

Analyse of User Interface Design in Mobile Teaching Apps

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Abstract : Nowadays, smartphones are playing a major role in our lives, by communicating with family, friends or using them to learn different things in life. Using smartphones to learn and teach today is something common to see in places like schools or colleges. Therefore, thinking about developing an app that teaches Arabic language may help some categories in society to learn a second language. For example, kids under the age of five or older would learn fast by using smartphones. The problem is based on the Arabic language, which is most like to be not used anymore. The developer assumed to develop an app that would help the younger generation on their learning the Arabic language. A research was completed about user interface design to help the developer choose appropriate layouts and designs. Developing the artefact contained different stages. First, analyzing the requirements with the client, which is needed to be developed. Secondly, designing the user interface design based on the literature review. Thirdly, developing and testing the application after it is completed contacting all the tools that have been used. Lastly, evaluation and future recommendation, which contained the overall view about the application followed by the client's feedback. Gathering the requirements after having client meetings based on the interface design. The project was done following an agile development methodology. Therefore, this methodology helped the developer to manage to finish the work on time.

Keywords : developer, application, interface design, layout, Agile, client

Conference Title : ICSSTE 2022 : International Conference on Software Science, Technology and Engineering

Conference Location : Istanbul, Türkiye

Conference Dates : May 05-06, 2022