experience centered design for digital learning environments

Our approach:
- design pattern library
- multidisciplinary design team

EXPERIENCE
context of use

- Re-use of existing design knowledge through patterns
- Attention for experience as story
- Different modalities to support learning
- Iterative design with prototyping

Our first publications:
A New eLearning Approach, from Course Management to Active Learning - FKFT (Barcelona, Spain, 2008)
Experiencing Education with 3D Virtual Environments, CELDA (Freiburg, Germany, 2008)
Pattern Languages as Tool for Discount Usability Engineering, DSV-IS (Kingston, Canada, 2008)
Rapid and Rich Prototyping, proof of concept for experience, ECCE (Madeira, Portugal, 2008)
Experience Design for Dummies, ECCE (Madeira, Portugal, 2008)

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