

## Seminar Discussion on the Traveller Experience

Instructions: A flexible approach is taken to the seminar. Themes you should try to cover are identified below. This seminar should be in the usual language used at the institution. If participants go off on a tangent, allow them to do so. Also add additional themes if these are interesting to you or them.

You should provide flipchart/A3 paper and markers for mapping out of Traveller. Once you have this map you can use it to help discussion if you want.

Theme	Rationale
<b>View of using Traveller for learning</b>	
What did the group think of Traveller as an intercultural learning tool and as a learning experience for themselves?	Asked to gather general opinions of the Traveller application. Did users like it or not? Do the users have any additional opinions about Traveller that are not asked in the evaluation materials?
Is Traveller similar to other learning experiences you have had?	Is Traveller similar to other learning experiences? If yes, which ones. If no, how does it differ? Is this better or worse? Does it have potential? What did they enjoy / dislike about the learning experience?
<b>What happened in Traveller?</b>	
What's the plot? What's the purpose? What did you have to do?  Can the group plot out Traveller and identify key moments where they needed to be culturally aware?	Discussion should aim to get a general feeling of what users remember about engaging with Traveller. Does it imply far transfer? Did they focus on the cultures and characters or on the interaction and appearance?
How interesting was it going through the different scenarios and meeting different people? How many cultures did they visit? Which places did the users like best? Why did they prefer this location? And dislike others?	The Traveller application uses a range of episodes of different locations with different cultures represented. How do the users remember these? How much do they
What did you think of the characters and experiences in Traveller?  Can you name any of the countries you visited? What were the main differences between countries?	The believability of the characters and cultures is important, as this may impact on engagement levels and potential learning.
<b>About the Experience</b>	
What did you think of the Kinect?	General feedback about interaction modality
What did you think of using a big screen? Did it make it better?	General feedback about experience