

# Interface Design

- [UX \(User Experience\)](#)
- [Interactivity](#)
- [Design patterns](#)
- [Usability, learnability and heuristics](#)
- [Display variations and navigation systems](#)
- [Devices](#)
- [Prototyping](#)

# 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.
- 

### 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.
- 
- 

### 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.
- 
- 

### 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>

## learning objectives

### Level 4

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

### 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.
- 
- 

### 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.
- 
- 

## Interactions, engagements and activities

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

# Display variations and navigation systems

# Devices



# Prototyping