Call for Proposals

Learner and User Experience Research: An Introduction for the Field of Learning Design & Technology

Edited by:

Matthew Schmidt

Andrew Tawfik

Yvonne Earnshaw

Isa Jahnke

Editing assistant: TBD

Initial publication: Spring, 2020

Link to this call: bit.ly/2THX0Nm [http://bit.ly/2THX0Nm]

Link to the book in progress: https://edtechbooks.org/ux

Aims and Scope

Humans' responses to experiences are central to the learning process. User and learner experience design (UX and LX, respectively) focuses on designing learning in a human-centered manner so as to provide learners with experiences that intentionally propel them towards learning goals.

The vision of this edited open access book is to create an introductory resource for a variety of audiences–from students who are beginning their program of study to faculty who teach in HCI, usability, and related programs– focusing specifically on the theory and practice of UX and LX in the field of learning design and technology (LDT).

We seek to develop an edited volume that will be published using an open access model. To this end, we aim to solicit multiple, diverse perspectives that consider theoretical and practical issues of UX and LX across disciplines (e.g., higher education, industry, K-12, workplace learning, informal learning, medical, etc.), interfaces (e.g., 2D, 3D, haptic), methods (e.g., usability, user testing, think-aloud, quantitative data analysis), and platforms (e.g., mobile, desktop, wearables, VR/AR).

Prospective Chapter Topics

We seek contributions for the following topics. Proposals are expected to align with the aims and scope of the book (e.g., specific connections to usability, UX, or LX). This list of topics is not prescriptive but serves as inspiration for what the book

could include. Chapter topic suggestions are welcome. Proposals of similar scope may be asked to be combined into a single chapter.

- The need for UX in the field of Learning Design & Technology
- Usability & UX theory (e.g., Cognitive load theory, Activity theory, Distributed/Group cognition, Phenomenology)
- Usability & UX Phases and Processes (e.g., Design thinking, Successive Approximation)
- Usability & UX Methods (e.g., Think-aloud, Ethnography, Focus groups, Card sorting, Cognitive walkthroughs, Heuristic evaluation, EEG/Eye Tracking, Data Analytics)
- Front-end Analysis (e.g., Personas, Requirements, Sociotechnical Walkthrough)
- Design & Development of UI (e.g., Rapid Prototyping, Agile, Wireframing)
- Case studies (e.g., Pragmatic knowledge; Lessons learned; Application of theory, processes, and methods)
- New trends, new technologies, new directions (e.g. Pedagogical usability, UX methods for social VR)

Important Information for Potential Authors

Open Access Publishing with EdTech Books

The editorial board (Drs. Matthew Schmidt, Andrew Tawfik, Yvonne Earnshaw, and Isa Jahnke) will review all submissions and serve as the book's editors, with the help of a copy editor

who will join the editorial team at a later date. The book will be developed and hosted at [edtechbooks.org [http://edtechbooks.org]](http://edtechbooks.org), a relatively new open textbook publishing platform developed by faculty at BYU. For more information about Edtechbooks, please see their about page here: https://edtechbooks.org/about.

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What to Include and How to Submit

Chapter proposals should be no more than a 2-page double-spaced document and should include:

- A working title
- A description of what will be included in the chapter
- No more than one paragraph describing the importance of this topic
- A description of any potential media (i.e., videos)
- 3-6 representative references

To submit a proposal to author one of the chapters, please upload your 2-page prospectus to https://edtechbooks.org/-fgV, along with the list of collaborating authors for that chapter.

Should your proposal be accepted by the editors, you will be asked to develop your idea into a 4,000-word draft. This draft will then be peer reviewed by other chapter authors. See Chapter Details and Deadlines below for further information.

Peer Review Process

To facilitate the peer review process, you are required to peer-review one or two other authors' chapters. Detailed information on the peer review process will be provided

In addition to the required peer reviews, the editorial team will be holding an **optional** Birds-of-a-Feather session at the 2019 convention of the Association for Educational and Communications Technology in Las Vegas (Oct. 21-25, 2019). More details on this will be provided at a later date.

Chapter Details and Deadlines

Should a proposal be accepted, the author will be asked to commit to:

Action Item	Due Date
Call for Papers Released	March 20, 2019
2-page Prospectus Due	May 6, 2019
Prospectus Decisions Sent	June 3, 2019
4000-Word Chapter Drafts Due	July 29, 2019

Peer-reviews Assignments Sent	August 12, 2019
Peer-reviews Due	September 16, 2019
Editor Decisions Sent	October 14
AECT 2019 Birds-of-a-Feather Session (optional)	October 21-25, 2019 (Session date and time TBA)
Final Chapter Revisions Due	December 2, 2019
Anticipated Publication	Spring 2020

Why You Should Contribute To This Book

- It will be always current and up to date with new editions updated regularly
- It will be open so each department can customize it to meet their needs
- It will be free so students will be able to own it. This will particularly make it beneficial for global marketability.
- It will be accessible for students to read in print, via mobile, or via the web.

Criteria for Inclusion and Cultural Diversity

We seek contributions from countries around the globe. We strongly encourage researchers from different cultural backgrounds to submit their work.

Schmidt, M., Tawfik, A., Earnshaw, Y., & Jahnke, Isa (2020). *Learner and User Experience Research: An Introduction for the Field of Learning Design & Technology*. EdTech Books. Retrieved from https://edtechbooks.org/ux