

# Applying UCD to mobile application for children

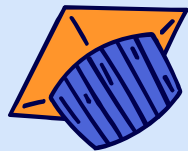
Summarization of paper by. Razan Aljuhani



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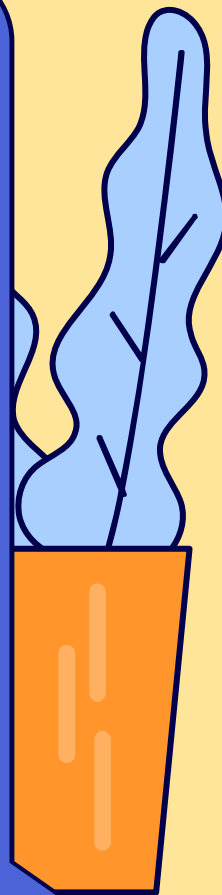


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01

# Introduction

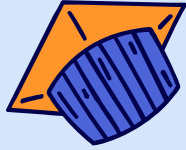


# INTRODUCTION

Children between the ages of 5-12 are effective using smartphones to play or study, which encourages the development of educational mobile applications for children , so that the interface should be lively through colors and images. This research aims to produce an application of Batak, Indonesian and English language introduction for children.

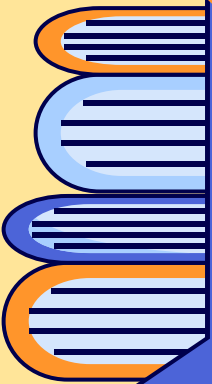
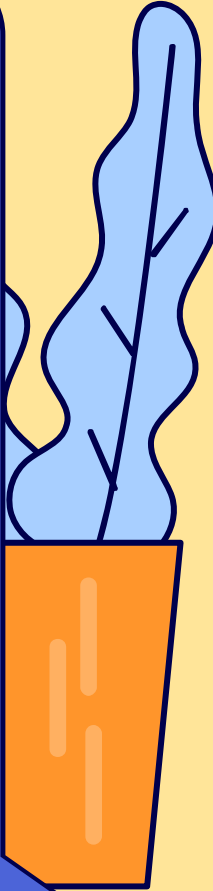
To development application that fit the requirements of the children specifically, we will use Child Centered Design (CCD) methodology that involves users in every stage of development from the data collection stage to testing .





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# Identifying requirements



# Identifying requirements

The requirements of the children are collected directly by performing observations and interviews with children, parents and specialized experts to find the child's habits related information.

Next slide show some of the requirements of the application



# Requirements



## Colors

Selecting the appropriate colors such as the red color, yellow , brown and orange .



## Menu

The application should has four main menu i.e. animals, plants, family, and organs. Each category has a quiz feature, both in image and sound.



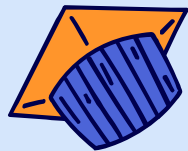
## Content

Choose content that appropate the age of children and Add more diverse materials .



## Attracting children

Attracting children's attention through the use of images, sounds, animations and colors .



03

# Prototyping method





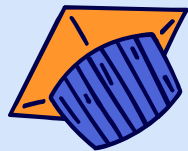
# Prototype Method

The prototyping method used is high fidelity which software semi-working of the real application. EACG design results will be implemented and then tested with children. in the paper there is no mention for specific tool for prototyping.

## Mobility context

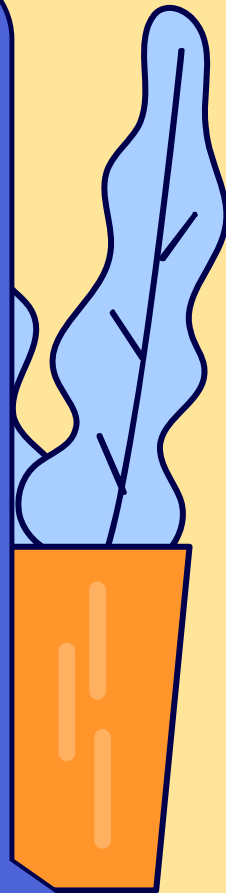
In evaluating the application, they considered mobility context which the icons should appear in appropriate sizes on their mobile , they used warm colors, and they were interested in the quality of the images and the font by usability testing .





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# Evaluation method

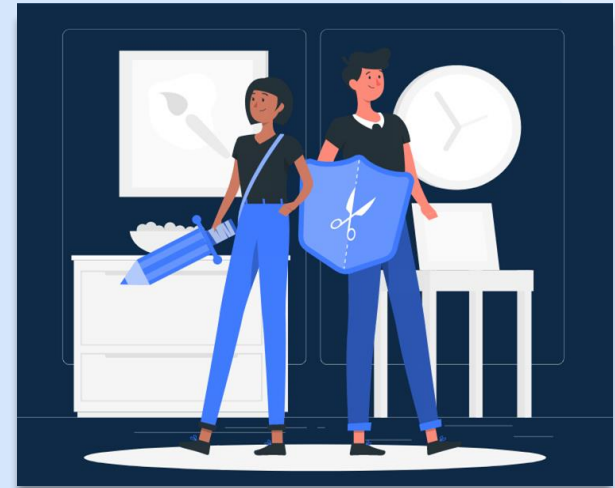


# Evaluation Method

**Usability testing** can be used as a tool to decide whether a system is usable or not.

Facial expressions such as smile can be used as a measuring instrument of expression provided by the child. developers also recording every facial gestures to be analyzed .

**heuristic evaluation** by the expert is important because it helps ensure the bottom of the user interface and the functions of the application are built according to principles of usability and meet the needs of the user.



# Criteria of Good Experience



**Entertaining**



**visual appeal**



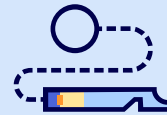
**Encourage learning**



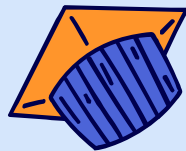
**Usability**



**Age appropriate  
content**

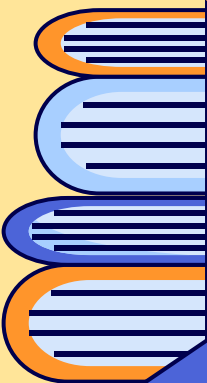
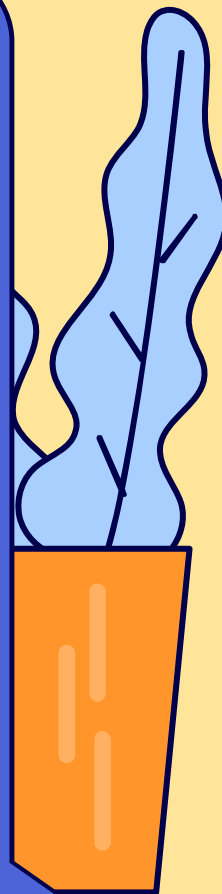


**User friendly**



05

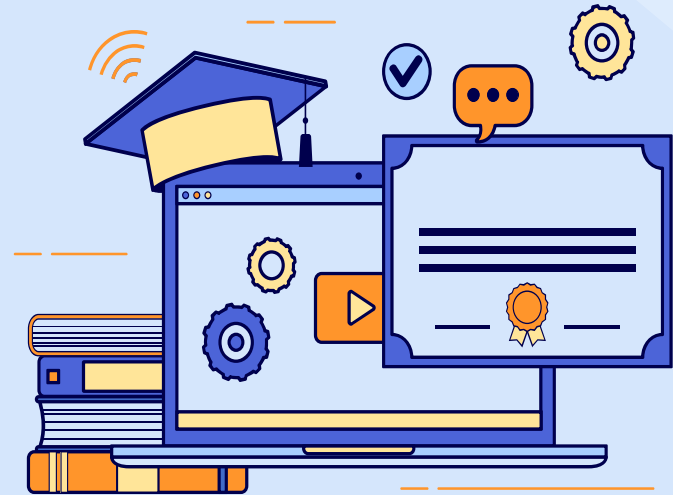
# Conclusion



# Conclusion

The paper discussed how to apply the CCD methodology to build an educational application for children in order to benefit from spending their time on the mobile .They cared to make the lively and effective interface to attract users. Also, They used usability test to measure the quality of the application .

The outcome is the user friendly application of Batak, Indonesian and English language introduction for children. it has four main content: animals, plants, family, and organs. In addition, there are picture and sound quiz features .



# THANKS!

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