

## INTRODUCTION

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. This questionnaire is placed after 40 minutes lecture on "Soft Skills in demand in VFX and CG Industries". So, like the target students, these trialling students are primed.

### **1- 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?
- f) How could the MA Course have contributed to developing them further ?

### **2- Now, think about all collaborative projects you participated.**

- a) Which soft skills do you feel you used most during the task?
- b) Which soft skills did you find challenging or underdeveloped?
- c) How did you handle uncertainty or unexpected issues during the task?
- d) Did you notice any personal growth or change in your mindset during the collaboration?
- e) What would you do differently in your next collaborative task?
- f) Which soft skill would you like to improve, and how might you do that?

### **3- 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

Below I show which questions I changed after the trialling.

### 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 skills do you expect to develop by studying MA Visual Effects?
- b) ~~How do you think you will be evaluated in the unit assignments?~~ How do you think your skills will influence the evaluation of your final unit assignments?
- c) Do class activities and home assignments allow you to polish your soft skills ? ~~I didn't trial this question as I didn't structure my course for the trialling students...~~
- d) ~~Which do you believe is more important for becoming a successful artist: soft or hard skills? Why?~~  
d) Which do you believe is more important for becoming a successful artist: soft or hard skills? Explain Why.
- e) Are soft skills developed passively through work or through active effort? Explain.
- f) ~~Have you developed any new soft skills during the first term? If yes, which ones?~~ Have you already developed any new soft skills during the first term ? If yes, which ones?
- g) How can the MA Course contribute to developing them further ?

### 2. POST-COLLABORATION REFLECTION QUESTIONNAIRE – 15 MIN

**Task:** Reflect on the group activity by individually responding to the questionnaire on Padlet.

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

- a) Which soft skills do you feel you used most during the task?
- b) Which soft skills did you find challenging or underdeveloped?
- c) How did you handle uncertainty or unexpected issues during the task?
- d) ~~Did you notice any personal growth or change in your mindset during the collaboration?~~ During this collaborative task, did you notice any changes in your mindset or in how you interacted with your peers? If yes, what were they?  
Can you give an example of what changed for you, if any ?
- e) What would you do differently in your next collaborative task?
- f) Which soft skill would you like to improve, and how might you do that?

### 3. FINAL QUESTIONNAIRE – 20 MIN

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**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.~~ What does VFX being part of STEM mean to you? How does this influence your attitude toward your career and future development?
- c) ~~Which skills do you think the VFX industry values most?~~ In VFX, both technical skills and personal qualities matter. Based on your experience today, how do you see the balance between technical skills and soft skills—such as teamwork, communication, resilience, and initiative—for long-term career success?"
- d) ~~Which competitive soft skills do you possess? How can you demonstrate them?~~ Which soft skills do you feel most confident about? How could you show these skills in a professional setting (e.g., interviews, projects)
- e) Which soft skills do you lack but consider important? How do you plan to improve them?