Question guidelines for an in-depth interview

Jo, J., Jun, H., & Lim, H. (2018). A comparative study on gamification of the flipped classroom in engineering education to enhance the effects of learning. *Computer Applications in Engineering Education*, *26*(5), 1626-1640.

8 Questions

Q1. What are the advantages and disadvantages of the flipped classroom compared to a regular class?
Q2. Did online preparation using Youtube and online preparation with the Minimum Learning Judgement System applied bring a difference in learning?
Q3. Why do you usually enjoy playing games?
Q4. Do vocabulary games allow you to be immersed, and focused on learning?
Q5. Are vocabulary games fun?
Q6. Does the ranking of vocabulary games encourage participation in learning?
Q7. Was the vocabulary game helpful in learning?
Q8. What do you want from the online system?