**Project Statement**

**USABILITY IN USER GENERATED LEARNING SPACES**

Learning spaces encompass the full range of places in which learning occurs, from real to virtual; classroom to chat room. The effective design of learning spaces whether physical or virtual can enhance the way learning takes place and consequently the outcome. Recently, there has been a lot of work on “Learning Spaces” and how it affects learning. Virtual Learning Spaces are not entirely new, however, there are new approaches to the way they are designed and implemented. The focus has now shifted to learning spaces that fits the way learners should acquire skills and knowledge with increasing emphasis on knowledge discovery, self paced learning, collaborative learning, generating and sharing knowledge.

Usability on the other hand as defined by the International Organization for Standardization (ISO 9412), is "the extent to which a product can be used by specified users to achieve specified goals with effectiveness, efficiency, and satisfaction in a specified context of use”.

The aim of this project is to investigate usability in user generated learning spaces. This will be done using standard usability evaluation processes and frameworks such as those defined by the International Organization for Standardization. The focus is to evaluate usability and then use the findings to improve the learning space in the “Manchester PLE” (http://mple.cs.man.ac.uk).

The expected outcome for this project is “an improved” learning space for the PLE. This might involve a total re-design or major modifications to improve the usability of the existing learning space in the PLE.

This project has significant impact on the academia as well as the society at large. The outcomes of the usability evaluation will reveal strengths and weaknesses in the way knowledge is being acquired by learners. With the advancements in technology leading to convergence of platforms and proliferation of high capacity mobile devices, learners are increasingly shifting their preferences to the virtual learning spaces. It is therefore important for us to understand, not only the way knowledge should be acquired but how this process can fit into the learners natural lifestyle, his learning habitat so to speak. This is the essence of “built pedagogy”, an ongoing attempt to design learning spaces that fits the way learners should acquire skills and knowledge.

**purpose, aims, outcomes of the project.**

**Problem definition, Aims/Objectives, Scope of the project, outcomes and deliverables, summary**

**PROBLEM DEFINITION**

**AIMS/OBJECTIVES**

**SCOPE OF THE PROJECT**

**OUTCOMES AND DELIVERABLES**

**SUMMARY**