

USABILITY EVALUATION OF EDUCATIONAL GAMES UTILIZING GAME BASED LEARNING AT EARLY EDUCATION LEVEL



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ABSTRACT

Educational games have distinctive usability challenges. They have their own specific requirements and development criteria. Usability evaluation has a significant role towards ensuring quality interfaces and early interaction with system users. Our research is based on an empirical study; we do a usability evaluation involving users and teachers. We present to provide a brief discussion of their feedback and results. Our study reveals that learning outcome is better achieved if usability characteristics and aspects are properly addressed and followed. Our research presents a study conducted to evaluate an educational game in an educational environment and to develop a framework which contain a set of usability aspects of evaluation. Usability aspects which assist the learners or students to achieve the pedagogic learning objectives and also provide educational games which are efficient, easy to learn, easy to remember, error free and users are satisfied with it.

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