

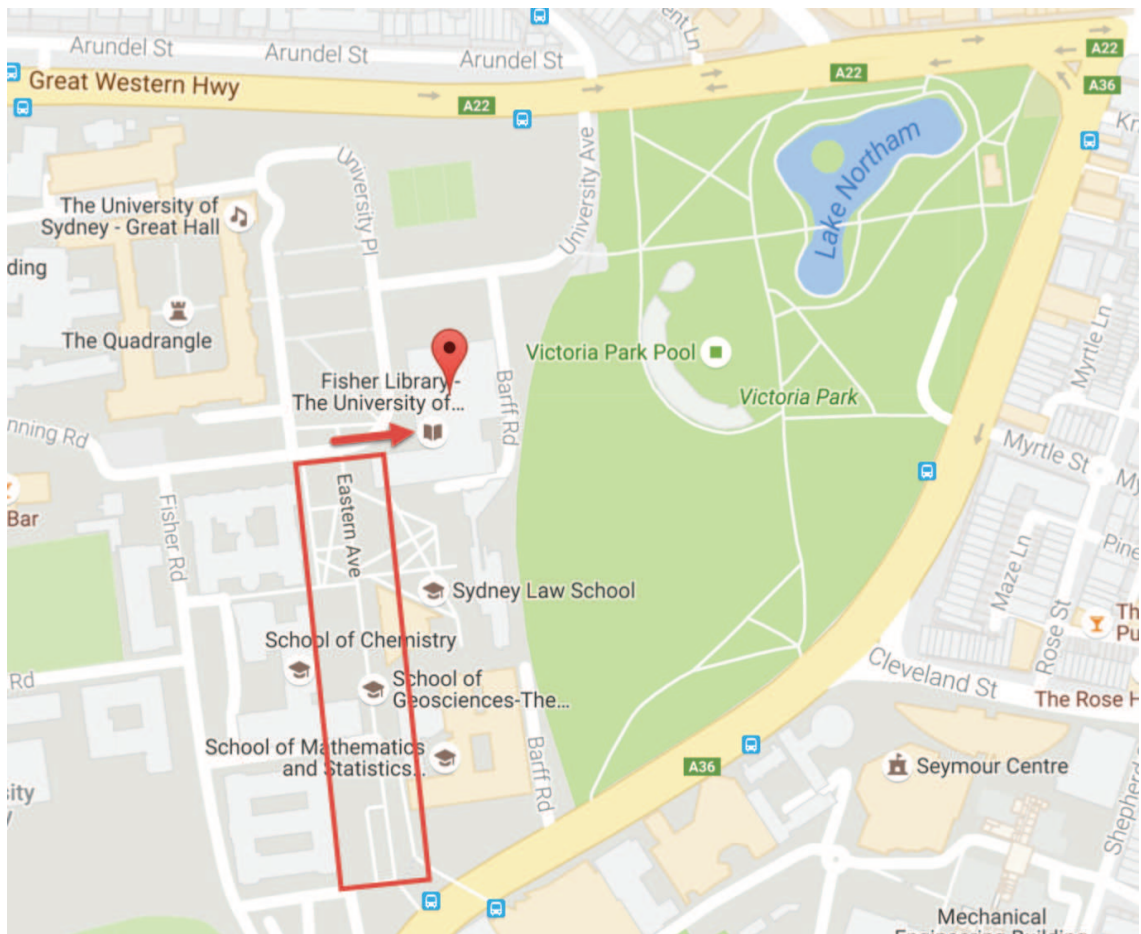


**ACODE 72 Workshop Program and Presentation Information**  
**Thursday 17<sup>th</sup> of November 2016, 9am – 5pm**

**THEME: Designing a framework for evaluating your VLE.**

**Location: Level 2, Fisher Library Meeting Rooms 249 and 250**

*Eastern Ave is the main thoroughfare, go through library main doors and down one floor.*



## Suggested Readings

[https://www.dropbox.com/sh/a8pz7sv6z9ztycd/AAB\\_OHv7oi-7\\_X6kvjJ1\\_Muma?dl=0](https://www.dropbox.com/sh/a8pz7sv6z9ztycd/AAB_OHv7oi-7_X6kvjJ1_Muma?dl=0)

### **Please ensure you have read at least the first two readings**

1. Lim, Youn-kyung, and William Odom. "On the importance of framing questions for user research in the experience-centered design process." (2009): 978-1.
2. Endmann, Anja, and Daniela Keßner. "User Journey Mapping—A Method in User Experience Design." *i-com* 15.1 (2016): 105-110.
3. Dyson, Mary C., and Silvio Barreto Campello. "Evaluating Virtual Learning Environments: what are we measuring." *Electronic Journal of E-learning* 1.1 (2003): 11-20.
4. Ellaway, Rachel, David Dewhurst, and Hamish McLeod. "Evaluating a virtual learning environment in the context of its community of practice." *Research in Learning Technology* 14.2 (2004).

### Design thinking and further resources

1. <http://academictribe.co/blog/2015/10/15/lxdesign-keynote-sharing-the-learner-journey-map/>
2. <http://www.kickerstudio.com/2008/12/the-disciplines-of-user-experience/>
3. <http://techknowtools.wordpress.com/2015/04/03/checklist-technology-learning>
4. <http://www.designingforinteraction.com/>