

Usability Evaluation Questionnaire

Project Name

ClassQuest

Visual Design & Aesthetics

1. How visually appealing do you find the overall interface?
2. Are the fonts, icons, and colors consistent and easy to read across all pages?
3. Does the fantasy-themed aesthetic feel appropriate for the classroom environment?
4. Are the visual priorities clear (e.g., which elements draw your eye first)?
5. Do the cards, panels, and sections feel balanced or too crowded?
6. Does the dashboard look professional and cohesive with the rest of the system?
7. Do you feel the design would remain clear when projected in a classroom setting?
8. Would you describe the visual experience as engaging, professional, and motivating?

Layout & Navigation

9. Is the flow between pages (Login -> Dashboard -> Subject -> New Quest etc.) logical and smooth?

10. Are you able to tell at a glance where you are within the platform?
11. Are navigation elements (buttons, icons, menus) positioned where you expect them to be?
12. Was it clear how to return to the dashboard or main page from sub-pages?
13. Were the most important controls (creating a quest, viewing students, checking progress) easy to find?
14. Do transitions between pages feel natural and intuitive?
15. Would teachers or students immediately understand how to find what they need?
16. How well does the design represent a “gamified classroom” without feeling like a typical game interface?

Dashboard & Information Clarity

17. Is the dashboard layout from student’s and teacher’s perspective easy to interpret?
18. Does the amount of information on the screen feel manageable or overwhelming?
19. Do you immediately understand what each widget or card represents?
20. Was the color palette supportive of readability and accessibility (not too bright or low contrast)?

Interaction & Feedback

21. Are buttons and clickable elements visually obvious?
22. Would animations or micro-interactions (hover effects, transitions) add or reduce clarity?
23. Were text sizes, contrast, and spacing suitable for classroom projection and Chromebook displays?
24. Which single page felt the most intuitive and user-friendly? Why?
25. Which single page or element needs the most improvement?

Consistency & Intuitiveness

26. Are repeated components (cards, headers, stats) uniform across all sections?
27. Are text labels and icons self-explanatory, or do any require clarification?
28. Does the terminology ("Quest," "XP," "Gold," etc.) feel clear without extra explanation?
29. Is there any page where you felt unsure about what to do next?

Overall Impression

30. How well does the current prototype communicate the purpose of the platform?

31. What three words would you use to describe the user experience?

32. What part of the design felt most intuitive?

33. What part of the design felt confusing or unnecessary?

34. On a scale from 1 (Very Poor) to 5 (Excellent), how would you rate:

☐ 1 – Very Poor ☐ 2 – Poor ☐ 3 – Fair ☐ 4 – Good ☐ 5 – Excellent

Statement	1	2	3	4	5
I would feel confident using this platform regularly.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I would recommend this design approach for future iterations.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
This prototype successfully demonstrates the concept of ClassQuest.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ease of Navigation — How easily could you move through pages and locate features?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Clarity of Information — Was information organized and understandable at a glance?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Visual Appeal — How attractive and engaging was the overall design?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Consistency of Design — Were layouts, colors, and styles uniform across screens?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Overall Usability — How effective and intuitive did the prototype feel as a whole?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Users (teachers/students) could navigate this system without training	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The interface looks trustworthy and reliable enough for an educational setting.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

35. Additional comments: