EMDT 5060: UX for Educators

Credits: 3

In this course students will explore basic user experience (UX) design principles and how to apply them in the creation of digital instructional materials. This course poses the question - What if teachers began to look at their learners as users or consumers of educational content? Course topics include when and how to use static content versus interactive media and the importance of understanding how a user navigates, searches, and consumes digital content. Students engage in project-based learning activities to produce content and assets for their educational portfolio, which serves as an applied demonstration of their knowledge and skill of user experience and instructional media. At the conclusion of this course, students will have an expanded awareness of the UX design principles and how they apply to their current practice. Students will utilize UX best practices to enhance instructional materials.

Prerequisites: None

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Analyze target audience of learners	Demonstrate a nuanced understanding of a group of learners including academic skills, trends, and understandings about race, ethnicity, and culture. Support analysis using both quantitative and qualitative data.	Demonstrate a strong understanding of a group of learners including academic skills, trends, and understandings about race, ethnicity, and culture.	Demonstrate a basic understanding of a group of learners including academic skills as well as understandings about race, ethnicity, and culture.	Does not demonstrate a sufficient understanding of the target audience.	EMDT 4	Critical thinking
Understand user (student) behavior in online environments	Learner utilizes user testing to explain trends in how users look at and utilize online content in varying media types. Learner makes specific suggestions to increase usability.	Learner utilizes user testing to explain trends in how users look at and utilize online content in varying media types.	Learner can explain basic trends in how users look at and utilize online content in at least one media type.	Learner is unable to explain basic trends in how users look at and utilize online content in at least one media type.	EMDT 2	Cultural competence
Identify usability considerations with digital content	Learner can apply principles of Universal Design for Learning as well as numerous accessibility features. In evaluating instructional media, learner can comment on usability considerations and point out flaws as well as make strong suggestions for improvement.	Learner can explain principles of Universal Design for Learning as well as basic accessibility features. In evaluating instructional media, learner can comment on usability considerations and point out flaws.	Learner can explain basic principles of Universal Design for Learning as well as basic accessibility features. In evaluating instructional media, learner can comment on usability considerations.	Learner cannot adequately explain basic principles of Universal Design for Learning or basic accessibility features. In evaluating instructional media, learner cannot comment on usability considerations.	EMDT 4	Design competence
Employ fundamental UX principles in the design of instructional media	Instructional media demonstrates exceptional creativity and critical thinking as well as an in-depth understanding of cognitive science and UX principles. Products support student learning through thoughtful, incremental, and creative instruction.	Instructional media demonstrates creativity and critical thinking as well as an understanding of cognitive science and UX principles. Products support student learning through thoughtful, incremental instruction.	Instructional media demonstrates a basic application of UX principles. Products support student learning.	Instructional media lack application of UX principles. Significant revision required to meet learning needs.	EMDT 1	Design competence