Introduction by Facilitator and Verbal Consent to Participate in Student Focus Group

Hello my name is <facilitator name> with <name of department> here at Florida International University. Thank you for taking the time to participate in a focus group on “Using Learning and Engagement Strategies (LESs) in Software Courses”. I know you are all very busy and I would like to thank you for taking the time to meet with me.

The purpose of the group is to try and understand the effect of using LESs has on your conceptual understanding and practical skills in software engineering, software testing and programming.

You can choose whether or not to participate in the focus group and stop at any time. Although the focus group will be recorded, your responses will remain anonymous and no names will be mentioned in the report.

There are no right or wrong answers to the focus group questions. We want to hear many different viewpoints and would like to hear from everyone. We hope you can be honest even when your responses may not be in agreement with the rest of the group. In respect for each other, we ask that only one individual speak at a time in the group and that responses made by all participants be kept confidential.
Focus Group Questions for Students

Institution: ________________________  Course Name: ______________

Course Number: __________ Semester: _____________ Year: ___________

Answer Questions 1 to 11:

1. When do you expect to graduate: Semester: ______________ Year: __________

2. Have you ever had an internship?

   Yes     No

3. What other courses are you taking this semester?

   __________________________________________
   __________________________________________
   __________________________________________

4. Before you started taking this class, had you ever heard of Learning and Engagement Strategies (LESs) which include: collaborative learning, gamification, problem-based learning and social interaction? [Circle one]

   Yes     No

5. If you answered Yes to Item 1, what was your opinion of LESs at that time, or what did you used to think about it?

   __________________________________________
   __________________________________________

6. How much have LESs been used as a part of this course? [Circle one]

   Almost no part | Somewhat | Average amount | Quite a bit | Almost all of it

7. **Collaborative learning** was useful in terms of learning the course content. [Circle one]

   Strongly Disagree | Disagree | Neither Agree Nor Disagree | Agree | Strongly Agree
8. *Gamification* was useful in terms of learning the course content. [Circle one]

<table>
<thead>
<tr>
<th>Strongly Disagree</th>
<th>Disagree</th>
<th>Neither Agree Nor Disagree</th>
<th>Agree</th>
<th>Strongly Agree</th>
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9. *Problem-based learning* was useful in terms of learning the course content. [Circle one]

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<tr>
<th>Strongly Disagree</th>
<th>Disagree</th>
<th>Neither Agree Nor Disagree</th>
<th>Agree</th>
<th>Strongly Agree</th>
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10. *Social interaction* was useful in terms of learning the course content. [Circle one]

<table>
<thead>
<tr>
<th>Strongly Disagree</th>
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<th>Neither Agree Nor Disagree</th>
<th>Agree</th>
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11. What did you like most about the LESs?

________________________________________________________________________

________________________________________________________________________

Discussion Questions:

12. How would you describe your experience with each of the following LES used in the classroom?
   a. collaboration learning
   b. gamification
   c. problem-based learning
   d. social interaction

13. How did using each of the following LES in the classroom help you learn the content that was taught in the course?
   a. collaboration learning
   b. gamification
   c. problem-based learning
   d. social interaction

14. How did using each of the following LES in the classroom affect your enjoyment of the course?
   a. collaboration learning
b. gamification
c. problem-based learning
d. social interaction

15. What suggestions do you have for improving the use of each of the following LESs in the classroom?
   a. collaboration learning
   b. gamification
   c. problem-based learning
   d. social interaction

   (NOTE: Follow-up questions will be asked based on the responses provided to the above-mentioned questions.)

Thank you for taking the time to meet with me!