

Interface Design

- [UX \(User Experience\)](#)
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UX (User Experience)

Interactivity

Description of the purpose

learning objectives

Level 4

- Learning objectives for level 4, consider blooms taxonomy, learning outcomes, GPOs and learner engagement.
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Interactions, engagements and activities

Describe the types of interaction and activities that could help achieve the objectives.

Level 5

- Learning objectives for level 6, consider blooms taxonomy, learning outcomes, GPOs and learner engagement.
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Interactions, engagements and activities

Describe the types of interaction and activities that could help achieve the objectives.

Level 6

- Learning objectives for level 6, consider blooms taxonomy, learning outcomes, GPOs and learner engagement.
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Interactions, engagements and activities

Describe the types of interaction and activities that could help achieve the objectives.

Design patterns

Usability, learnability and heuristics

User Experience is a qualitative metric subject to many factors. It's an evolving discipline and it's evident when the forerunner of great user experiences, Apple, humbly tags their [iOS Human Interface Guidelines](#) as Beta. Google termed their [material design](#) guidelines as a living document which will be updated regularly. One of the pioneers who tried to objectively evaluate the user experience on digital platforms is Jakob Nielsen with his [heuristic evaluation](#). Though they date back to the 90's, these general rules of thumb are still valid and are used today.

<https://blog.prototypr.io/10-usability-heuristics-with-examples-4a81ada920c>

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Display variations and navigation systems

Devices

Prototyping