation at school, this method would be best used specifically when we're in class, so the atmosphere stays conducive and the *real-time* tension comes through. Then my biggest hope is that this kind of digital evaluation innovation can someday also reach children in remote schools. So they can experience the fun of interactive learning, not just being told to write or memorize from the whiteboard. As for its role, for schools whose facilities are already ready, this could become the main evaluation tool, but for those still developing, it's enough to be just a supporting tool.
- Interviewer: Alright, that's all. Thank you.