

Evaluation of a Web Application for Learning and Practicing Vocabulary for Primary School Children

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Abstract

The main purpose of this presentation is to show the evaluation of a web application to create hangman games for supporting the learning and practicing of vocabulary for different topics or disciplines, oriented to primary school children. The web application has two users: teachers (administrators) and students. Teachers will be able to create new categories of words, according to the topic or discipline they want, register words, clues, images and audio files, corresponding to each registered word. Students will have an interactive hangman game platform, where they will be able to play and enjoy with the categories of words created by their teachers, according to the topic or discipline desired. Evaluation instruments were designed for both teachers and students, taking into account three aspects: aesthetic design, usability, and functionality.

Keywords

Evaluation in primary school, hangman game, vocabulary, educational tool, web application, teaching-learning process.