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## 5 Lessons from Running Old Prototype #2 – Mushroom Website

1. Users want to see some indication of their progress while learning about mushrooms.
2. As is evident in this image:



there is too much text here for users to properly absorb

3. Users enjoy selecting/dragging and dropping mushroom pictures more than simply answering multiple choice questions.
4. Users enjoy learning about the edibility of mushrooms.
5. Users like the idea of a “Garden of Mushrooms” because it makes the learning process feel like a game.