

Accepted Manuscript

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PII: S0736-5853(17)30302-7
DOI: <https://doi.org/10.1016/j.tele.2017.09.011>
Reference: TELE 1006

To appear in: *Telematics and Informatics*

Received Date: 11 May 2017
Revised Date: 29 July 2017
Accepted Date: 28 September 2017

Please cite this article as: Cano, S., Collazos, C.A., Flórez Aristizábal, L., Gonzalez, C.S., Moreira, F., Towards a methodology for User Experience Assessment of Serious Games with children with Cochlear Implants, *Telematics and Informatics* (2017), doi: <https://doi.org/10.1016/j.tele.2017.09.011>

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Towards a methodology for User Experience Assessment of Serious Games with children with Cochlear Implants

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Abstract. Information technology is transforming different areas, such as rehabilitation, in such a way that serious games are finding a use as an alternative in hearing therapies for children with cochlear implants, creating a motivating experience in children. As a result, the design of products oriented to children depends on the skills they have to interact, because if they have a better user experience they may have a better learning experience. Most existing methods of assessment are aimed at adults, although some have been adapted for children with special needs, including children with cochlear implants. This article presents a methodology for User Experience Assessment (UXA), that provides support for following the necessary guidelines and choosing techniques adapted to the characteristics of the child with cochlear implant. The methodology has been applied in a case study with 23 children with cochlear implants in the Institute for Blind and Deaf Children in Colombia, where different methods have been used and adapted to assess the user experience.

Keywords. Assessing methods, User Centered Design, Children with Cochlear Implants.

1 Introduction

Information technology is transforming many different areas, even the area of rehabilitation. Serious games are finding a use as an alternative for generating meaningful experiences in different contexts of use. Computer Games have become

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