Drawing and Digital Learning questionnaire

I am studying for a postgraduate teaching certificate, and for the final part I am investigating the value (or otherwise) of Analogue Drawing activities at the beginning of my Adobe / Layout sessions.

I would be extremely grateful if you could take the time to give me your opinions by filling in this 5 minutes questionnaire, including writing any general or specific thoughts you may have in the final section.

This is an extra curricular activity, it is not part of your coursework in any way, will not be marked and is entirely voluntary.

You do not have to give your name and Year group, but if you choose to then I will ensure that the results are anonymous and I will be the only person to store that information; no other members of staff or students will have access to this.

I will present my findings to the PgCert tutors as anonymised data.

Please read the following information carefully before proceeding. Your participation indicates that you have understood and agreed to these terms:

1. Purpose of the Research
This investigation aims to assess the role of analogue drawing in enhancing creative and technical outcomes, and increasing student access and engagement, during Adobe / Layout sessions.

2. Voluntary Participation
Participation in this questionnaire is entirely voluntary. You may choose not to participate or to withdraw at any time without providing a reason, and this will not affect your academic standing or relationship with the institution.

3. Confidentiality
All responses will remain anonymous, and the data collected will be used solely for research purposes. No personally identifiable information will be recorded, and your identity will not be linked to your responses in any publication or presentation.

4. Data Protection
The data collected will be securely stored and processed in compliance with applicable data protection laws, including the General Data Protection Regulation (GDPR). Aggregated findings may be shared in academic or professional settings.

5. Use of Responses
Your responses will contribute to academic research and insights into pedagogical practices. The findings may be published or presented, but individual responses will not be identifiable.

6. Contact for Queries
If you have any questions about the research or your participation, please feel free to contact me at s.johnson@arts.ac.uk or d.poulsen@fashion.arts.ac.uk.

By completing this questionnaire, you confirm that:
· You are at least 18 years old.
· You have read and understood this disclaimer.
· You consent to your responses being used as described.

Thank you for your participation, it is very generous and much appreciated.

Steve Johnson
Associate Lecturer
London College of Fashion

All questions relate to the impact of the 10 minute Analogue Drawing activity held at the beginning of our Adobe / Layout sessions on computers.

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1. Do you prefer to work:

❏ **ANALOGUE** (physical drawing/sketchbook):

Did the drawing activity help you to express ideas and/or relate to the digital aspects of the session? ❏ Yes ❏ No

❏ **DIGITAL** (ProCreate, Adobe suite):

Did you find it easy to go from ProCreate to Adobe? ❏ Yes ❏ No

Comments

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2. were you comfortable using the computer for Adobe?

❏ Yes ❏ No

Comments

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3. Did the drawing activity help you to engage with the digital activity?

❏ Yes ❏ no

Comments

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

❏ Beginner / ❏ intermediate / ❏ advanced

Comments

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5. Did drawing at the start of the session:

· Help you to adapt to digital tools?   ❏ yes ❏ no

· Promote engagement, inclusion and connected with the session and software?   ❏ yes ❏ no

· Build confidence in your ability to generate ideas?   ❏ yes ❏ no

Comments

6. Did you find it valuable to briefly discuss your drawings afterwards?

❏ yes ❏ no ❏ somewhat

Comments

7. During the Drawing activity, did you value the focus on Process rather than Result as a concept to encourage experimentation?

❏ yes ❏ no ❏ somewhat

Comments

8. Did the Drawing exercise make you feel more open about Digital work which can often appear 'binary', perfect or imperfect?

❏ yes ❏ no ❏ somewhat

Comments

9. Did the Drawing exercise make you feel more relaxed to take on new Digital learning? -

❏ yes ❏ no ❏ somewhat

Comments

10. Did you feel the Drawing activity fostered a sense of community and group bonding, which encouraged peer-to-peer student learning and teaching during the session?

❏ yes ❏ no ❏ somewhat

Comments

11. Did the Collaborative Drawing activity using one large piece of paper increase this sense of community and group bonding more than question 10??

❏ yes ❏ no ❏ somewhat

Comments

12. Did you find it less intimidating to discuss / raise questions when doing the collaborative drawing than when in front of a computer?

❏ yes ❏ no ❏ somewhat

Comments

13. Did you find it easier to discuss / raise questions about Digital activity after the communal Drawing activity?

❏ yes ❏ no ❏ somewhat

Comments

14. Did the Drawing activity stimulate creative thinking for the rest of the Digital session?

❏ yes ❏ no ❏ somewhat

Comments

15. By doing the drawing activity, did you feel that Digital work was contextualised as equal to Analogue work in more general Creative Activity?

❏ yes ❏ no ❏ somewhat

Comments

16. Did you experience any challenges related to accessibility during the drawing activity? If yes, what could be improved?

❏ yes ❏ no

Comments

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

Comments

Any other comments