

Usability Evaluation of an Interactive Educational Mobile Application

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Abstract—Many educational mobile applications are available to help students achieving their goals in the learning process. For example, an interactive Educational (mobile) Application is an educational application that emphasises the interaction among students and between students and teachers. This type of educational application is also available for students, for example, to help them have direct interaction with their teachers, such as outside the class hours to discuss a particular subject further. In the development of such applications, one of the challenging parts is designing an intuitive user interface to help ensure the usability of the application. In this paper, we present our work on usability evaluation of an interactive educational application to seek feedback and recommendations to improve the developed design. The application is designed to facilitate direct interaction among students and between students and teachers as a form of an online learning activity. The usability evaluation process was conducted remotely (i.e., online) and adopted the Unmoderated Remote Usability Testing (URUT) approach, which involved 25 participants. In this case, an online user interface design and usability tool called Maze was used as a medium to carry out the evaluation. The result shows that the application’s design is in medium grade with a score of 78 (out of 100). Furthermore, the result of the measurement of the user satisfaction level using the SUS questionnaire obtained a score of 80, which indicates that the design of this interactive learning application is acceptable. Other than the score of the usability testing, we collected valuable feedback from the participants that will be used to improve the current design of the application.

(P19)Keyword—Usability Evaluation, UI/UX Design and Evaluation, Interactive Educational Application, Mobile Application



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