**Aim of the project**

The market for high-quality mobile applications is increasingly growing. However, amid substantial investments in software development, a wide variety of mobile applications was rejected. This is due to the system's lack of interaction and the software system's inability to execute its functions. The efficiency of a software system is influenced by usability, which is a product attribute. All software quality models take skill into account. It's a crucial aspect of creating effective interactive software applications. Usability is the most commonly used term in software engineering, and it describes the demand for and use of a software system. Usability testing aims to see how well users can learn and use a product to achieve their objectives. This paper aims to discuss the implementation of usability evaluation in mobile interfaces.

# Objectives

The following are the objectives to be achieved.

1. To give a general idea on recent studies on usability evaluation on mobile interfaces.
2. To conduct research to determine which subjects or areas are lacking in knowledge and which factors are being focused on.
3. To conduct research on areas that encompasses usability on mobile devices.

**Research Questions**

1. What are the principles used when implementing usability in mobile interface?
2. What are the challenges encountered when implementing usability in mobile interface?
3. What are the ways that can be used in evaluating usability in mobile interface?
4. How can usability be enhanced in mobile interface?

**Research Methodology**

The research methodology to be used is qualitative. Qualitative research studies can provide details about human behavior, emotion, and personality characteristics.

Data from qualitative studies describes the qualities or characteristics of something. You cannot easily reduce these descriptions to numbers as you can the findings from quantitative research; though you can achieve this through an encoding process. Qualitative research studies can provide you with details about human behavior, emotion, and personality characteristics that quantitative studies cannot match. Qualitative data includes information about user behaviors, needs, desires, routines, use cases, and a variety of other information that is essential in designing a product that will actually fit into a user’s life. The reason for using this methodology in the research study is because the study aims at identifying the behavior and characteristics of the users and user’s satisfaction as far as interactive systems are concerned.

# Mobile Interface principles to be evaluated

## User-interface composition.

## User feedback conformation and control

## Selection and data input mode

## Navigation between pages

# Data Collection and Analysis

# Population Size

The population to be used for the research consists of population for the mobile users, mobile application developers and user-interface designers. The target population will be a sample of mobile users and applications developers who use mobile devices in most of their daily operations.

**Sample Population**

The sample population will consist of 45 respondents’ i.e. thirty mobile users, ten mobile application developers and five user-interface designers. The data collection method will be done through questionnaires that will be distributes to respondents through emails, social media, etc.

**Expected outcome/benefits**

This paper aims to research on the areas of usability testing; the key parameters to be taken into consideration when it comes to user-interface design especially on the mobile interfaces and platforms since the use of mobile devices have become very rampant. User’s special needs also need to be put in consideration during user-interface design to improve usability to the users with disabilities.