



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.

Methods of User Centered Design and Evaluation for Learning Designers
Paradigms of Knowledge Production in Human-Computer Interaction: Towards a Framing for Learner Experience (LX) Design
Theories of Change in Learning Experience (LX) Design
Flow Theory and Learning Experience Design in Gamified Learning Environments
Color Theory in Experience Design



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