Questionnaire Analysis – Year 2

Question 1

Do you prefer to work Analogue or Digital?

From data:

86% of respondents preferred working Analogue, 14% preferred to work Digitally.

This reinforced my epistemological findings, Bespoke Tailoring students make physical garments and are comfortable working Analogue so there is nothing unexpected in the data or comments.

Questionnaire Analysis – Year 2

Question 1 – Analogue option

Did the drawing activity help you relate to the digital aspects of the session?

From data:

100% of respondents agreed that it helped them relate to the Digital aspects of the session.

This reinforced my epistemological findings, and encourages me to continue to develop this for students.

From comments:

The only comment shows the Drawing exercise was both constructive and mindful.

• *'It doesn't necessarily works as a connection to digital aspects, but helps wake up cognitive functions a little bit'.*

Questionnaire Analysis – Year 2

Question 1 – Digital option

Did you find it easy to transition from Procreate to Adobe?

From data:

The only respondent was neutral, so this was not relevant.

Epistemologically, I find that students who are comfortable using Digital software are highly likely to be using ProCreate on an iPad Pro, rather than Adobe.

From comments:

Only 1. It is unusual and I don't think it is representative of students.

• *'Never worked at pro-create.'*

Questionnaire Analysis – Year 2

Question 2

What was your level of digital literacy at the start of the year?

From data:

57% were intermediate, 33% were beginner

This shows that making it as straightforward to engage with Digital software is important for most students..

From comments:

Questionnaire Analysis – Year 2

Question 3

Did you experience any challenges or barriers during the drawing or digital activities (e.g., physical, technical, or learning-related challenges)?

From data:

57% did experience challenges,, 33% did not.

This is striking, and needs clarity as it could mean they found challenges such as signing in to a computer, which is common, or barriers, which students don't often reveal.

could it have been worded better?

From comments:

Questionnaire Analysis – Year 2

Question 4

Did the drawing activity help you engage with the digital activity?

From data:

100% strongly agreed or agreed.

This correlates with my epistemological experience.

From comments:

Questionnaire Analysis – Year 2

Question 5

Did the Drawing activity help you adapt to digital tools?

From data:

71% strongly agreed or agreed. 29% were neutral. So no negative effects.

This correlates with my epistemological experience.

From comments:

Question 6

Did the Drawing activity make you feel more engaged with the digital software?

From data:

86% strongly agreed or agreed. 14% were neutral. So no negative effects.

This correlates with my epistemological experience.

From comments:

Questionnaire Analysis – Year 2

Question 7

Did the Drawing activity make you feel more included in the session?

From data:

100% strongly agreed or agreed.

This correlates with my epistemological experience.

From comments:

Question 8

Did the Drawing activity build confidence in your ability to generate ideas?

From data:

100% strongly agreed or agreed.

This correlates with my epistemological experience.

From comments:

Question 9

Did you find it valuable to briefly discuss your drawings?

From data:

100% strongly agreed or agreed.

This correlates with my epistemological experience.

From comments:

Question 10

Did the focus on Process rather than Result in the drawing activity, encourage you to engage creatively with Digital learning in the session?

From data:

86% strongly agreed or agreed. 14% disagreed.

Without a comment, it is difficult to know why this person disagreed.

From comments:

Questionnaire Analysis – Year 2

Question 11

Did the analogue drawing exercise help you see that digital work can be open and creative, rather than 'binary' (perfect/imperfect)?

From data:

86% strongly agreed or agreed. 14% were neutral..

This correlates with my epistemological experience.

From comments:

Question 12

Did the drawing exercise make you feel more relaxed about taking on new digital learning in the session?

From data:

71% strongly agreed or agreed. 14% were neutral. 14% disagreed.

Without a comment, it is difficult to know why this person disagreed.

From comments:

Question 13

Did the drawing activity foster a sense of community and group bonding in the session, encouraging peer-to-peer learning and teaching?

From data:

57% strongly agreed or agreed. 43% were neutral.

This correlates with my epistemological experience.

From comments:

Questionnaire Analysis – Year 2

Question 14

Did the collaborative drawing activities (using one large piece of paper) increase the sense of community and group bonding compared to the individual drawing activities?

From data:

71% agreed. 29% were somewhat or neutral.

This correlates with my epistemological experience.

From comments:

Questionnaire Analysis – Year 2

Question 15

Did the drawing activity make it easier to discuss/raise questions during the digital activity?

From data:

57% agreed. 43% were somewhat or neutral.

This correlates less with my epistemological experience. No negative!

From comments:

Question 16

Did the drawing activity stimulate creative thinking for the rest of the digital session?

From data:

57% agreed. 43% were somewhatl.

This correlates less with my epistemological experience. No negative!

From comments:

Questionnaire Analysis – Year 2

Question 17

Did the drawing activity help you to understand how digital work can be used as part of the creative process?

From data:

67% were somewhat. 33% were neutral.

This correlates less with my epistemological experience. No negative!

I made a mistake and so ignored an answer

From comments:

Question 18

What impact, if any, did the analogue drawing activity have on your overall confidence when engaging with digital tools?

From data:

86% were big or some impact. 14% were neutral.

This correlates with my epistemological experience. No negative!

From comments:

Questionnaire Analysis – Year 2

Question 19

Do you have any additional comments or suggestions about the drawing activities or the sessions in general?

From data:

One comment, probably related to the initial open drawing session at the beginning of the year, not the tech sessions.

From comments:

I really liked the drawing activity as an opener to the year and it gave me much more confidence with my drawing going forward

Questionnaire Analysis – Year 2

Overall Analysis

The response rate was 7 out of 34, 21%.

This suggests the keen and friendly ones filled in the form, and may not be a representative sample.

List the positive outcomes (question 7 shows it is worth doing, had an impact etc)

1. Most respondents prefer to work Analogue. This reinforced my epistemological findings, Bespoke Tailoring students make physical garments and are comfortable working Analogue so there is nothing unexpected in the data or comments. Those that prefer working Analogue agreed that it helped them relate to the Digital aspects of the session. This reinforced my epistemological findings, and encourages me to continue to develop this for students. The respondent that prefers working Digitally had not used ProCreate so the question was irrelevant.

The only comment shows the Drawing exercise was both constructive and mindful.

• *'It doesn't necessarily works as a connection to digital aspects, but helps wake up cognitive functions a little bit'.*

2. All respondents level of digital literacy at the start of the year was either intermediate or beginner. This indicates it is important to make it straightforward for students to engage with Digital software

3. Unexpectedly, most students experienced challenges or barriers during the drawing or digital activities (e.g., physical, technical, or learning-related challenges)? This is striking, and needs clarity as it could mean they found challenges such as signing in to a computer, which is common, or barriers

such as using a mouse, which students don't often reveal.

could it have been worded better?

4. All respondents found that the drawing activity helped them to engage with the digital activity. This correlates with my epistemological experience, and is further encouragement to develop these sessions.

5. Most respondents found the Drawing activity helped them to adapt to digital tools, none found it didn't. This correlates with my epistemological experience, and is further encouragement to develop these sessions.

6. Most respondents found the Drawing activity made them feel more engaged with the digital software, none found that it didn't. 86% strongly agreed or agreed.This correlates with my epistemological experience, and is further encouragement to develop these sessions.

7. All the respondents felt the Drawing activity made them feel more included in the session. This correlates with my epistemological experience, and is further encouragement to develop these sessions.

8. All the respondents found the Drawing activity built confidence in their ability to generate ideas. This correlates with my epistemological experience, and is further encouragement to develop these sessions.

9. All the respondents found it valuable to briefly discuss their drawings. This correlates with my epistemological experience, and is further encouragement to develop these sessions.

10. Most respondents agreed that the focus on Process rather than Result in the drawing activity encouraged them to engage creatively with Digital

learning in the session, although one respondent disagreed. This further encourages me to develop these sessions. I do not know why one respondent disagreed, they did not leave a comment.

11. Most respondents found the analogue drawing exercise helped them to see that digital work can be open and creative, rather than 'binary' (perfect/imperfect), with one respondent neutral. This correlates with my epistemological experience, and is further encouragement to develop these sessions.

12. Most respondents found the drawing exercise made them feel more relaxed about taking on new digital learning in the session, with one respondent disagreeing. This further encourages me to develop these sessions. I do not know why one respondent disagreed, they did not leave a comment.

13. Nearly split in half, respondents found the drawing activity fostered a sense of community and group bonding in the session, encouraging peer-to-peer learning and teaching or were neutral about it. This is positive, but needs more investigation to develop these sessions.

14. Most respondents found the collaborative drawing activities (using one large piece of paper) increased the sense of community and group bonding compared to the individual drawing activities, with almost a third somewhat or neutral.

15. Almost half the respondents found the drawing activity made it easier to discuss/raise questions during the digital activity, with the other half neutral. This is positive, but needs more investigation to develop these sessions.

16. Almost half the respondents found the drawing activity stimulated creative thinking for the rest of the digital session, with the other half neutral. This is positive, but needs more investigation to develop these sessions.

17. Most respondents found the drawing activity helped somewhat to understand how digital work can be used as part of the creative process, with a third neutral This is positive but cooler, but needs more investigation to develop these sessions.

18. Almost all respondents found that the analogue drawing activity had an impact on their overall confidence when engaging with digital tools. No one found it was detrimental. This correlates with my epistemological experience, and is further encouragement to develop these sessions.

19. There was only one comment or suggestion about the drawing activities or the sessions in general, which I think was related to the inital open drawing session at the beginning of the year, not the tech sessions. This is positive comment.