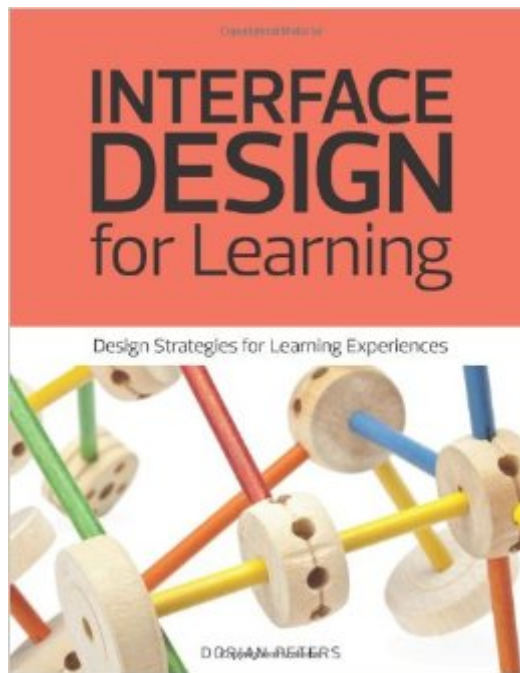


The book was found

Interface Design For Learning: Design Strategies For Learning Experiences (Voices That Matter)



Synopsis

In offices, colleges, and living rooms across the globe, learners of all ages are logging into virtual laboratories, online classrooms, and 3D worlds. Kids from kindergarten to high school are honing math and literacy skills on their phones and iPads. If that weren't enough, people worldwide are aggregating internet services (from social networks to media content) to learn from each other in "Personal Learning Environments." Strange as it sounds, the future of education is now as much in the hands of digital designers and programmers as it is in the hands of teachers. And yet, as interface designers, how much do we really know about how people learn? How does interface design actually impact learning? And how do we design environments that support both the cognitive and emotional sides of learning experiences? The answers have been hidden away in the research on education, psychology, and human computer interaction, until now. Packed with over 100 evidence-based strategies, in this book you'll learn how to:

- Design educational games, apps, and multimedia interfaces in ways that enhance learning
- Support creativity, problem-solving, and collaboration through interface design
- Design effective visual layouts, navigation, and multimedia for online and mobile learning
- Improve educational outcomes through interface design.

Book Information

Series: Voices That Matter

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Customer Reviews

This book has been a great collection for our team to read together. Each chapter synthesizes lots

of current writing in an approachable style, with lots of examples. It's got a primer on learning theory and other things tech folks on learning might be unaware of, but covers a variety of aspects for those of us in learning, including emotional, social, and visual aspects along with quite a few others. A needed resource for those of us designing learning today.

Interface Design for Learning by Dorian Peters is the must have reference for every designer, developer and instructor engaging in the digital environment. I loved it. It is truly impressive from so many perspectives. Dorian Peter's writing style is direct and refreshing and engaging. I actually enjoyed reading it from cover to cover. I very rarely do that with a "reference" style book, but this one is compelling and the author's voice just held my attention. Plus, as a thirty year experienced educational technologist and higher education specialist, I am so pleased to see the presentation of the theoretical groundwork on learning, interaction, layout and human factors so necessary for novices and experienced practitioners alike. Peters presents the scaffolding for lots of really practical advice. And the design, pacing and multiple access points embedded in the book amplifies Peters authority and mastery of this field.

This book provides an outstanding introduction to the field of interface design in ed-tech platforms. It is particularly good at overviewing the various fields that inform this new discipline, at providing detailed examples of good and bad practice, and at providing the reader a gentle introduction to the rest of the literature. Antonio Rangel Prof. of Neuroscience, Behavioral Biology & Economics Caltech

Peter's "Interface Design for Learning" was assigned for an instructional design course I'm taking. Initially judging this book by its title, I groaned something to the effect of, "Not another boring technical e-design guide!" But Ms. Peters writes in direct, lively prose that manages to be humorous as it instructs. Although it's not a long read (at 266 pages including index) this book masterfully interweaves material from a wide variety of disciplines, including educational psychology and the "learning sciences," visual design and, of course, e-learning and instructional design. Highly recommended. 5 stars!

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