Supplemental File 2: Appendix B

Interview Schedule

Introduction Questions	
	Q1: Where are you based? Q2: Please describe your involvement with Citizen Science. When did you start working in the field?
Interview Questions	
	Q1. Citizen Science projects face an issue with long-term engagement with projects. Have you come across gamification as a strategy to tackle this problem? Q2. Do you think using games or gamification in projects helps make it successful? Q3. What do you think could be the drawbacks of this approach of converting environmental citizen science into gamified projects? Q5. Do you think behaviour change should be an aim of citizen science projects? Q6. Do citizen science projects in some way highlight the opportunities for volunteers to engage in changed behaviours, outside of the project? Q7. Can gamification elements, commonly seen as leaderboards, points or badges be helpful in this pursuit? Q8. Do citizen science projects in some way increase the motivation of volunteers to engage in changed behaviours, outside of the project? Q9. Can gamification elements (commonly used or underused) be helpful in supporting this?

	Q10. Do citizen science projects in some way make the participants feel more capable/empowered of engaging in changed behaviours, outside of the project? Q11. Can gamification elements (commonly used or underused) help support this?