

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.

Revision #2

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

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