

# 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.
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### Interactions, engagements and activities

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

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### 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.

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## 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.

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Revision #2

Created 7 April 2020 21:00:43 by Chester Whitwell

Updated 7 April 2020 21:04:42 by Chester Whitwell