

Module#1 Accessible Learning

Name: _____ Class number: _____
Section: _____ Schedule: _____ Date: _____

Lesson title: Basic of Computing Platform: User-Centered Design.

Learning Targets:

- 1. Understand The Learner**
- 2. Focus on the Learner's Needs**
- 3. Test and Iterate**

A. Introduction

User-Centered Design

User-centered design (UCD) is a design approach that focuses on creating products and services that are tailored to the needs and preferences of the user. In the context of eLearning, UCD involves designing the course with the learner in mind, taking into account their goals, needs, and preferences. Here are some key principles of UCD in eLearning

B. Main Lesson

- 1. Understand The Learner** - To design a course that meets the needs of the learner, it's important to understand who they are, what their goals are, and what their needs and preferences are. This can be achieved through research, such as surveys and focus groups, as well as through the analysis of learner data.
- 2. Focus on the Learner's Needs** - The course should be designed to meet the needs of the learner, rather than the needs of the instructor or the organization. This means considering factors such as the learner's level of knowledge, learning style, and preferences.
- 3. Test and Iterate** - It's important to test the course with learners to see how it meets their needs, and to gather feedback. This can be done through prototypes, beta testing, or pilot courses. Based on the feedback, the course can be iterated and improved to better

meet the needs of the learner. This can involve making changes to the content, structure, or design of the course.

C. Conclusion

UX design plays a critical role in eLearning, as it determines how effective, engaging, and enjoyable the learning experience is for the learner. By considering factors such as accessibility, personalization, engagement, responsiveness, and user-centered design, you can create an eLearning course that meets the needs and preferences of the learner and supports their learning goals. To ensure that the course is effective, it's important to test and iterate based on learner feedback, and to continuously evaluate and improve the course to ensure that it is meeting the needs of the learner.

Author:Springer

<https://elearningindustry.com/user-centered-design-for-elearning#>