



## End interview for the children

These questions are intended to map any changes in student's relationship to technology, and how do they feel about the different phases of the project.

Please note the issues related to data protection and research ethics when conducting the interview.

### Warm up question

- Would you tell us your name first?

### Technology in general

- How do you understand the word technology?
- Has your understanding of technology changed during our project?
- Can something good be done with technology? What is good about technology? Has technology made you happy? / When technology makes you happy?
- Can something bad be done with technology? What is bad about technology? Has technology made you sad? / When technology makes you sad?
- Who develops technology? Why technology is the way it is? Can you influence it yourself? Should you be able to influence it?
- Are you interested in studying technology? And working in a place where they for example. design, develop or build technology as an adult?

### Technology designing and making

- Are you creative / innovative / good at innovating or ideating?
  - o Are you good at imagining things?
- Are you interested in technology?
  - o Do you want to learn more about it?
- Should technology be openly changeable and developable by everyone?



### Technology designing

- Have you ever designed or ideated new technology? Why, how and where?
- Are you good at it? Do you like doing it?  
Do you want to do it?
- Have you learned something about it in this project?

### Technology making

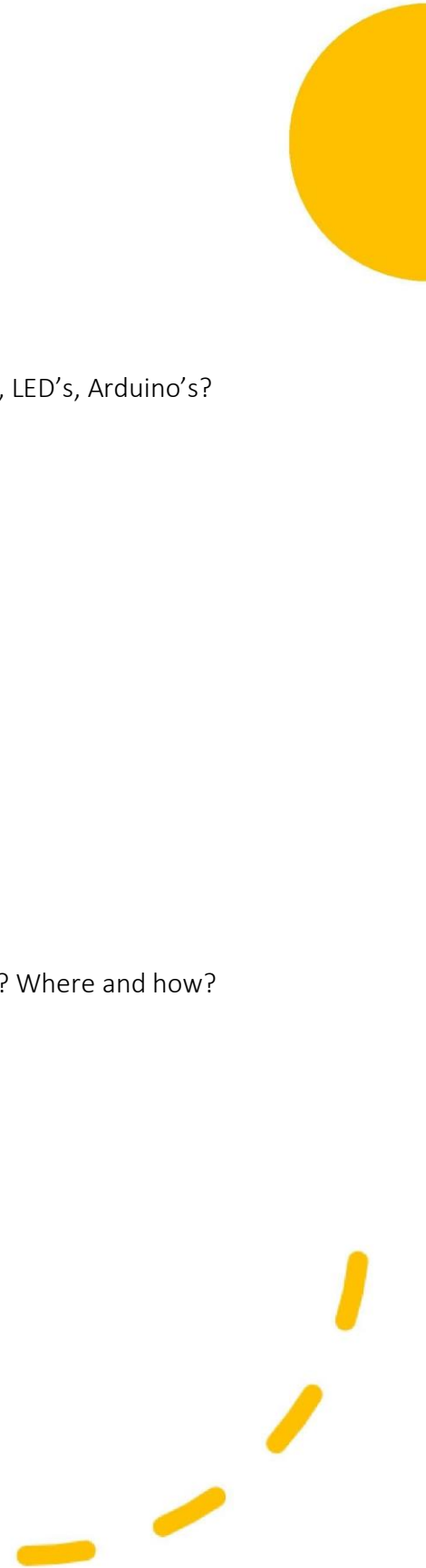
- Have you ever been to a FabLab? Why?
- What did you do there? What can be done there?
- Have you tried/done/used 3D-printing, laser cutting, electronics, LED's, Arduino's?
- What did you do? Why, and where?
- Are you good at it? Do you like doing it? Do you want to do it?
- Have you learned something about it in this project?

### Robots

- Have you build/played with robots?
- Are you good at it? Do you like doing it? Do you want to do it?
- Have you learned something about it in this project?

### Programming/coding

- Can you program/do code? What have you programmed/coded? Where and how?
- Are you good at it? Do you like doing it? Do you want to do it?
- Have you learned something about it in this project?



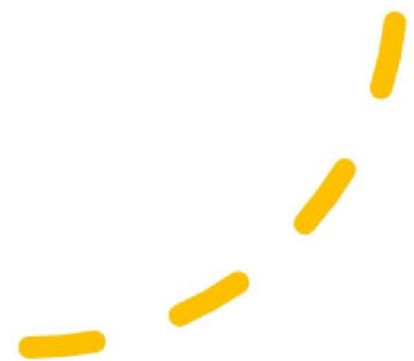
## Activism:

- What kind of activism have you done, not including our project? Have you ever participated in a demonstration, activism campaign, protest, or something like that?
- Have you any experiences on activism campaigns? Have you seen something happening?
- Has someone in our close circle participated? Do you remember the topics?



## Project phases

- Please, describe what you did in this project?
- How did you like / how did it feel like / what do you remember about
  - Making the technology friendship book?
  - Making the bullying personas and scenarios?
  - Miracle method? – In that you needed to imagine what would it be like if a miracle had happened, and bullying had disappeared from the world?
  - Ideating with the toys?
  - Thinking about background assumptions and values?
  - Making the prototype?
  - Making the play/drama scene?
  - Presenting the play/drama scene?
  - Making the activism campaign?
- What did you like? – What you didn't like?
- What was easy? – What was difficult?
- What was it like working in the group?
- What was your character in the drama scene? How did it feel like to be in your role in the play? / How did it feel like to play your character?
  - What felt nice about it? What felt bad about it?
  - Was acting in a play an empowering/nice experience? – Did you learn something?



## Critical thinking

In this project we were looking for possible solutions to preventing bullying in schools and how to make the school atmosphere nice for everyone.



The purpose was to empower/help those who are being bullied but also those who bully as they are not necessarily feeling good either. The purpose was to be on the side of those who are at a disadvantage, to help, support and empower them.

- How do you think your group succeeded in this?
- Do you think that for example the plays effected/were meaningful for the audience or the actors/actresses?
- Do you think about things differently now than before the project?
- Did you learn something during the project about
  - bullying
  - technology
  - activism
  - yourself
  - others?
- How technology could be used to prevent bullying and to make the school atmosphere nice?
- Have you ever ideated, designed, or developed (technological) solutions for preventing bullying and/or making the atmosphere nice?

