

Appendices

A INTERVIEW PROTOCOL

(1) **Introduction**

Hello, my name is _____. I am a student at the University of Delaware studying the role that augmented reality software can play in geometry education. I am looking to gain some insight on your experience teaching students geometry.

(2) **Questions**

- What grade do you teach?
- How many classes do you typically spend covering geometry per year?
- Do you enjoy teaching geometry?
- Is teaching geometry ever difficult? If so, what kind of things make it difficult?
- Do you ever use resources like videos, websites, or games to help teach? If so, do you ever use any of these to help teach geometry?
- Could you see a geometry phone game as something that could be a helpful supplementary tool for teaching?
- What topics would you think such a game should cover?
- How do you best communicate instructions for students to complete activities, assignments, and games? What types of considerations should be made when doing so

(3) **Conclusion**

Thank you for participating in this study. We will send you an update when we complete our paper.