Questions

Usability Evaluation

1. What is your overall impression on the application?

By reading carefully the instructions – the application seems very easy to work with. Also, it doesn't take much time to register and to start working with.

2. Is there anything in particular about which you have a strong opinion - either good or bad?

The application can be very useful for the learning process of children/ students and teachers not only for the ones studying IT, but also for other subjects.

The students can practice what they have learned and better understand something they have difficulties with and the teachers can easily evaluate the students' performance, the time they have invested on a certain topic, the level of knowledge of a group/ class and also to evaluate their own methods of teaching, etc.

3. Did the prototype provide enough guidance and help on what you needed to do at each stage?

Yes, the guide describes in the most clear and informative way what is to be done on each of the stages.

4. Do you think you would need special training on how to use WEAVE? If yes, can you specify what parts of the application should be the focus of such training?

No, I don't think that special training on how to use WEAVE is needed.

5. Were there any parts of interaction when you were confused of unsure what you need to do next?

No, I didn't have difficulties with what I have to do next.

If yes:

- 5.1 How did you act to find out what you needed to do?
- 5.2. How difficult was it to find out what you needed to do?
- 5.3. How certain you felt that your actions are appropriate?

6. Is there anything that could improve your experience?

I think that it will be very useful if the application is made accessible through mobile devices the same way it is through a computer.

7. Do you have any final thoughts or opinion about WEAVE?

I would like to have the opportunity to use the application in my studying process because it will ease the process of practicing and understanding the material taught in the university.