# CONCEPTION AND DESIGN OF AN INTERACTIVE WEB PLATFORM FOR LINGUISTIC EDUCATION IN SCUOLA SECONDARIA DI I GRADO

The Multimodal Linguistic Autobiography as a UdA in an Integrated Learning Ecosystem

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Dissertation in Usability and User Experience Supervisor: Prof. Fabio Vitali; Co-Supervisor: Prof. Matteo Viale A.A. 2019/20; Session III

# PRESENTATION OUTLINE

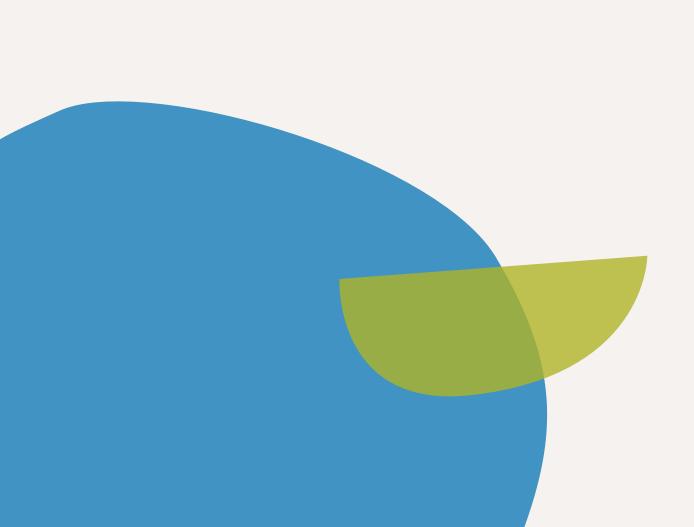
- 1. Design Problem and Theoretical Background
- 2. Objectives and Results
- 3. Evaluation and Further Developments

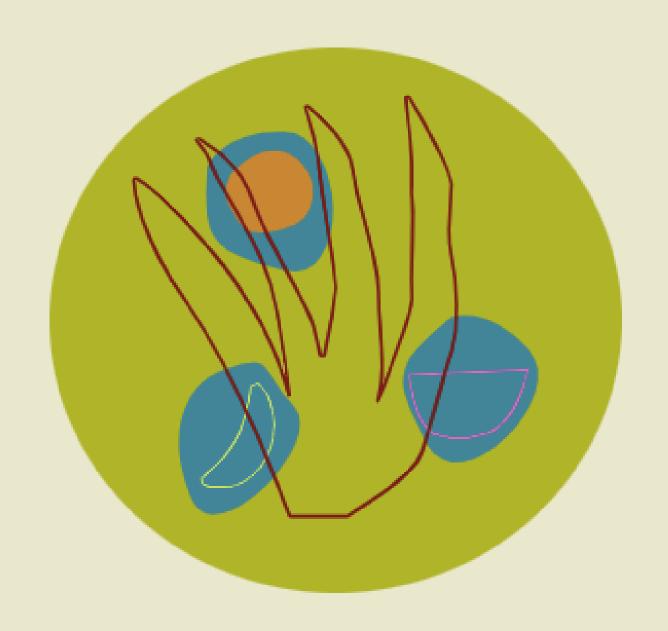
# Design Problem

Identify a Gap in the Existing...



- Unexploited potential of Linguistics research results and verified field-specific tools;
- Broad space for experimentations in Designing for Education
- Growing need for active engagement of students in education





# Solution

...and Fill it in with an Optimal Solution

Design a didactic interactive web platform to enhance Italian language learning with the critical integrated use of ICT.

### **Conceptual System**

- Opening an ecosystemic discourse among research, education and technology
- and establishing reciprocity links through these fields



# PAROLE A COLORI

An Interactive web application that offers
Unità di Apprendimento (UdA) for Italian
language classes, targeted at students of
Scuola secondaria di I grado - in the Italian
school system it is the 3 years cycle from 11
to 14 y/o

The platform stimulates metalinguistic awareness and multiliteracy

# Theoretical Background

### Linguistic Education in Italy

### The Italian Constitution

#### Art. 3

Tutti i cittadini hanno pari dignità e sono eguali davanti alla legge, senza distinzione di sesso, di razza, di lingua, di religione, di opinioni politiche, di condizioni personali e sociali.

<u>comma 2</u> - rimuovere gli ostacoli che impediscono il pieno sviluppo della persona e la piena partecipazione alla vita sociale e politica del Paese.

#### Art. 6

La Repubblica tutela con apposite norme le minoranze linguistiche.

#### Art. 21

Tutti hanno il diritto di esprimere il proprio pensiero con la parola, lo scritto e ogni altro mezzo.

### 10 Tesi per l'Educazione Linguistica Democratica

#### Tesi II

"è ovvio (ma forse non inutile) affermare che lo sviluppo delle capacità linguistiche affonda le sue radici nello sviluppo di tutt'intero l'essere umano, dall'età infantile all'età adulta, e cioè nelle possibilità di crescita psicomotoria e di socializzazione, nell'equilibrio dei rapporti affettivi, nell'accendersi e maturarsi di interessi intellettuali e di partecipazione alla vita di una cultura e comunità."

### DigCompEdu Framework

**6** Facilitating Learners Digital Competence

- **6.1** Information & Media Literacy
- **6.2** Communication
- **6.3** Content Creation
- **6.4** Responsible Use
- **6.5** Problem Solving

# Theoretical Background

### Linguistic Autobiography

### What

A tool for language teaching and metacognition

"L'autobiografia linguistica è la narrazione delle modalità con cui sono state acquisite le lingue che un soggetto conosce (parla, scrive, comprende, legge... a diversi livelli di competenza), del posto che queste occupano nella sua vita, dell'uso che ne fa"

(in Anfosso, Polimeri, and Salvadori 2016, 83)

### Teaching Functions

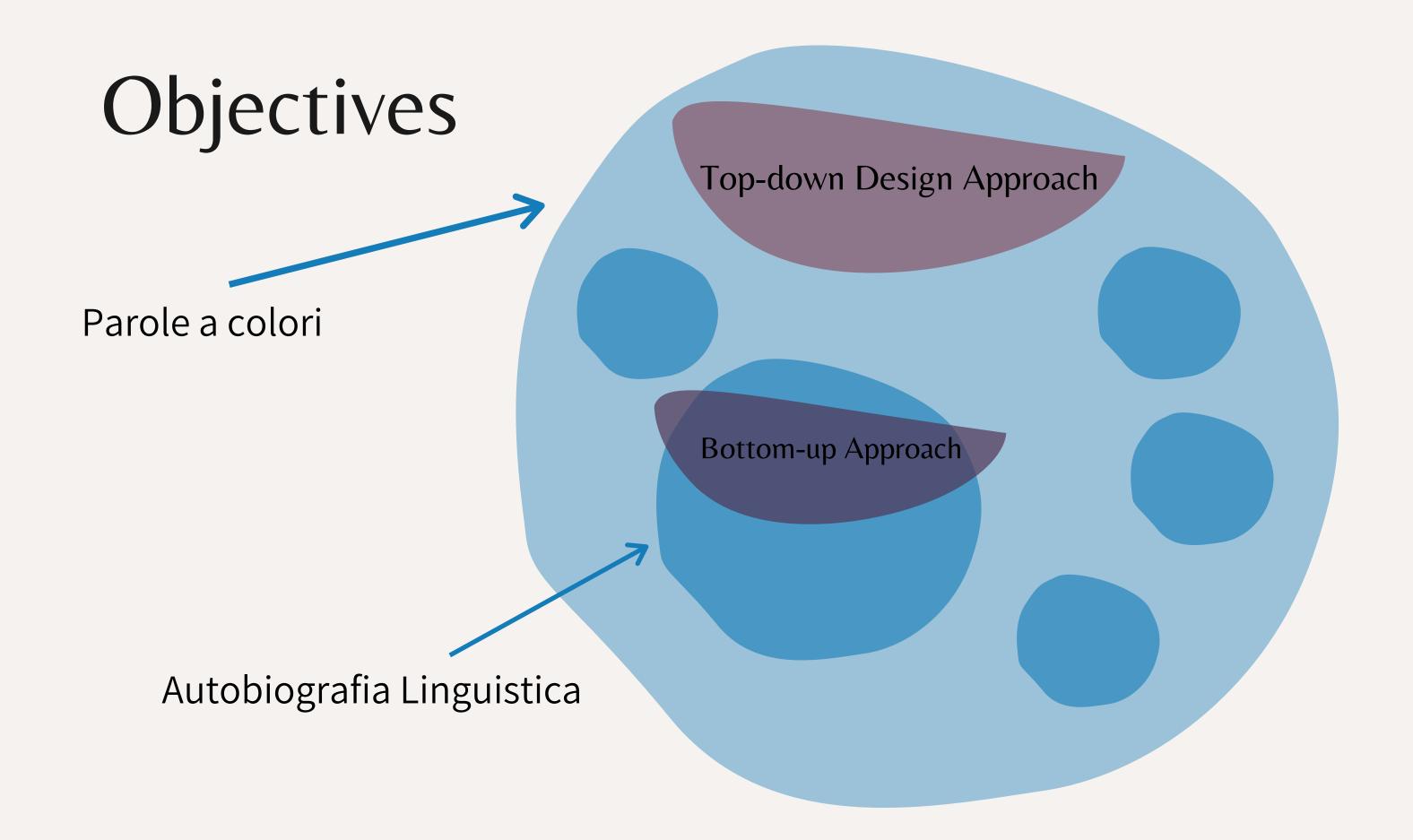
- Informative and formative power
- Brings out the natural variability of the educational event
- Authentic learning stimulus: to build a bridge between learned notions and personal experience

### How

#### Self-narration in the construction of the self

- Transformative movement and logical advancement in reconstructing the past
- Activates a collective reflection on individual productions
- Developing the capacity of building links among data, interpreting and re-elaborate them.

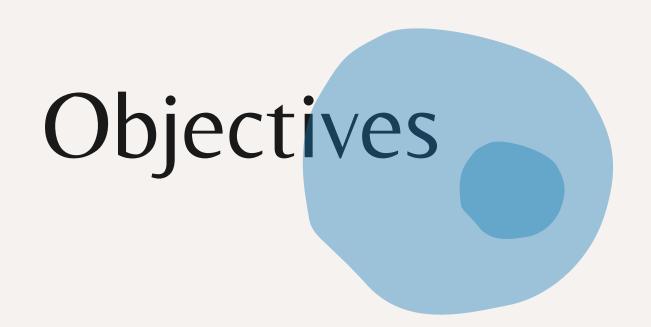
(Anfosso, Polimeri, and Salvadori 2016 and Petrucco and De Rossi 2009)



# Objectives

- 1. the System Structure and the User Experience of PAROLE A COLORI
- 2. build an expandible, scalable and replicable prototype of PAROLE A COLORI
- 3. evaluate the prototype, including testing with real users

Top-down design model

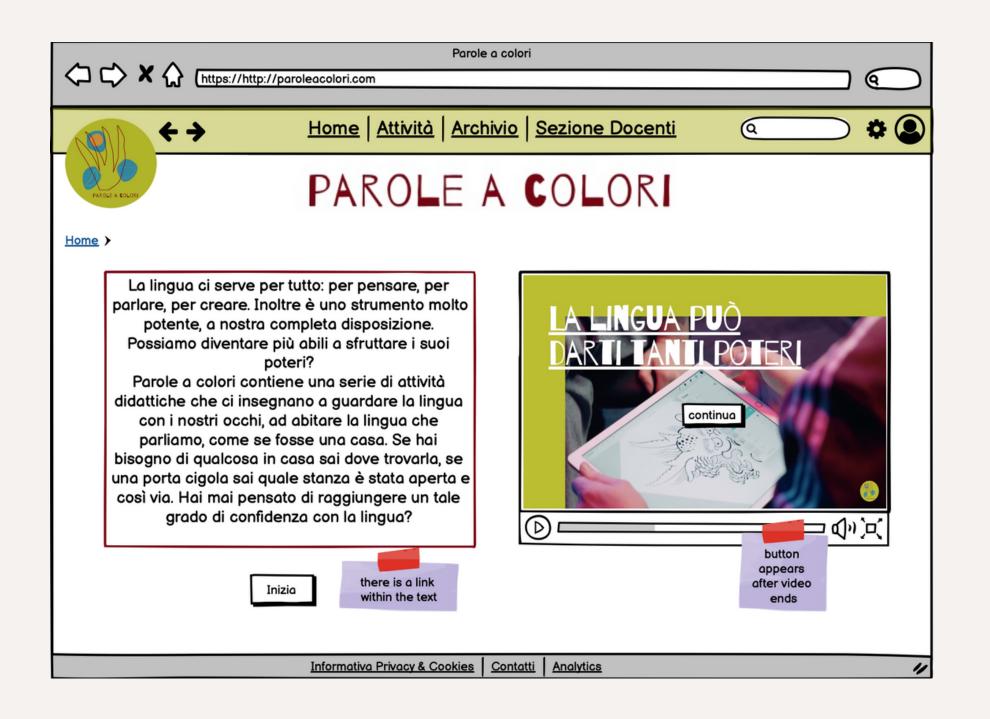


4. The contents of Autobiografia Linguistica

As an instantiation of educational stimulus, in the form of UdA, able to link the techniques and tools of Linguistic Education with the functional aspects of digital interaction

Bottom-up design approach

## Results

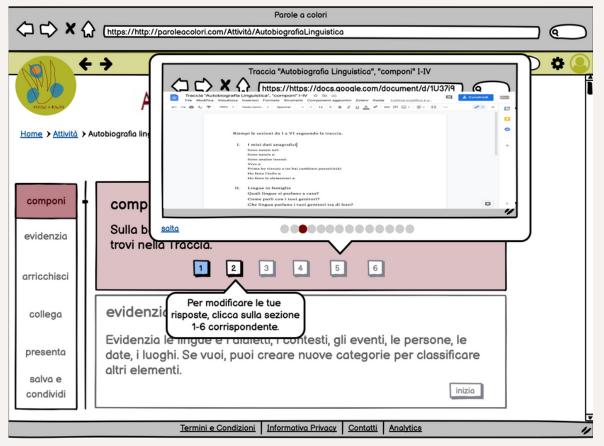


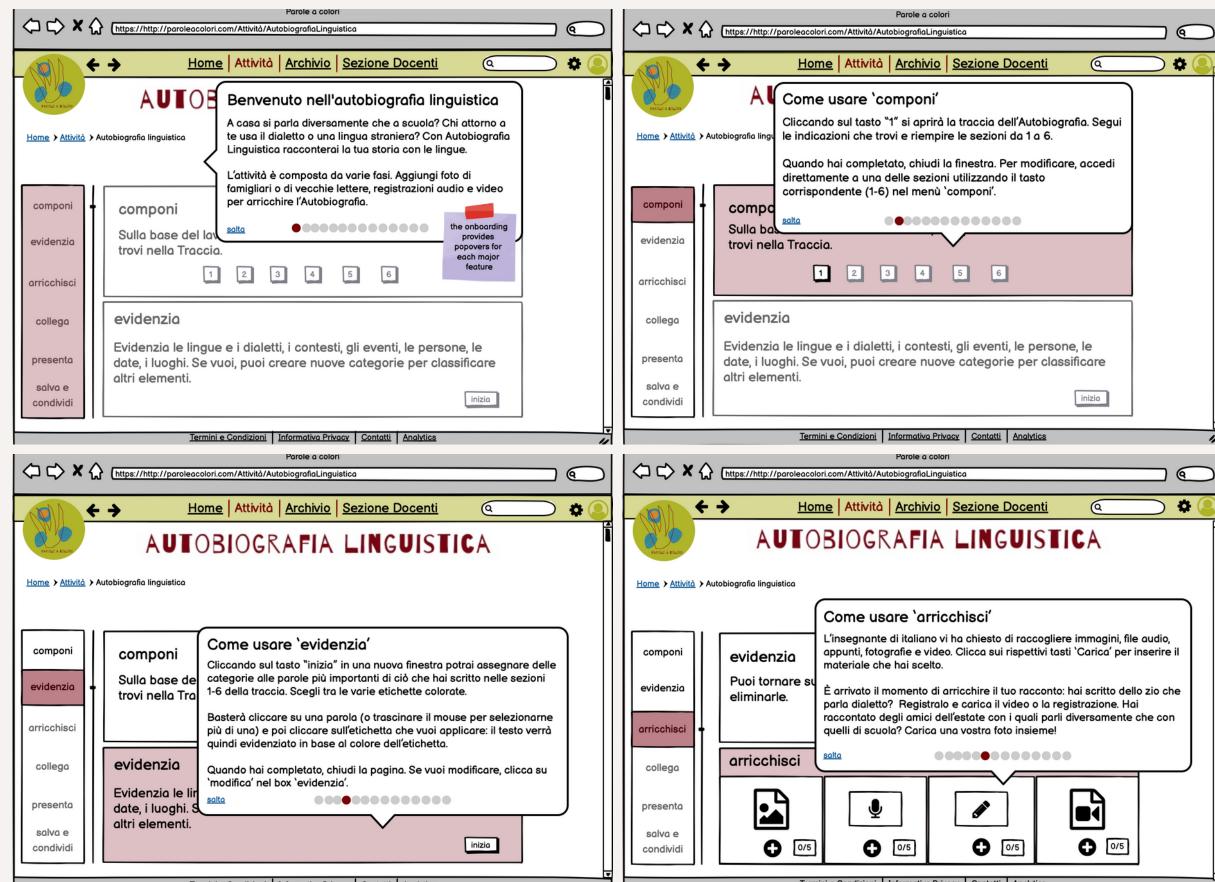
The objectives have been met thanks to a:

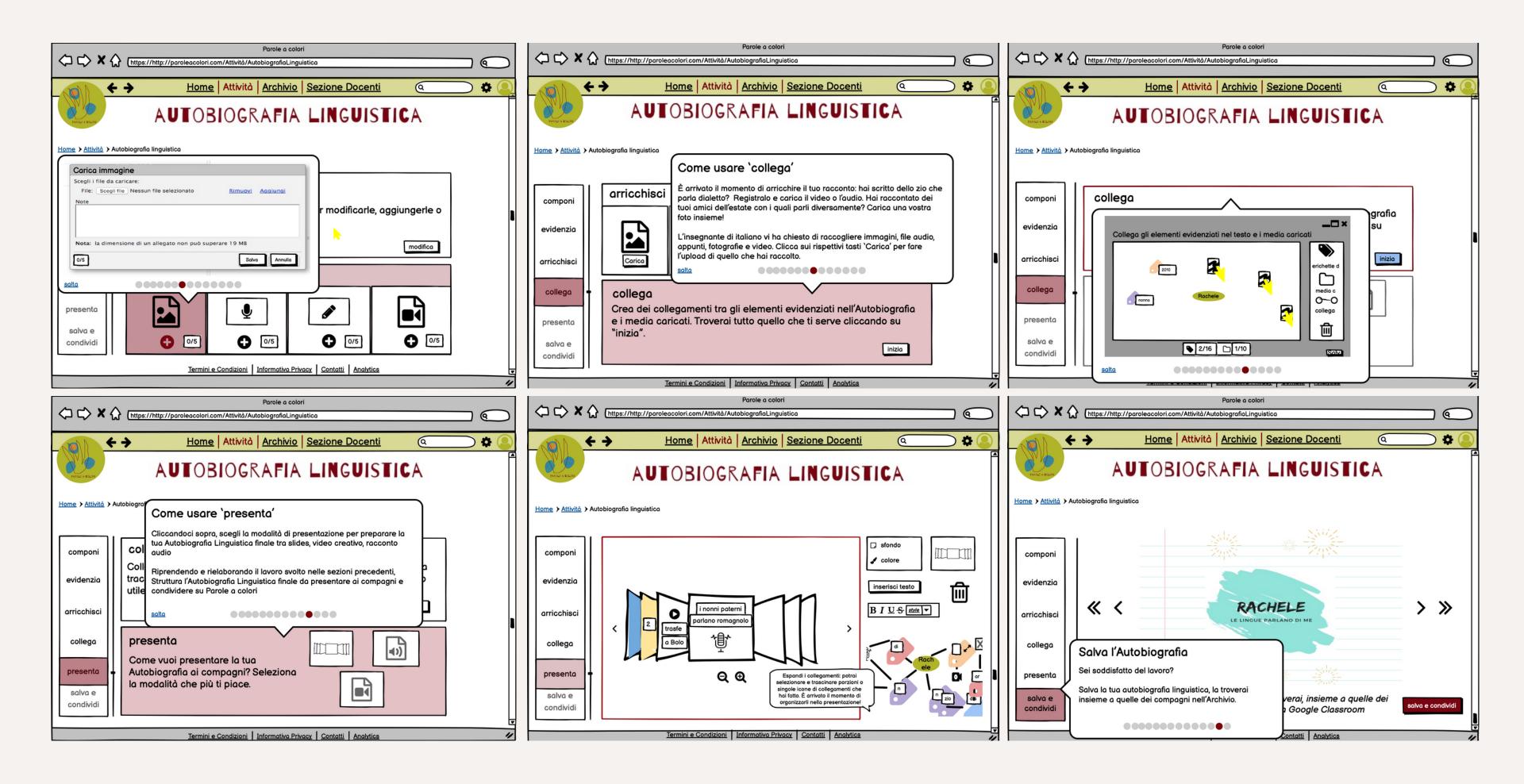
Medium-fidelity prototype that activates a virtuous cycle with a proposal of Italian language educational practice that transfers the analogical power of a well-established tool in Linguistics research, into a digital interaction enriched with multimodality

# Results Instance of Task Completion

Starting from the homepage, enter "Autobiografia Linguistica", and find the information that tells you what to do







# Evaluation

Aims at uncovering issues and suggestings for improvements to proceed further iterating on the design

### **Usability Inspection**

Three methods have been used:

- 1. Cognitive Walkthrough
- 2. Action Analysis
- 3. Heuristic Analysis

Version 2.0 **→** 4.0

### **Usability Testing**

"to uncover problems, to discover opportunities and to learn about users" (Moran 2019)

12 Tests made of 6 Tasks each, administered in Italian to recruited target users

## Evaluation

Testing Set up

Discount Usability Testing Methodology based on Thinking Aloud Method 12 Users tested **Testers** 6 males, 6 females students of Scuola secondaria di I grado 6 I grade, 3 II grade, 3 III grade Silent room in the students' school premises Setting and Devices Macbook Air macOS Mojave, Iphone 7 iOS 14.4 Balsamiq Wireframes 4.1.8 in testing mode Informative sheet, pre-test form, Materials tasks form, post-test Satisfaction questionnaire **Formative Tests** Metrics **Effectiveness and Satisfaction** 

## Evaluation

### Metrics

### Effectiveness

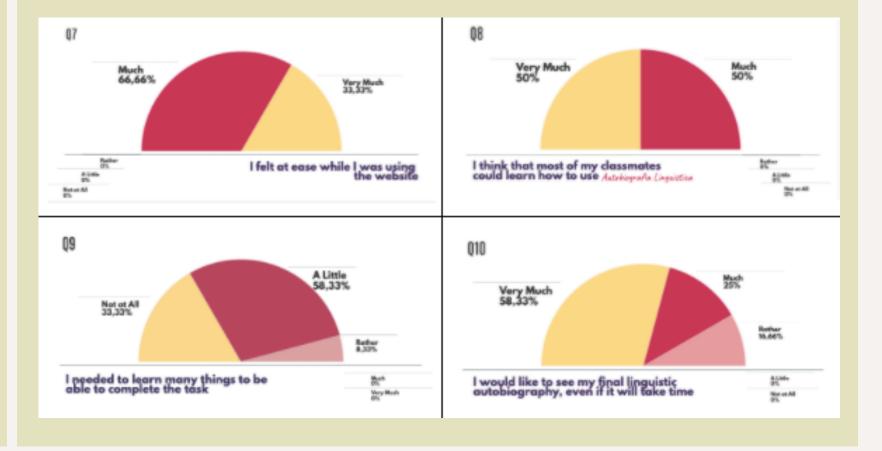
Completion of the task
in terms of success
(most tasks completed, with help)
and learnability of the system

spot:

useless steps and inconsistencies, backtracking and orientation

### Satisfaction

customised SUS-based questionnaire, 10 questions, 5 levels Likert-scale



# Further Developments

Parole a Colori passed its proof of concept and was evaluated as a mature design.

### However:

- further design iteration would be needed to improve comprehension and increase learnability of the system
- working with educational contents creators and school teachers would help to refine the contents

# Further Developments

### and finally:

exploit this fertile ground for co-design and continuous prototyping with the users

#### so to:

feed the way of educational processes as activators of collective intelligence, where problem-solving and sense-making collaborate in a solutionist perspective

### **BIBLIOGRAPHY**

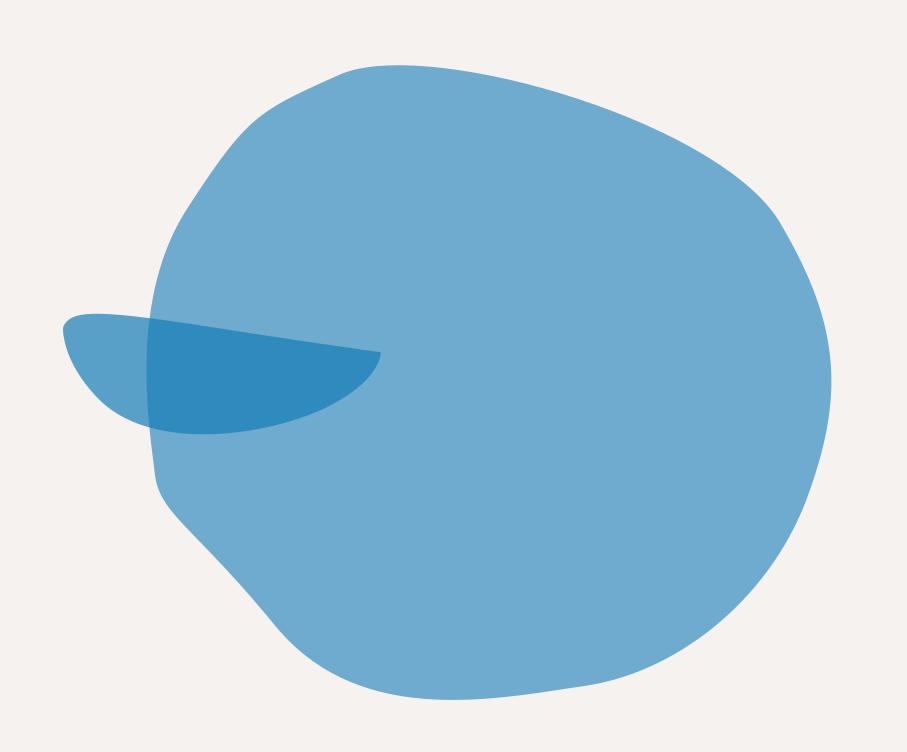
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### THANK YOU!

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