

Second Stage of Intervention Planning stage with Students from MA User Experience Design on the 18th of November 2025.

Background:

The feedback was only received from 2 out of the 17 students that completed the questionnaires due to a submission for the course. Timing was not ideal, however this would be the last interaction with students before the ARP due date.

Students were given a list of suggested questions based on the outcomes of the questionnaire. They were also presented with 3 designs to be reviewed based on the suggestions noted in the questionnaire. The response from the 2 students in summary are below: -

They both thought the idea of collaborative cards would be supportive to students.

	Design	Questions
Student 1	The student preferred the second example with the coloured map which they found uplifting.	<ul style="list-style-type: none">• This student suggested that they would like to see a question that speaks about what shaped them through their journey so far. I will include this in the card questions.• Reflecting backwards to reflect forwards.• They noted that there should be more than 10 cards.• They noted that there should be a card about how to cooperate with each other.
Student 2	This student focussed on the question examples no mention to the design itself.	<ul style="list-style-type: none">• Questions should be indirect or implied through the game. This will help with any biases.• A suggestion for question 9 is to give some examples of roles as a prompt. This will help students to be more honest with their responses.