# Usability perception of visual programming language: A case study

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Abstract
Block programming languages are considered as facilitators of programming learning. Programming languages like Scratch are used by adolescents and children from different countries. Usability is an important aspect to facilitate interaction with interfaces, in this case, the interaction and use of the programming language. This work presents a usability perception study of Scratch, based on the System Usability Scale (SUS). The survey involved 96 teenagers and SUS was applied after the experience of using Scratch in the laboratory. The results indicate that Scratch's overall usability is a bit under satisfactory. They also highlight elements to improve. Copyright

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