

# I

## **Methods, Paradigms, and Theories of LX Design**

This section consists of five chapters representing an assortment of perspectives on methods, paradigms, and theories related to LX design. The chapters in this section illustrate how theories and methods that have found resonance elsewhere could be applied advantageously in LX. These contributions add to a growing repository of theoretical and methodological foundations for LX and advance our understanding of how these might be applied practically in LX design.



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



**CC BY:** This work is released under a CC BY license, which means that you are free to do with it as you please as long as you properly attribute it.