

Interview - Name Game - Section 2

Mr. Gordon

Okay, so for the purposes of the recording, I'm just going to restate the dilemma, which is how well known is each member of our community? How might we find an engaging way for the names of each member of our community to be known? And could we extend this application that you've all been trying out for a few minutes in this class to include a better way for members of our community to share the correct pronunciation? If I can build on that a little bit, at the start of the year, I think we all used, what was that website? Name something, Name Coach? Doesn't work very well. There's always glitches with it, right? So an extension that has been suggested is that if we get the name game part of this written, the next step might be allowing someone to upload their recording of them pronouncing their name. So you can also learn not just people's names, but the pronunciation. So that's the dilemma. And you've been talking to your partners about whether you think the app in its current forum will help each other learn names, why or why not, what might like you to add, what might you like to change, what kind of information would you want to see about your own ability to understand and know your peers' names, and then from an adult perspective, what kind of information might they want to see, what kind of reports would be useful. So we'll go around the room and we'll share our ideas and then we'll have a round of clarifying and then we'll see where we're at for time. Thanks everybody for being really patient. Is there anybody who wants to start us off? Okay. Do you want to just close the door for me there, Kevin? Or someone? Okay. Was that Thomas? Okay, Thomas, go ahead and just tell me. You're telling the group, what is an idea that you had? You know, when you played this yourself or maybe when you talked with Xinlin. Nice loud voice.

Thomas Chao

My idea is that the purpose of this game is to know others name. So my idea is before you enter the game, it should have a list of people that you can select. With the people you have already known, you can select it and then it will not appear in the game. The game will only appear the name that you are not familiar with or you don't actually know them.

Mr. Gordon

Okay, that's a really interesting idea for onboarding.

Thomas Chao

Yeah, so that will save a lot of time for people or the user who wants to actually know others' name.

Mr. Gordon

Sure. Okay, great. Let's just keep it simple. We'll move around the room from where we

started with you, Thomas. Xinlin, do you want to share next?

Xinlin Zhou

I'm thinking like the current dilemma that I have is that I might be more familiar with students in grade 12 and 11, and I'm not as familiar with students in grade 9 and 10. and before I'm wondering if there is a way to choose the category of the greatest students in. For example, I want to practice today the great minds names. Yes. Can you just do more of that?

Mr. Gordon

Yeah, I should, here's an example of where maybe the UI needs to be clearer. But if I was to show this to everybody, if you, on the, when you use macOS apps, like Xcode has like these navigators on the left side, so you can make that hide and show. Did anybody try clicking up here to see what that does? If you click that, now we can pick from here. We can get that. So that is a great idea, and one that I managed to make work. Although somebody said that it only worked for the first selection in the last class. So I know that's Daryl. Let's try this here. Now I'll try going 12s. Ah, that seemed to work okay. So that's definitely showing grade 12 students. So that feature is there, but it's a really good idea. What I'm wondering, based on what you said there, is currently you can filter by house and grade. I'm not necessarily asking right now, but are there any other filters that may or may not be useful? I don't know. Thanks, Xinlin. Excellent. Let's continue. Kevin, nice loud voice for us. What did you notice and wonder there?

Kevin Chen

So when you have clicked the right author, but their names and house were up here, So I'm thinking maybe their grades should also appear so that we kind of know their grade level and knowing them a bit more.

Mr. Gordon

Got it. Yep. To help just more information about that person. Yep. Lexi, is there something you want to jump in with?

Lexi Harrop

Sorry. I was also thinking, like, yeah, having the grades displayed as well as the house. I feel like with the filters, maybe putting it in paper houses.

Mr. Gordon

Ooh, paper houses. Yeah, that's an interesting idea. Okay, lovely. Michael, do you have something that you want to add as an idea, initial idea? Nice loud voice for us.

Michael Jiang

I think you have a lot of curriculum clubs, so maybe you can jump up. like some people have the same things with you like even like you're both like concrete soccer and gonna jump more about the cool also have the like doing soccer is spring and if you're in the hockey club and you jump out more people in the hockey club to you because like you don't have to know the people like that people like you don't have to know got it like it and

the teacher can put like the people who don't know each other in the intersection.

Mr. Gordon

Oh interesting. So am I hearing you say that just like for clubs especially bigger clubs that you're a member of yeah it would be nice to be able to practice and know maybe like I don't know I think waterfront or sailing always has a lot of people in it and you'd like people to see other people who are in waterfront. Yeah. Interesting... yeah love that. Okay Dawn?

Dawn Liu

I feel like instead of just having random people show on the screen each time the system can be just [inaudible] ... and if you continually don't know one person's name, it just appears and appears [as the target with different distractors] until you actually know who that target is.

Mr. Gordon

Right, so adaptive is what I'm hearing. If it's just like I keep messing up and not knowing who Dawn is, it's going to keep bugging me until I know who Dawn is.

Dawn Liu

Yeah.

Mr. Gordon

Alright, got it. Nina?

Nina Zhou

Adding on to the filter thing, like we can have like more groups. And then if we can see the result of like, let's say I did this game, I can see like the people I got, right? Like the people I know are... in which group... [or] co-curricular. So I [will] know if I know most of the people through like co-curricular or like classes.

Mr. Gordon

So can I clarify and say, I think ... what you mean that you do some practice [in the game] and it turns out, you know, some people really, really well. And it would be an interesting report for you as a user of the game to be able to say, oh, I know, like, these three people really well. You could... click on their names maybe and see that you're all in Rock Choir together or something, like, to understand where you know them from? Is that what I'm hearing? Yeah? [I just want to be sure]... I'm not trying to change what you said. Is that what you were kind of suggesting? I got that right? [Nina nods]. Perfect. Thank you. Isla?

Isla Russell-Howes

We were talking about maybe having on the user's end, like you could go to another tab and it would show you like a pie chart of the houses you know best and the grades that you know best or maybe some other information.

Speaker 10

Is that like reporting features?

Isla Russell-Howes

Yeah, but it's for your own information. Like, okay, I know my house really well, but I've never talked to someone from Grove. And then also that maybe on the teacher's end, there would be the more specific information about who is most well-known in the school and who maybe should be encouraged to branch out a bit more.

Mr. Gordon

Yeah, to know at both ends kind of like where there's a need maybe to help people become more active in the community. So they've got more connections. Is that what I'm hearing?

Isla Russell-Howes

Yep.

Mr. Gordon

Yeah, okay. Veda?

Veda Cunniffe

I don't know... [I have] one that's somewhat similar to Dawn's point. In the multiple choice section, I noticed a lot of people's names coming up over and over again. Like my brother showed up four times, I think.

Mr. Gordon

Really? That shouldn't happen because I thought that... [hmm] Okay, good. Thank you for pointing that out.

Veda Cunniffe

Not necessarily the [correct] answer, though. Like, if there's just repetition of certain people's photos, like, you might have, oh, I pulled these three out because I played it.

Mr. Gordon

Right. Okay. I'm thinking out loud here. There is some [existing] logic in there to say, like, if you came up as the target of a question, like, you were the correct answer, you shouldn't show up again until the [player has] seen every other student in the school as a target of the question. [However] what it's not doing, and what I think I hear you saying, is that... [well] the term for it... is like there's a target for each question who is the correct answer, and then there [are] distractors, like... those are the other people who aren't the correct answer. What I'm hearing you say, Veda, is that you saw the same people coming up in the distractor pool pretty often. So maybe what needs to happen is we refine the logic that's picking the distractors so that it's also picking different distractors [for each question, to avoid this repeats problem]. Does that sound right? [Veda nods] Okay great so sorry I kind of asked a whole bunch of clarifying questions and restated your ideas as we went around so... I sort of modified the protocol on the fly. My apologies. What i'd like to do now is... you've heard people raise some ideas and I'd like to go one more [time around the] circle. Maybe this goes a bit quicker... I don't know. So, one more time around, and, you're either sharing another idea that you had or that you've thought of

since the first round. Or, you heard maybe Thomas say something about his idea and you want to clarify about that a bit. [Dawn leaves for a co-curricular game.] I'll see you later Don. Good luck!in the game. So... can we keep computers closed please? Just to be fully engaged in the conversation. We'll go around one more time. Thomas is there anything else that you want to add or a clarifying question that you'd like to ask of other people?

Thomas Chao

Not really. Okay. I think the one thing I want to add is just add to my point I think before you [actually start to play] the game... the list should be only the photos. Because... if you know that person by looking at the photo, you can click that photo. [So] instead of only the names, or only the names without the photo because if you sometimes you see the photo, you know their name. Sometimes you see the names, you probably can't connect it to who is it.

Mr. Gordon

Okay. Yep. Might need some thinking to kind of really fully develop what that requirement looks like, what you're driving at, what you're looking for, but I think I see what you're saying. Xinlin?

Xinlin Zhou

I'm thinking like an additional point maybe there could be some sort of a ranking for example today which person is having the best ability of recognizing people...

Mr. Gordon

A leaderboard is that what I'm hearing?

Xinlin Zhou

Yeah, a leaderboard... and also there might be some sort of animation... such as clapping hands or fireworks after you choose the correct answer.

Mr. Gordon

I think last year... The last couple of years... we did a class where it really wasn't something that you're ever being evaluated on... just something to be aware of... so it was that class where did the animations like those little JSON animations that we downloaded [and ran in a SwiftUI app]. They might be, like, for reactions? Like those could be integrated [in to the Name Game]. That's what I'm hearing you say? [Xinlin nods]. Okay. Kevin?

Kevin Chen

Maybe just like showing how many times you got a certain question [or a certain person as the target of a question].

Mr. Gordon

So personally again I think it would be like if you keep not knowing who Gordon is it might tell you who are your least known people or something? So you could maybe practice their names more? Lexi anything that jumps out?

Lexi Harrop

I think having a mode that you're given names and you have to match.

Mr. Gordon

Well, I think you... Like a different interface is what you're saying. Well, can I show the group something? Tell me if this is what you're thinking. Mr. McRae asked about this and I don't know how many people spent time on it [earlier when you were trying the current prototype of the app out]. Probably not as many of you [tried this] because it's not actually interactive yet. It's just a mock-up. But when you see this, like the observation that Mr. McRae had when I first showed him this exemplar was that sometimes like, well, in the first version, you may have noticed that if the photo, like if the target... Well, it was just that... there might be other bits of information that might make it easier to know who is whom. And so what he wanted.. or suggested... [he] was like... "Could we have the interface look like this?" Let me zoom in so we can see that a bit better. What you're seeing is a picture of Daniel Li. And [Mr. McRae's] suggestion was like, right now there's no distractors. And it really zeroes in on [for the person playing the Name Game]: do you know this person or not? And the autocomplete is there to make it faster so it's not annoying as a user [to play in this mode]. You don't have to type the name fully. You can just start typing the first few characters. When you hit the name you want, you press return. And so [Mr. McRae] and I threw this back and forth, hashed it [over] a bit further, and his thinking was that this would give us more valid statistics behind the scenes because we know for sure that [the player of the Name Game] didn't narrow this down because there was... [some other data in the distractors that helped them figure out the target]. [Mr. McRae said] that this would make the resulting statistics more valid. So, that was... an option. I don't know if, Lexi, if that was kind of what you're driving at. Aanother thing that Mr. McRae suggested is... maybe instead of the autocomplete...

Lexi Harrop

... it's one photo and like eight names or something.

Mr. Gordon

That's what you were thinking of? [Editor's Note: Lexi came up with the exact idea that Mr. McRae proposed earlier as an alternative to the auto-complete interface!]

Lexi Harrop

Yes. But I do also like this.

Mr. Gordon

I'll tell the group, and we're getting close to wrapping this conversation up. Thanks for being so patient, everybody. I didn't make this up because of what I'm about to tell you, but I _am_ excited about what we're doing because of what I'm about to tell you, which is that when I was in university, there were algorithms classes in my Computer Science major. There were databases classes... I really enjoyed learning about databases. But my most favorite part of my computer science major was finally, in third and fourth year, we got to these courses where it was human computer interaction and user interfaces. And I

just... like... I find so many pieces of software that people use are poorly designed and frustrating. And so I was always fascinated by, like... how we can do the same thing with the software [in different ways]. That is, the same functionality is happening... but how can we make it so it's not an experience where you want to smash your phone against the wall because it's such an annoying interface? Do you know what I'm saying? [Some students nod] And so I find stuff like what we're doing here, I think, I don't know, like people seem to want to keep playing the game [in its current form]. But like, how can we make the interface even more fun so that we see more people playing it, so that more people get known? I find that fascinating. Okay, I want to give everybody a chance to share any additional thoughts. Michael, did you have any additional thoughts that you wanted to add?

Michael Jiang

Like we can add a point system to this. For example, there are a challenge for 10 questions, 20 questions, 30 questions. And the people who got 10 questions in 20 seconds, he's the champion of this.

Mr. Gordon

And you can see [it on a] board there. Yeah, so building on the leaderboard, points. If it's the multiple choice version of this, I don't know, maybe you get more points if you're getting it right on the first try?

Michael Jiang

And the champion can get donuts!

Mr. Gordon

You really like the donuts! Mr. Braeckman's created a monster! I'm just kidding. Go ahead Nina.

Nina Zhou

Just one more thing about the interface. We can... like you know in Duolingo... they have like matching? So it would be like a list of photos and a list of names

Mr. Gordon

Oh, yeah so not just... not just... picking one name but like four photos, four names match them up, like a different interface [than what we see now]? [Nina nods] Great, I love it! Okay, so just to explain... thank you... we've had a good round of discussions, and... Oops! I have got two more [until we complete a second circuit of the room]. I'm so sorry Isla and Veda, my bad! Anything else that came to mind on your list, on your paper?

Isla Russell-Howes

Well, we talked about the same sort of leaderboard and scoreboard ideas and it was just you get a different number of points if you get it in one try, two or three and then if you get four, it resets to zero

Mr. Gordon

So if you like...?

Isla Russell-Howes

If it takes you, if it's your last person then your score resets, so you lose.

Mr. Gordon

I see, yep, got it, Veda? Anything? It's okay if no.

Veda Cunniffe

I just thought of a Kahoot style interface where it's sort of you can see the leaderboard as you're like... you answer a question... everyone else does too... and then you can see where [people in] your school [are] at.

Mr. Gordon

So like a live mode where you go into a... like a live... I don't know... a showdown? And who in this room knows the most people within this 10 minutes is that what I'm hearing? Yeah. Cool. As you see like Supabase is a cloud hosted database so like something like that would be completely feasible and i find that fascinating. Yeah, Lexi?

Lexi Harrop

For that i don't think you actually needed to be... I don't think you need it to actually be live. So once you like... Like say you had sets of questions and then you give back to the person instead of having just you could track like on like for tests or practice you can show like where people like what people got... like it doesn't have to be like... at that very moment what did they get...

Mr. Gordon

Can i give you a "For example..." to see if i understand what you're saying correctly? It's just like a live thing, but it's... It's asynchronous. So here's what I'm saying. What I heard you say over here first, Veda and Isla, was like, or I think what is was is... where it was like... what if it was a Kahoot style thing? Where it was like, we're all here in the room together, let's have a showdown. That is one option. It could be live like that. And I heard you say, Lexi, well, it could be like that, but it doesn't have to be. And maybe it could be asynchronous. Here's where it might be like.. this... maybe at the start of school year the OE team... like... the teachers who are all outdoor ed teachers they see a lot of different students. And they support each other's trips and they may or may not know all the students super well [at first] but they might like to know the students before they go on a trip with them so they might have, like... "Oh, we're doing a bunch of grade nine trips soon." So they might agree as a group "Let's have like a group challenge over the next three days." Where, at some point you go in, and you practice with just the grade nines and then we can compare notes and see how we did as a team within that within that subsection of the school? Or something... is that sort of what you mean? Like asynchronous [participation against a given set of students]. Then compare results? Okay, is there anything else you want to add if I didn't capture that correctly? You're okay? All right so I am quite certain that this transcript is going to produce some

interesting results for us that will we can look at tomorrow. I'm going to work the transcript overnight and and share with you the results that it came up with.