

Models and Design Frameworks for LX

This section includes six chapters exploring an assortment of models and design frameworks for LX. Drawing from a broad spectrum of views and approaches, authors in this section grapple with a range of issues relevant to conceptually grounding individual approaches and informing their design processes. Collectively, these frameworks begin to unveil the preliminary gestalt of LX as a focus area beginning to emerge in LIDT.

Sociotechnical-Pedagogical Usability for Designing and Evaluating Learner Experience in Technology-Enhanced Environments

Learning Experience Design: Challenges for Novice Designers

The Role of Needs Assessment to Validate Contextual Factors Related to User Experience Design Practices

The Design Implementation Framework: Guiding Principles for the Redesign of a Reading Comprehension Intelligent Tutoring System

From Engagement to User Experience: A Theoretical Perspective Towards Immersive Learning

Intentional Learning Design for Educational Games: A Workflow Supporting Novices and Experts



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