

Interview Framework

- 1) Before we go into specifics, how confident did you feel using each platform at the start of the sessions?
- 2) Can you briefly describe your overall experience of learning in Microsoft Teams and in the Metaverse session?
Prompt if needed: Which stood out more to you, and why?

Section 1: Experiential Learning

(Schmitt, 1999)

SENSE, THINK, FEEL, ACT, RELATE

SENSE

- 3) How did the sensory aspects of each environment (visuals, sound, spatial layout) affect your learning experience?

THINK

- 4) In which environment did you feel better able to understand and process new ideas, and why?
Probe: Were there moments where thinking felt easier or harder?

FEEL

- 5) How did you feel emotionally while learning in each environment?
Probe: Interest, enjoyment, anxiety, frustration?

ACT

- 6) How did each environment shape how actively you interacted with the learning activities?
Probe: Did one environment encourage you to “do” more than the other?

RELATE

- 7) How connected did you feel to other students in each environment?
Probe: What specifically helped or limited that sense of connection?

Section 2: Motivation and Psychological Needs

(Ryan and Deci, Self-Determination Theory - Autonomy, Competence, Relatedness)

Autonomy

- 8) To what extent did you feel free to express yourself in each environment?
Probe: Were there moments where you wanted to contribute but didn't?
- 9) How did creating an avatar make you feel about the ability to express yourself?

Competence

- 10) How confident did you feel about your ability to manage the learning tasks in each environment?
Probe: Did you ever feel overwhelmed or particularly capable?

Relatedness

- 11) Please explain if either environment make you feel more 'part of the class'.

Section 3: Engagement

(Brodie et al., 2011: Cognitive, Emotional, Behavioural)

Cognitive engagement

- 12) Which environment helped you focus your attention more effectively during the session?

Emotional engagement

- 13) Describe how you felt emotionally in each environment.
Probe: What made it feel that way?

Behavioural engagement

- 14) How did each environment affect your willingness to participate, ask questions, or contribute?
Probe: Did you participate differently across platforms?

Section 4: Inclusion, Accessibility, and Barriers

- 15) Did you experience any barriers to accessing or participating in either environment? If so, please can you describe them.
Probe: Technical, physical, cognitive, or emotional barriers?
- 16) How did these barriers (if any) affect your confidence or willingness to engage?

Section 5: Gamification and Agency (Metaverse Only)

(Gaggioli et al., 2025)

Cognitive, Emotional, Behavioural, Agentic Engagement

17) How did you feel about the gamified learning environment in terms of learning new concepts?

Probe: Motivation, enjoyment, memory, focus?

18) How did you feel about the gamified learning environment in terms of enjoyment?

19) Please describe any differences in your class participation in the metaverse.

Closing Reflection: Action Research Focus

20) If this learning activity were repeated, what changes would you suggest to make it more inclusive and effective for students like you?

21) Is there anything important about your experience that we haven't talked about yet?