

Heuristic Evaluation of Children's Authoring Tool for Game Making

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Abstract : The main purpose of this study is to evaluate the heuristic inspection of children's authoring tools to develop games. The researcher has selected 15 authoring tools for making games specifically for educational purposes. Nine students from Diploma of Game Design and Development course and four lecturers from the computing department involved in this evaluation. A set of usability heuristic checklist used as a guideline for the students and lecturers to observe and test the authoring tools selected. The study found that there are just a few authoring tools that fulfill most of the heuristic requirement and suitable to apply to children. In this evaluation, only six out of fifteen authoring tools have passed above than five elements in the heuristic inspection checklist. The researcher identified that in order to develop a usable authoring tool developer has to emphasis children acceptance and interaction of the authoring tool. Furthermore, the authoring tool can be a tool to enhance their mental development especially in creativity and skill.

Keywords : authoring tool, children, game making, heuristic

Conference Title : ICHCI 2014 : International Conference on Human Computer Interaction

Conference Location : Penang, Malaysia

Conference Dates : December 16-17, 2014