# Think It By Hand Initial Presentation

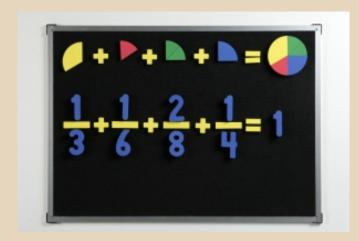
INF 132, Group 3

Danny Lam, Katherine (Kathy) Nguyen, Jari-lee (Jay) Tolentino

#### Introduction to "Think It By Hand"

#### The Company

- Provides learning materials for hands on math, science, language arts education K-12
- Products & services are designed to involve students to learn at conceptual/procedural level
- Goal is for students to gain a breadth of understanding to build further learning





#### "Think It By Hand": The Application

#### What is the application?

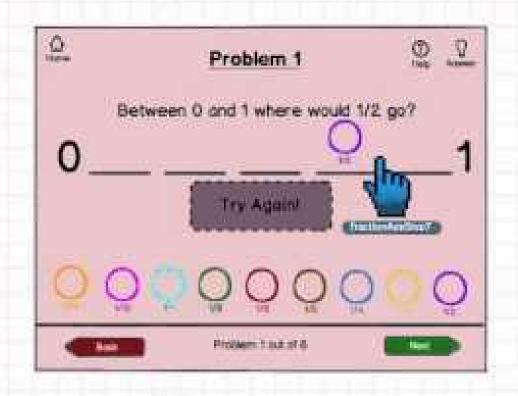
 An Android based tablet application meant to teach math to children with disabilities

#### • Who will use it?

- Children in grades Kindergarten 8th
- Children with learning and physical disabilities and autism

#### • What is our task?

 Build a rough prototype and test it with a subgroup of users



#### Usability Problems - Client's Views

- Some students may not have the ability to read
  - Possible Solution
     Audible Text
- There will be many types of users
  - Possible Solution
    - Personalization (registration and login)

#### Usability Problems - Group's Views

- The tablet may be too small.
  - We'll be using a 7" tablet (ver.2.2) as opposed to the larger 10" tablets on the market since that is what is available to us.
- Must address different users with different disabilities
  - Possible to have one lesson design for a variety of user disabilities?
- Dragging vs. Touch & Point capability
- Touch & point is a solution to dragging difficulty
   Confusion from going between mat and tablet

#### Methodology

#### Testing

- Will test application with users in public library in school area
- Will record (audio & video) user interaction for comparison and analysis

#### Interviewing

- Interview 5-8 students
- Learn about their experience with the application
- Collect demographics and background statistics

#### 2 Testing Rounds

- May 5th
- May 26th

## Testing & Interviewing: Types of Users & User Subgroups

- Will test on and interview at least 5-8 students in each test (total 10-16)
- Subgroups
  - Middle School Students
    - will be teaching them K-6 grade math
  - Learning Handicapped
  - Autistic
  - Physically Handicapped
- Our Focus
  - 4-6 grade students in RSP (Resource Specialist Program) and Autistic students

## Testing & Interviewing: Contacting and Meeting With Users

- Will utilize resources available from client
- Testing
  - ideally conducted at their school
  - 10-15 minutes per user
- Interviewing
  - will be conducted right after testing
  - will develop simple non-prejudicial satisfaction scale

### Testing & Interviewing: User Tasks

- Tasks
  - complete both lessons
    - Fraction Lesson
    - Multiplication Lesson
- Measuring Usability
  - Will measure...
    - time needed to perform task
    - error rate
    - user satisfaction (after and during the experiment)

#### Testing & Interviewing: Questions for the Users

- Background & Demographic Question Examples:
  - What is your favorite subject? (Is it math?)
  - What math skill do you like do you like most: Fractions, Addition, Subtraction, etc.
- Usability Question Examples:
  - Do you feel you understand the topics more after completing the lessons?
  - Was the application easy or difficult to use? What do you think was easiest or most difficult?
  - Did you feel satisfied or unsatisfied during the lessons? How about after the lessons?

#### Phases of Research & Timeline

- Phase 1: Requirements
  - Week 1 & 2
- Phase 2: Design & Feedback from 131/132 Peers
  - Week 3 & 4
- Phase 3: Wire Frame Development
  - Week 4 & 5
- Phase 4: First Round Usability Testing
  - Late Week 5 (May 5)
- Phase 5: Modification & Development
  - O Week 6 & 7
- Phase 6: Second Round of Testing
  - Week 8 (May 26)
- Phase 7: More modification & Finalize Development
  - Week 9 & 10

#### Plan and Task Distributions

- Overall Group Task
  - Learn Java language and Android Programming
  - Create Two math teaching lessons at Medium Level
- Individual Participation in Study/Interview (tentative)
  - Danny: Recorder and Note taker
  - Jay: Goes through administrative details and conduct interview/interact with parents
  - Kathy: Directing the user (kids)through the experiment and application

### Questions?