

# **Edukalibre meeting Genova 15<sup>th</sup> July 2005**

## **Introduction to the evaluation session**

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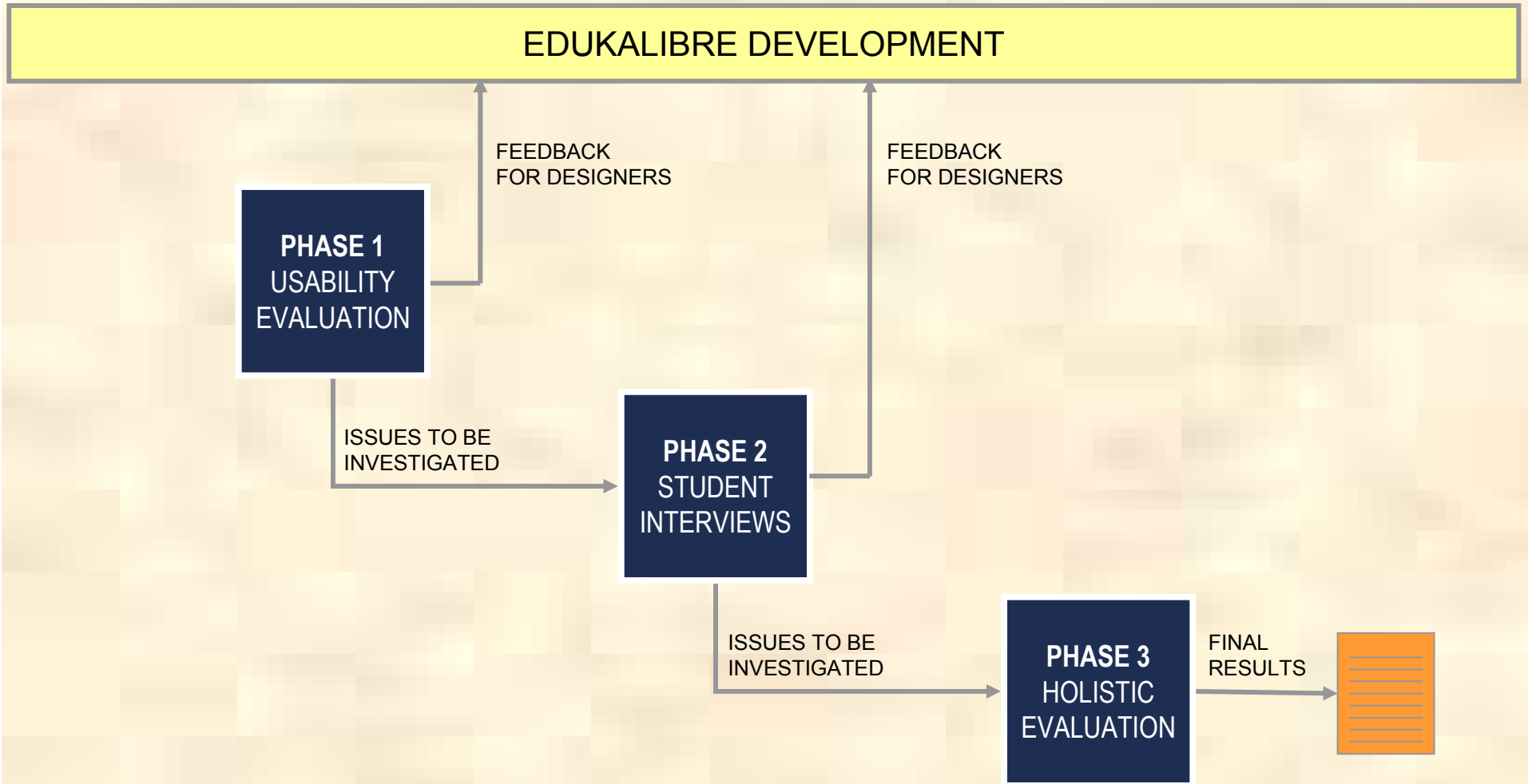
# Challenges to the Edukalibre evaluation

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- ◆ **Highly iterative development**
  - Frequent releases of software, sometimes not fully tested
- ◆ **Geographically dispersed development and evaluation teams**
  - Lack of synchronisation, difficult to communicate
- ◆ **Asynchronous development with several teams working independently**
  - Flexible evaluation of the whole system needed
- ◆ **Dynamic links between design, development, and evaluation**
  - Design decisions had to be quickly validated
  - Developers needed short term input and guidance
  - Evaluation had to be conducted in real settings

# Evaluation stages



# Phase 1: Usability evaluation

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- ◆ **MiLE framework**
- ◆ **Cognitive walkthrough**
- ◆ **Results reported at the meeting in December 2004**

## Phase 2: Evaluation with users

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- ◆ **Seminar at the University of Karlsruhe**
  - Environmental business game
  - 14 students working in 4 groups
  - 2 teachers
- ◆ **Four months**
- ◆ **The course was done in MOODLE**
  - ConDOR used by the students as a groupware tool
  - GISMO used by the teachers to monitor student activities

## **Phase 1 and Phase 2: Results**

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- ◆ **Report submitted to Edukalibre**
- ◆ **Paper presented at EDMEDIA05 and OSS05**

## **Phase 3: ONGOING**

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- ◆ **Includes user studies conducted by each partner**
- ◆ **To be reported at this meeting**