Human–Computer Interaction

You have been asked to design a programming environment for use by teachers and school children in rural India, that will run on a mobile phone.

(a) Using the Cognitive Dimensions of Notations, describe four different usability issues that are likely to arise specifically when a user is creating and modifying programs on a mobile phone. [2 marks each]

(b) Describe techniques that you would use to research the requirements of the teachers and children. [4 marks]

(c) What factors are likely to be important in assessing whether the environment will be of value to school children? How would you measure and evaluate those factors? [4 marks]

(d) What factors are likely to be important in assessing whether the environment will be of value to teachers? How would you measure and evaluate those factors? [4 marks]