

# Drawing and Digital Learning Questionnaire

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

I would be extremely grateful if you could take 5 minutes to share your opinions by completing this questionnaire. There is a section at the end for any general or specific thoughts you wish to share.

## Please note:

- This is an extracurricular activity and is not part of your coursework.
- It is entirely voluntary and will not be marked.
- You do not have to provide your name or year group, but if you do, your responses will remain anonymous, and only I will have access to your information.

The findings will be presented to PgCert tutors as anonymised data.

**Thank you for your time and insights - they are much appreciated!**

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## Consent

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](mailto:s.johnson@arts.ac.uk) or the Course Leader Daniel Poulsen at [d.poulsen@fashion.arts.ac.uk](mailto:d.poulsen@fashion.arts.ac.uk).

### 7. By completing this questionnaire, you confirm that:

- You are at least 18 years old.
- You have read and understood the information provided.
- You consent to your responses being used as described.

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### 1. Preferred Method of Working

Do you prefer to work:

Analogue (physical drawing/sketchbook)

Did the drawing activity help you express ideas and/or relate to the digital aspects of the session?

Yes

No

Digital (ProCreate, Adobe Suite)

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

Yes

No

Comments

### 2. Accessibility

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

Yes

No

If yes, please describe them

### 3. Engagement

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

Yes

No

Comments

### 4. Digital Literacy

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

Beginner

Intermediate

Advanced

Comments

## 5. Benefits of Drawing at the Start of Sessions

Did the drawing activity:

- Help you adapt to digital tools?
  - Yes
  - No
- Promote engagement, inclusion, and connection with the session and software?
  - Yes
  - No
- Build confidence in your ability to generate ideas?
  - Yes
  - No

Comments

## 6. Value of Discussion

Did you find it valuable to briefly discuss your drawings?

- Yes
- No
- Somewhat

Comments

## 7. Process vs. Result

During the drawing activity, did you value the focus on Process rather than Result as a way to encourage experimentation?

- Yes
- No
- Somewhat

Comments

## 8. Impact on Digital Work Perception

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

- Yes
- No
- Somewhat

Comments

### 9. Relaxation and Digital Learning

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

- Yes
- No
- Somewhat

Comments

### 10. Community and Peer Learning

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

- Yes
- No
- Somewhat

Comments

### 11. Collaborative Drawing

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

- Yes
- No
- Somewhat

Comments

### 12. Comfort in Discussions

- Did you find it less intimidating to discuss/raise questions during the collaborative drawing exercise compared to being in front of a computer screen?

- Yes
- No
- Somewhat

Comments

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

- Yes
- No
- Somewhat

Comments

**13. Creative Thinking**

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

- Yes
- No
- Somewhat

Comments

**14. Contextualising Digital and Analogue Work**

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

- Yes
- No
- Somewhat

Comments

**15. Confidence and Digital Tools**

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

Comments

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**General Comments**

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

Any other comments