International Workshop on Evidence-Based Technology

cations on theory, applications, and design methods of Intelligent
ms and Intelligent Computing. Virtually all disciplines such as
eering, natural sciences, computer and information science, ICT,
mics, business, e-commerce, environment, healthcare, life science
veted. The list of topics spans all the areas of modern intelligent
ns and computing

ublications within "Advances in Intelligent Systems and Computing"
rimarily textbooks and proceedings of important conferences
osia and congresses. They cover significant recent developments
e field, both of a foundational and applicable character. An important
cteristic feature of the series is the short publication time and
d-wide distribution. This permits a rapid and broad dissemination
search results.

International Workshop on Evidence-Based Technology
nced Learning

rch on Technology Enhanced Learning (TEL) investigates how information
communication technologies can be designed in order to support pedagogical
ities. The Evidence Based Design (EBD) of a system bases its decisions on
rical evidence and effectiveness. The evidence based TEL workshop (ebTEL)
s together TEL and EBD.

irst edition of ebTEL collected contributions in the area of TEL from
outer science, artificial intelligence, evidence based medicine, educational
nology and pedagogy. Like the previous edition, this second edition, ebTEL
ants to be a forum in which TEL researchers and practitioners alike can
ss innovative evidence-based ideas, projects, and lessons related to TEL.
orkshop took place in Salamanca, Spain, on May 22nd-24th 2013.

Pierpaolo Vittorini
Rosella Gennari
Ivana Marenzi
Tania Di Mascio
Fernando De la Prieta (Eds.)

2nd International Workshop on Evidence-Based Technology Enhanced Learning

Springer

The 1st Release of the TERENCE Learner GUI: The User-Based Usability Evaluation

Maria Rosita Cecilia, Tania Di Mascio, and Alessandra Melonio

Abstract. This paper reports the user-based usability evaluations performed in Italy of the first release of the learner Graphical User Interface (GUI) of the TERENCE project. This project aims at developing an adaptive learning system for training the reasoning about stories' events of the TERENCE learners in Italy and in UK. Learners are 7-11 year old children, hearing and deaf, that have difficulties in correlating the events of a story, making inferences about them, and detecting inconsistencies. The evaluation of the first release of the TERENCE adaptive learning system software prototypes tackles their usability in order to quickly reveal possible usability problems, as well as to address the TERENCE team to solve them, before the large scale evaluation. Moreover, authors try to carried out important general issues related to the experiment performance.

1 Introduction

The main reason to concentrate our effort on evaluating the usability of the TERENCE Graphical User Interfaces (GUIs) before the large scale evaluation mainly derives from the fact that, as well described in the [3] survey, "...the approaches used to evaluate Adaptive Learning Systems (ASLs) are similar in one aspect: they

Maria Rosita Cecilia
Dep. of Life, Health and Environmental Sciences,
University of L'Aquila, 67100, L'Aquila, Italy
e-mail: mariarosita.cecilia@univaq.it

Tania Di Mascio
Dep. of Engineering, Information Science and Mathematics, University of L'Aquila,
67100, L'Aquila, Italy
e-mail: tania.dimascio@univaq.it

Alessandra Melonio
Free University of Bozen-Bolzano, CS Faculty, P.zza Domenicani 3, 39100 Bolzano, Italy
e-mail: alessandra.melonio@inf.unibz.it