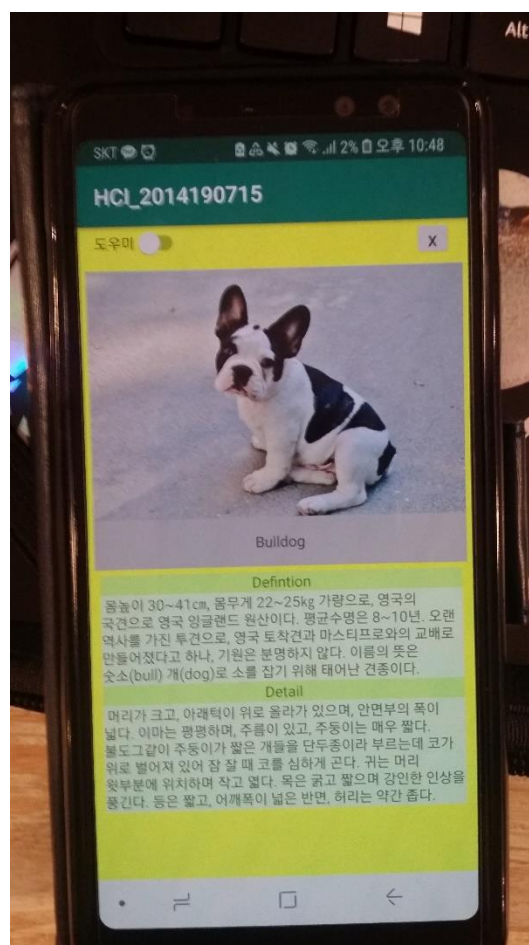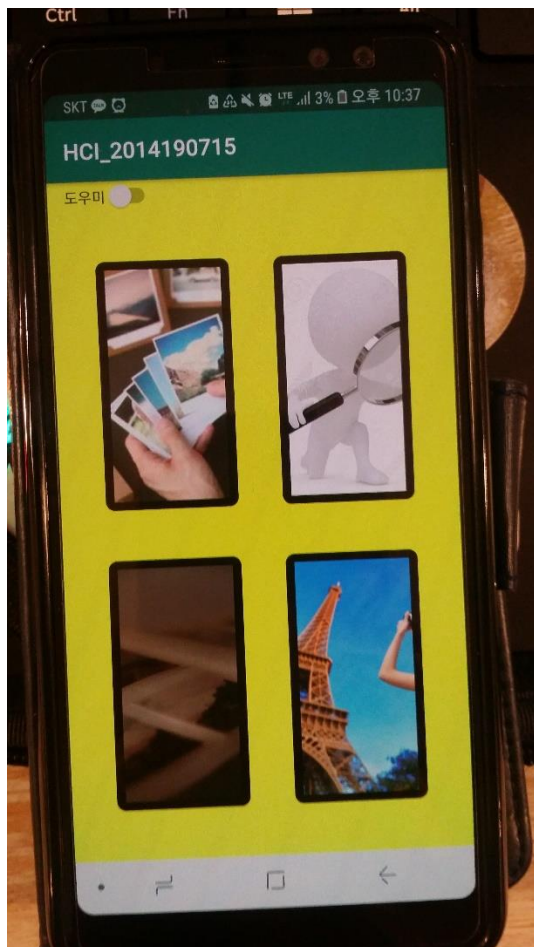I had the chance to evaluate a photo organization program targeted for children ages 6~9 along with the help of their parents if needed—so the developer strived to create a interactive interface.

I will first comment on the usability of the program. It was implemented on a smartphone as an application. Each major screen (menu, album, information, etc…) does not have too many things going on. This is a good thing. With less things on a screen at one time, children would be able to focus on what they can do at any given moment.
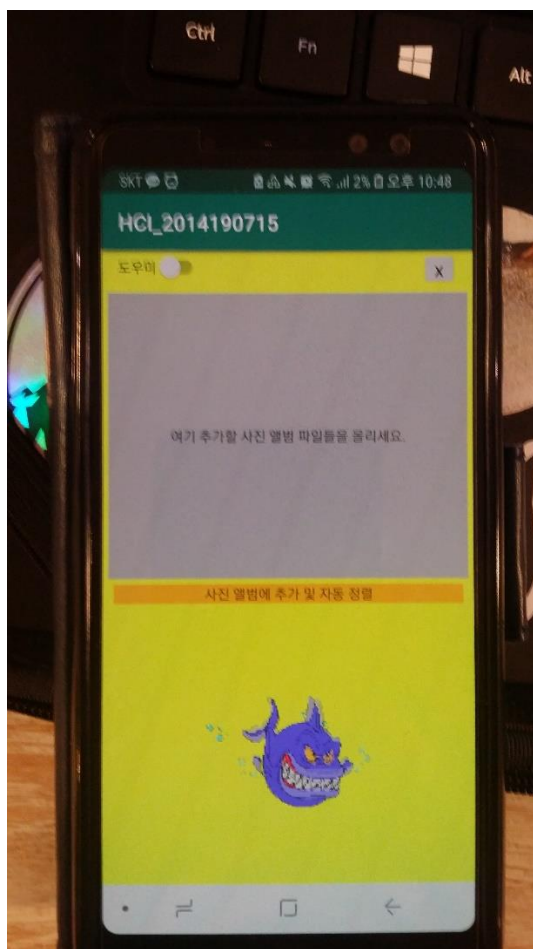

As an example, the menu screen has four large icons. Each of these icons will help the user perform a certain task: i.e. creating a travel photobook. One thing I would have hoped was to have a text counterpart to each icon on the menu, as it is difficult to know which icons do what at first use. This hinders with learnability, however, since there are a small amount of elements on the screen it would minimize memory load. Another downside is that there is too much small text in the description of the dog. Personally, I think I would prefer bigger text with simpler information that I can take in easily.

Since this app is on a smartphone with a very simple but to-the-point, it is not

mentally nor physically demanding for a user of a young age to use. Given a scenario where the user would want to make a travel photo album, with a few clicks, the task would be finished in no time.

Now I will talk about the UX. The developer chose to go for bright colors, big pictures, and characters to appear while performing tasks. All of the mentioned elements appeal greatly to children and would most likely increase the user's experience satisfaction.

Furthermore, with the creation of a photo album of a memorable event, a user would be able to reminisce and think back to the good times they had, further bonding with their parents and increasing emotional satisfaction.

Overall, this photo organization app is well made. It is targeted to users of a young age and it provides emotional satisfaction, education, bonding with their parents, and most of all fun. The UI is coherent, well designed to reduce any learnability or usability issues, and provides a robust user experience.