**Research Instrument: Predictors of an online gamified professional development programme adoption for academic staffs**

**SECTION A: DEMOGRAPHICS**

1. Age:

* less than 24 years old
* 25 years old - 30 years old
* 31 years old - 40 years old
* 41 years old - 50 years old
* 51 years old - 60 years old
* more than 60 years old

1. Gender:

* Male
* Female

1. Faculty:

* Faculty of Arts and Social Sciences
* Faculty of Business and Accountancy
* Faculty of Computer Science and Information Technology
* Faculty of Dentistry
* Faculty of Economics and Administration
* Faculty of Education
* Faculty of Engineering
* Faculty of Science
* Faculty of Languages and Linguistics
* Faculty of Law
* Faculty of Medicine
* Faculty of Built Environment
* Other: \_\_\_\_\_\_\_\_

1. Year of service:

* 0 - 3 year
* 4 - 10 year
* 11 - 15 year
* 16 - 20 year
* more than 21 year

1. Before you participate in SPECTRUMx, have you ever enrolled in any online module (Eg: MOOC)?

* Yes
* No

1. Before you participate in SPECTRUMx, have you ever participated in any gamified module?

* Yes
* No

**SECTION B**

**Instruction to participants:** Using the scale below, indicate to what extent each of the following items currently corresponds to your experience after participating in this professional development training module.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strongly disagree** |  | | | | **Strongly agree** |
| **1** | **2** | **3** | **4** | **5** | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **NO** | **ITEM** | **SCALE** | | | | |
| COMPETENCE | | | | | | |
|  | I feel I am capable of performing activities in SPECTRUMx module | 1 | 2 | 3 | 4 | 5 |
|  | I feel I am improving my knowledge and skills in using SPECTRUM | 1 | 2 | 3 | 4 | 5 |
|  | I feel I am satisfied with my ability to perform all activities in SPECTRUMx module | 1 | 2 | 3 | 4 | 5 |
|  | After completing SPECTRUMx module, I feel that I have mastered basic skills in SPECTRUM | 1 | 2 | 3 | 4 | 5 |
| AUTONOMY | | | | | | |
|  | I feel free to decide which learning materials to choose based on my true interests and values in SPECTRUMx module | 1 | 2 | 3 | 4 | 5 |
|  | I feel free to express my ideas and opinions in SPECTRUMx module | 1 | 2 | 3 | 4 | 5 |
|  | When I participate in SPECTRUMx module, it is because I myself, want to participate, not because of outside pressures. | 1 | 2 | 3 | 4 | 5 |
|  | I feel I can be myself in SPECTRUMx module | 1 | 2 | 3 | 4 | 5 |
| RELATEDNESS | | | | | | |
|  | I feel supported by other users in SPECTRUMx module | 1 | 2 | 3 | 4 | 5 |
|  | I feel that I am a valuable person to others in SPECTRUMx module | 1 | 2 | 3 | 4 | 5 |
|  | I feel like I belong and that other people care what I have to say and do in SPECTRUMx module | 1 | 2 | 3 | 4 | 5 |
|  | I feel connected with other users in SPECTRUMx module | 1 | 2 | 3 | 4 | 5 |
| PERCEIVED ENJOYMENT | | | | | | |
|  | I find gamification activities (eg: badges, points, level up, leaderboard) in SPECTRUMx module interesting | 1 | 2 | 3 | 4 | 5 |
|  | I find gamification activities (eg: badges, points, level up, leaderboard) in SPECTRUMx module enjoyable | 1 | 2 | 3 | 4 | 5 |
|  | I find gamification activities (eg: badges, points, level up, leaderboard) in SPECTRUMx module fun | 1 | 2 | 3 | 4 | 5 |
|  | I find gamification activities (eg: badges, points, level up, leaderboard) in SPECTRUMx module exciting | 1 | 2 | 3 | 4 | 5 |
| **PERCEIVED USEFULNESS** | | | | | | |
|  | The gamification activities (eg: badges, points, level up, leaderboard) enable me to complete SPECTRUMx module more quickly | 1 | 2 | 3 | 4 | 5 |
|  | SPECTRUMx module improves my job performance | 1 | 2 | 3 | 4 | 5 |
|  | SPECTRUMx module increases my job productivity | 1 | 2 | 3 | 4 | 5 |
|  | SPECTRUMx module increases my job effectiveness | 1 | 2 | 3 | 4 | 5 |
| ATTITUDE | | | | | | |
|  | I find using gamification in SPECTRUMx module as a wise thing to do | 1 | 2 | 3 | 4 | 5 |
|  | I find using gamification in SPECTRUMx module to be a positive thing | 1 | 2 | 3 | 4 | 5 |
|  | If I had the choice, I would choose to complete SPECTRUMx module in which gamification was used | 1 | 2 | 3 | 4 | 5 |
|  | I am enthusiastic about using gamification in SPECTRUMx module | 1 | 2 | 3 | 4 | 5 |
| PERCEIVED EASE OF USE | | | | | | |
|  | My interaction with SPECTRUMx module is clear and understandable | 1 | 2 | 3 | 4 | 5 |
|  | I would find SPECTRUMx module to be flexible to interact with | 1 | 2 | 3 | 4 | 5 |
|  | It is easy for me to become skilful at using SPECTRUMx module | 1 | 2 | 3 | 4 | 5 |
|  | Using SPECTRUMx module interface does not require a lot of mental effort | 1 | 2 | 3 | 4 | 5 |
| BEHAVIOURAL INTENTION | | | | | | |
|  | ﻿Given that I had access to the gamified professional development training module, I predict that I would use it in the future | 1 | 2 | 3 | 4 | 5 |
|  | I intend to continue using gamified professional development training module in the future | 1 | 2 | 3 | 4 | 5 |
|  | I will always try to use gamified professional development training module | 1 | 2 | 3 | 4 | 5 |
|  | ﻿I plan to continue to use gamified professional development training module at every opportunity in the future | 1 | 2 | 3 | 4 | 5 |