

Blue Group

Chum 381

Write-up for specifics on student evaluation forms

Question 1: Overall how did you feel as you navigated through the program?

- a. Confused; it was hard to follow
- b. So so; in some parts I couldn't really tell what to do.
- c. Great; it was very easy and self-explanatory

*Users answered with 3 b's and 1 a. They explained:

- some sections didn't work correctly
- I couldn't tell what to do
- there weren't directions on all parts
- directions on pronouns were ok. No directions on to-be (very confusing and hard to understand) directions okay but not enough use of all words given.
- navigation needs to be worked on. Stacks have no way to communicate with each other. Arrow keys on keyboard still active.

Question 2: Were the directions clear and concise? What would you change about them? What did you like?

- *
 - they were okay
 - actually all of them need to be more specific (all of the pictures and the games). Don't assume that the user knows what to do.
 - in the "pronouns" they were fine, in to-be, they were not
 - directions for the pronoun game were clear and concise, the other games were not very clear.
 - yes

Question 3: What bothered you most? Why?

- *
 - that I couldn't navigate through it
 - the red title bar on pronouns was annoying to the eye
 - incorrect words, not really sure what the purpose of "to-be" was
 - very uninteresting, no "grabbers" that would make me want to play again. I did like the pictures on the pronouns game but did not like the fact that you cannot make a mistake.
 - couldn't get from one place to another

Question 4: How well would you say the grammatical explanations were?

- *
 - Good
 - Pronouns-it was ok, it was a chart! To-Be I liked the method of using picture and explanation (more active) Directions were there explanations? 🍷
 - Good- easily understood
 - Pronouns-very well To-be-ok Directions-no real explanations
 - what grammatical explanations?

Question 5: Were the lessons too short, too long or just right for the games that followed? What improvements would you like to see?

- *
 - just right, navigation between the different sections
 - lessons were appropriate, make sure it works, better instructions
 - I would say too short. I would have liked more of a quiz type program where I got to type what I thought. I would have liked it to be more fun.
 - too short. Need longer and more repetition if really being used by English language learner.
 - lessons have good possibilities, weren't finished. Only one game wouldn't work.

Question 6: What was the most difficult part? Easiest? Why?

- * -pronouns (didn't work), bug game (fun!)
- some of the instructions, the directions game (you pressed "go" and it did it for you)
- understanding directions on parts
- watching the movie (what was its purpose?)
-

Question 7: Would you be likely to ever use a program like this? In what circumstances?

- * -Yes, if I was learning a new language
- learning a language
- same
- ESL
- yes, if it was working

Question 8: On a scale of 1-10, what rating would you give this program? Explain.

- * -6, if it worked it would be wonderful.
- 5, if needs some work but the idea is good.
- 5, I liked pronouns, the others were boring and not very user-friendly
- 5, good ideas but lots of problems, lots of things didn't work and were confusing.
- 4, good possibilities but incomplete

GUI

1. Did you like the colors used? Why or why not?

- * -yes, didn't even notice them because they were so subtle.
- some, title bar on pronouns is annoying
- yes but directions was plain
- pronouns and directions okay, to-be could use more (a little boring)
- yes, they weren't overused and didn't clash

2. Did you like the font that was used?

- * -yes
- yes
- I liked it better on pronouns and "to-be"
- names on movie script could be highlighted. Also, could have different fonts or colors for each person's sentences. The fonts on the directions for all games were very plain, boring.
- fonts need to be standardized

3. Were the letters the right size, or were they too large or too small?

- * -Good
- most of them were the right size. In video's first frame the letters are too small.
- right size
- too small
- letters easily readable, however, font on buttons made button labels too long to be read.

4. Were the navigation buttons in the places where you would expect them to be?

- * -yes
- some
- yes
- pretty much, not a lot to navigate
- what navigation buttons?

5. What section did you like best? Why?

- bug game

- pronouns game, the pictures were funny
- pronouns. I got to be part of it and choose what I was doing.
- pronouns, easiest to understand and most interesting.
- choosing personality worked the best

6. What changes would you make to the overall GRAPHIC USER INTERFACE?

- * -I like the graphics
- I would make them all of one background, so there is continuity.
- maybe more interesting colors or fonts— more eye-catching
- see questions 1-5 under GUI
- use standard fonts available on all machines.

7. On a scale of 1-5, how would you rate the overall continuity of the program?

- * -4
- 1
- 4
- 3
- 3

Feelings

1. What was your initial feeling as you began the program?

- confused
- confused
- confusion as to what I was doing
- a little confused
-

2. Did those feelings change as you became more familiar with the program?

- yes
- yes
- on certain pages
- no
-

3. What was your feeling when you finished?

- I was glad I won the bug game
- less confused but entertained
- boredom
- wondering what the whole idea was
-

4. If you were to meet one of the developers on the street, what would your reaction be to this person?

- I would hug Tracy Nuttall
- your question is just as random as the “continuity” of the program 😊
- indifference
- I might wonder how much they’ve worked with ESL people before but other than that, I would be happy to meet them.
- probably won’t notice them, I don’t tend to notice people while walking.