

The Questionnaire below are divided into 2:

A- Testing Questionnaire for November regular class. Target: MA students nearing their final Unit Assignments.

B- Final Questionnaire for the December Workshop. Target: MA students commencing their course and part of my Intervention.

A- TRIALLING QUESTIONNAIRE

Students will have 1.5 hours to complete while tutorials are taking place at the same time.

Think about your studies, work and research conducted in this course:

- a) What skills have you developed by studying MA Visual Effects?
- b) How do you think you will be evaluated in the final unit assignments?
- c) Which do you believe is more important for becoming a successful artist: soft or hard skills? Why?
- d) Are soft skills developed passively through work or through active effort? Explain.
- e) Have you developed any new soft skills during the course ? If yes, which ones?

Now, think about all collaborative projects you participated.

- a) What soft skills did you use? (e.g., "We had to adapt when our first idea failed.")
- b) How did your 'creativity and vision' guide your thinking?
- c) How did you adapt to the team and time constraint ?
- d) How was the communication between the team ?
- e) What helped you stay motivated?
- f) What would you do differently next time?

Finally, think about the industry and your career development:

- a) Do you know that VFX is part of the STEM (Science, Technology, Engineering and Math field) ? (Yes / No / Other)
- b) What does VFX being part of STEM mean to you? Explain.
- c) Which skills do you think the VFX industry values most?
- d) Which competitive soft skills do you possess? How can you demonstrate them?
- e) Which soft skills do you lack but consider important? How do you plan to improve them ?

B- FINAL QUESTIONNAIRE

1. Introductory Questionnaire – 15 min

Task: Complete a short questionnaire in Word document and delivering in one specified folder.

Objective: Gauge students' perceptions of soft skills development and whether they have actively engaged with them throughout the term.

Questions:

- a) What do you expect to develop by studying MA Visual Effects?
- b) How do you think you will be evaluated in the unit assignments?
- c) Which do you believe is more important for becoming a successful artist: soft or hard skills? Why?
- d) Are soft skills developed passively through work or through active effort? Explain.
- e) Have you developed any new soft skills during the first term? If yes, which ones?

2. Collaborative Work Reflection – 15 min

Task: Reflect on the group activity individually by filling a questionnaire on Padlet.

Objective: Identify which soft skills were used and which were lacking.

Questions:

- a) What soft skills did you use? (e.g., "We had to adapt when our first idea failed.")
- b) How did your 'creativity and vision' guide your thinking?

- c) How did you adapt to the team ?
- d) How did you handle time constraint ?
- e) How was the communication in the team?
- f) What helped you stay motivated?
- g) What would you do differently next time?

3. Final Questionnaire – 15 min

Task: Complete a short questionnaire in Word document and delivering in one specified folder.

Objective: Assess whether students can connect soft skills development with long-term career success. This questionnaire session is implemented after the 30 min lecture/class discussion on what soft skills, including STEM, are in demand in CG/VFX Industries.

Questions:

- a) Did you know before today that VFX is part of the STEM field? (Yes / No / Other)
- b) What does VFX being part of STEM mean to you? Explain.
- c) Which skills do you think the VFX industry values most?
- d) Which competitive soft skills do you possess? How can you demonstrate them?
- e) Which soft skills do you lack but consider important? How do you plan to improve them?