Josue David Torres Tec

TraceabilityAtt

The attribute selected was Learning, referring how easy it is for the user to learn to use the game. For the project was included in the form of guided interface in the tutorial, showing step by step buttons in a guided sequence of how to play. It was also included through short texts and clear buttons. Focusing on learning as a usability attribute helps us design an intuitive and accessible experience for young users. When implementing a guided interface and simplifying the interaction through clear images and concise text, the game supports the ability of children to participate independently and with confidence.

To the metric, we use an adaptation of the ISO/IEC 25010 standard was not used where the data of the number of times the child required help to understand the turn, number of items necessary for the child to make the turn autonomous, errors made during the first two standards and spontaneous comments. Alternative data pueron being screen recordings or structured interviews. Explore alternative methods, such as screen recordings or structured interviews, could further improve the reliability of findings and guide improvements in future iterations.