Multimodal Learning Application Evaluation and Design Guide

We have developed a set of questions that each designer should use in soliciting initial user feedback about their application. Providing a standardized set of questions is intended to enable more equitable evaluation of grand challenge submissions and help researchers and designers more broadly consider the impact of their multimodal learning application. Below we describe several dimensions of evaluation. While we have made every effort to take a broad perspective on the application’s impact, authors are free to remove questions that do not seem pertinent, and add questions that may better highlight the capabilities of their multimodal learning application. For authors that remove irrelevant questions, we ask that you submit a brief justification for why the given dimension was irrelevant.

Evaluation Questions

1. On a scale from 1 to 10, with 1 being very awkward, and 10 being very natural, how would you rate your experience with the application

   1  2  3  4  5  6  7  8  9  10

2. On a scale from 1 to 10, with 1 being very motivated, and 10 being very bored, how motivated would you be to use this application again?

   1  2  3  4  5  6  7  8  9  10

3. On a scale from 1 to 10, with 1 being low, and 10 being very high, how invasive were the sensors being used to collect data about you?

   1  2  3  4  5  6  7  8  9  10

4. On a scale from 1 to 10, with 1 being very likely, and 10 being very unlikely, how likely would you be to use this application in your free time?

   1  2  3  4  5  6  7  8  9  10

5. On a scale of 1 to 10, with 1 being not at all, and 10 being completely, do you feel like you learned anything while interacting with the application?

   1  2  3  4  5  6  7  8  9  10
6. On a scale of 1 to 10, with 1 being much worse, and 10 being much better, how does using this application compare to how you would normally learn the same content in a traditional classroom?

1  2  3  4  5  6  7  8  9  10

7. Have you ever used an application that was similar to the one that you just tested?

Yes  No  Maybe

8. What, if anything, do you feel like you learned from using the application?

9. What improvements would you make to this application to make it better for you and your friends?

10. If you have any additional comments or feedback, please share them here.

Additional submission guidelines

In addition to soliciting feedback about the above dimensions, authors are encouraged to clearly articulate the target age group of their application, as well as the expected frequency of use. Submissions should also clearly articulate what students should learn as a result of interacting with the application, and include qualitative or quantitative results that address student learning. Additionally, submissions should provide a clear connection between the design of the learning application and previous literature in Human Computer Interaction and/or Education. Finally, if the application features real-time feedback and/or analytics, the authors should highlight this feature, and consider justifying its efficacy by conducting a short pilot study that compares the quality of the user experience (as measured by surveys or other means) with and without real-time feedback.