

Table 1: Interview 1

<b>ARCS Model</b>	<b>Interviewer</b>	<b>Participant 1 (P1)</b>
<b><i>Attention</i></b>	1. What aspects of the escape room held your attention?	I like that I had to search for things because I've never done an escape route. So, it was quite challenging for me personally. And I really wanted to beat that time limit.
	2. What motivated you to escape the room?	I wanted to show off to my friends and figure out who the murderer was. The timer also motivated me.
	3. How do you think an educational escape room approach would benefit you more than traditional teaching approaches?	Well, if I'm comparing it to that, it is more fun. Yes, I think so because I was more interested in the game than a normal document-based activity.
	4. Which gaming elements kept your interest?	The timer was fun and the puzzles and unlocking stuff in the room.
<b><i>Relevance</i></b>	1. How was the content of the escape room relevant to this module?	It was based on Microsoft Excel Modules 1 - 4.
	2. How appropriate are virtual escape rooms for teaching computer literacy?	Very, it is fun and innovative, and it also test[s] basic literacy skills that are not part of the content.
	3. How relevant were the clues?	The clues were intertwined, and you needed one thing from the document to unlock something in the room or vice versa.
<b><i>Confidence</i></b>	1. How did it make you feel when you completed the escape room?	I felt proud of myself for finishing the game.

	2. How did the virtual escape room encourage competitiveness?	I don't want to say that I am always competitive, but this game made we want to beat my friends in solving the murder before them.
	3. Which aspects of the escape room motivated you to continue playing?	The fact that I needed to solve all 6 puzzles to find out who the murder[er] was. The game is also set up in a way that you cannot skip a puzzle 1 needs to be completed because it forms part of 2.
<b>Satisfaction</b>	1. How do you feel about the game-based learning approach?	I enjoyed it; it was a nice change from the normal activities.
	2. Describe how satisfied you felt when solving a clue or puzzle.	I was very excited because that means I get to move onto the next step of the game, one step closer to solving the murder.
	3. How do you think an escape room with a game-based approach could help you feel good about your desire to continue learning?	I would like games to replace all my assessments, it is way more fun and less stressful.

Table 2: Interview 2

<b>ARCS Model</b>	<b>Interviewer</b>	<b>Participant 2 (P2)</b>
<b>Attention</b>	1. What aspects of the escape room held your attention?	I think it was the attention to details. The set-up, document and game were nicely planned, and it looked awesome with the red theme. The rooms in the game were a surprise as well. I like the couches and the notes on them.
	2. What motivated you to escape the room?	I wanted to know who the murder[er] was and my friends in previous session[s] mentioned they struggled so I wanted to see if I could do

		better than them in the time limit and by solving the puzzles with the help of the clues.
	3. How do you think an educational escape room approach would benefit you more than traditional teaching approaches?	Well, it's more fun. And when something is, you know, games and stuff and the games is part of learning, it just makes learning easier. And is more fun and easier to grasp information.
	4. Which gaming elements kept your interest?	Yes, they did. Watching the timer made me like, want to get things right. It motivated me to keep on trying till I solved a puzzle.
<b>Relevance</b>	1. How was the content of the escape room relevant to this module?	It was based on the Microsoft Excel content we covered the weeks before.
	2. How appropriate are virtual escape rooms for teaching computer literacy?	Okay, well, for starters, the escape room, I think it's an appropriate method, like to introduce games like, you know, for academics, and things like crossword puzzle.
	3. How relevant were the clues?	The clues were very important towards solving the puzzles and doing the functions.
<b>Confidence</b>	1. How did it make you feel when you completed the escape room?	It made me feel great. I've achieved what I wanted to achieve.
	2. How did the virtual escape room encourage competitiveness?	I was competitive especially when I saw that they put up a poll in the collaborate session to answer yes when you are done, and when
	3. Which aspects of the escape room motivated you to continue paying?	The time limit, doing it in the collaborate sessions at the same time as other students and I really wanted to know who the murder[er] was.

<b>Satisfaction</b>	1. How do you feel about the game-based learning approach?	I enjoyed it; it was a nice change compared to the normal document with steps. This game was so much fun and unexpected.
	2. Describe how satisfied you felt when solving a clue or puzzle.	Super satisfied, like wow I did this, and it was fun to compare with my friend and see where they are and wanting finish before them.
	3. How do you think an escape room with a game-based approach could help you feel good about your desire to continue learning?	I think it's very good for my desire to continue learning; it makes students you know; feel more relaxed about the module they are doing. It just makes things seem easier and fun. You know, it makes you feel more enthusiastic about the module and the content you're learning.

Table 3: Interview 3

<b>ARCS Model</b>	<b>Interviewer</b>	<b>Participant 3 (P3)</b>
<b>Attention</b>	1. What aspects of the escape room held your attention?	I think it was like the creativity of it all. It was very fun. And there were pictures, and it was like a very real-life experience.
	2. What motivated you to escape the room?	I think it was then like time the clock on the thing that motivated me to finish in time.
	3. How do you think an educational escape room approach would benefit you more than traditional teaching approaches?	I think like in the modern day, like the average student doesn't really have a very big attention span. So, I think, because it was very interactive, using Microsoft Excel and solving the puzzles it was a good learning opportunity, other than just like listening to theory the whole time you were doing it in that moment. I think that it was very beneficial.
	4. Which gaming elements kept your interest?	I liked how each puzzle has a clue connected to it so I looked in the Microsoft Excel document then searched in the escape room to connect it and solve it.

<b>Relevance</b>	1. How was the content of the escape room relevant to this module?	It was relevant because it is lectured and tested in this module.
	2. How appropriate is virtual escape rooms for teaching computer literacy?	Very appropriate especially now with COVID, online learning and the fourth industrial revolution. I think all modules need to make assessments more innovate, students are tired of the same things over and over.
	3. How relevant were the clues?	Very relevant to the game and Microsoft Excel, it was all connected so one could not be skipped you needed all the clues for the puzzles.
<b>Confidence</b>	1. How did it make you feel when you completed the escape room?	I think it was then like time the clock on the thing that motivated me to finish in time.
	2. How did the virtual escape room encourage competitiveness?	At first, I did not see the time limit until I saw comments about it in the chat box, then I got very stressed and competitive at the same time I wanted to finish before the time ran out.
	3. Which aspects of the escape room motivated you to continue paying?	The timer, the music that the lecturer was saying in the session, each time she said next song and this much time is left, I saw the polls also to indicate if you are done and I wanted to finish and see who the murderer was.
<b>Satisfaction</b>	1. How do you feel about the game-based learning approach?	I loved it, I did not expect it to be so interactive, at first, I thought it was only the Microsoft Excel file and I'll do the steps in there but then I saw it was connected to the escape room. It was such a surprise after weeks of doing boring Microsoft Excel files.
	2. Describe how satisfied you felt when solving a clue or puzzle?	I was so happy especially after the one about unhiding the column, it really got me stuck, but I did not want to give up, turn out I was right clicking at the wrong place.
	3. How do you think an escape room with a game-based approach could help you feel good about your desire to continue learning?	I think so. I think it can make them really motivated to do better and to do more fun learning.

Table 4: Interview 4

ARCS Model	Interviewer	Participant 4 (P4)
<b>Attention</b>	1. What aspects of the escape room held your attention?	I really enjoyed the escape room. It was fun testing out my Microsoft Excel knowledge to find the murderer.
	2. What motivated you to escape the room?	I was interested to see who the killer was based on the things I learned in the Microsoft Excel modules. When I found the key and put it in my inventory, I was so excited to try to unlock the door.
	3. How do you think an educational escape room approach would benefit you more than traditional teaching approaches?	Well, I think it's because you practise it yourself. So, what we were taught we got the chance to practise in the escape room to test if you know it.
	4. Which gaming elements kept your interest?	The way the game looked was awesome, I liked the red and all the icons and colours suited the murder theme. I also enjoyed how the puzzles and the clues must be used together to unclick or do the next step.
<b>Relevance</b>	1. How was the content of the escape room relevant to this module?	Well, we used the formulas we learned in class we used in the escape room. So, I think it's, it's relevant since it's based on content we did prior to the game.
	2. How appropriate is virtual escape rooms for teaching computer literacy?	Well, I think it's because the student would have to go on their computer, and they must sit there until they figure it out or get help. So, to get the game and finish it they need to learn how to how to use everything. So, I think it's a great learning approach. It's fun.
	3. How relevant were the clues?	Yeah, I think it was it, uh, it was easy enough to understand what I had to do.

<b>Confidence</b>	1. How did it make you feel when you completed the escape room?	I felt okay. It was a little shorter than I expected it to be. But for students who do not know Microsoft Excel it took longer. It was easy for, and I finished fast.
	2. How did the virtual escape room encourage competitiveness?	I am very competitive in games like 30 seconds so this was amazing, and I liked that I did not have to reply on another students I was in charge.
	3. Which aspects of the escape room motivated you to continue paying?	I wanted to finish before the others in my sessions and my friends who told me their times. I also really wanted to unlock the door and see who did the crime.
<b>Satisfaction</b>	1. How do you feel about the game-based learning approach?	It is a great way of learning. I wish more modules would incorporate games.
	2. Describe how satisfied you felt when solving a clue or puzzle?	It was awesome, I kept looking at the time to work out how much time I have for each puzzle.
	3. How do you think an escape room with a game-based approach could help you feel good about your desire to continue learning?	Yeah, I think it works because you can see it as a game. You also learn the work while you play the game. So, it's a fun way of learning. I was excited when I read about the escape room, like I wanted to do that immediately.

Table 5: Interview 5:

<b>ARCS Model</b>	<b>Interviewer</b>	<b>Participant 5 (P5)</b>
<b>Attention</b>	1. What aspects of the escape room held your attention?	Um, the set-up I wasn't expecting to see an actual living room. Because I've never done something like an escape room before, I have heard of the physical one never knew it could be online too.
	2. What motivated you to escape the room?	The excitement and encouraged from the lecturer in my session and the time limit. I also really wanted to finish when I unlocked the one safe and got a key for the door.

	3. How do you think that an educational escape room approach would benefit you more than traditional teaching approaches?	Yes, I would just actually drop all the other stuff and just say everyone just do these games it's way better.
	4. Which gaming elements kept your interest?	Yes, a lot, especially the pillows. I remember, there's one that I clicked on, it said Ha-ha, I liked that. Since I was my first-time using escape room, I went to the next room that check more pillows and realise it wasn't working. Then I went to the puzzles and figured it out. So, the way it related to the items in the room and each puzzle kept my interest.
<b>Relevance</b>	1. How was the content of the escape room relevant to this module?	Yes, it was, it really was. Because apart from it being fun you did, we did learn some stuff, and there are extra related, like how to that was my first time learning how to unprotect I remember, we were doing something like that, where you had to unprotect a file or something. sheet. So, um, so yeah, I'd see something like that.
	2. How appropriate is virtual escape rooms for teaching computer literacy?	Very. It incorporated all the skills that we need to know to be computer literate.
	3. How relevant were the clues?	Very relevant to the puzzles and getting to her next steps, which was one step closer to escaping the room.
<b>Confidence</b>	1. How did it make you feel when you completed the escape room?	I felt more and more confident in my ability to finish the game after solving each puzzle, once I unlocked something or moved onto the next step, I believed that I could finish the game and solve the murder and when I unlocked the safe that had the key in, I felt confident that I will escapee room.
	2. How did the virtual escape room encourage competitiveness?	I'm not very competitive but the timer made me nervous which made me want to solve the clues faster.



	3. Which aspects of the escape room motivated you to continue paying?	I wanted to use the key to get out of the room to see who the murderer was.
<b>Satisfaction</b>	1. How do you feel about the game-based learning approach?	I like it very much; it is better than the normal stuff we. I would rather do a game for marks then write a test.
	2. Describe how satisfied you felt when solving a clue or puzzle.	So happy because I was getting closer to escaping the room.
	3. How do you think an escape room with a game-based approach could help you feel good about your desire to continue learning?	I was sad when I found it was the only game, I loved this approach and which all my assessment was game or even escape rooms.