<https://youtu.be/aUFjHDP35Rs>

<http://nordic.businessinsider.com/ikea-is-making-an-open-source-sofa-inspired-by-the-app-store---to-encourage-furniture-hackers-2017-1>

<https://globalvoices.org/2017/01/31/building-a-sustainable-open-source-platform-for-language-learning/>

What can we learn from this letter about the user experience?

1. User experience allows for the user to learn and the effect causes the user to improve the program. Through user experience the user gains knowledge to expand the program. Introduced to the program allows for learning and able to develop her own program.

How extendable was this system?

1. It was very limited at what it could do at the beginning, but they made it more expandable by giving it more uses as they learned how to program. “You would point with the mouse to the box that contained the shape you wanted to draw with, then press the top mouse button. Now the shape would be a paint brush and you could draw pictures.”

Can you highlight the points in which the user was on–boarded?

1. She was “interested in taking a course about the computer language Smalltalk at Xerox.”

They were shown how to work the program, and actions they could take.

“After we had learned just about everything there was to know about boxes we were able to create our own programs (Gulp).”

http://english360.com/

<iframe src="https://player.vimeo.com/video/16993941" width="640" height="360" frameborder="0" webkitallowfullscreen mozallowfullscreen allowfullscreen></iframe>

<p><a href="https://vimeo.com/16993941">English360 - Cambridge University Press</a> from <a href="https://vimeo.com/ateliertransfert">Atelier Transfert</a> on <a href="https://vimeo.com">Vimeo</a>.</p>

<https://docs.moodle.org/32/en/About_Moodle>