# UX for Teachers

# Training Programme

**YEAR:**
2024

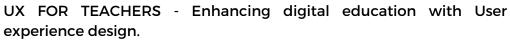**REALISED BY:**
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www.uxforteachers.eu

UX FOR TEACHERS - Enhancing digital education with User experience design.
UX for Teachers Training Programme

If you have any questions regarding this result or the project from which it is originated, please contact:

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Project website: https://www.uxforteachers.eu/

This result has been created by the collaboration of the whole UX For Teachers partnership: Learnable (IT)-project Coordinator, Akoe Educació Coop. V. (ES), Budakov Films (BG)

# Training Programme

The UX For Teachers International Training Course programme is the second result of the project.
It is a stand-alone document developed in English to serve as a guide for organising training paths aimed to equip secondary school teachers with digital and pedagogic competences necessary for creating and assessing digital environments and materials.
The programme entails a 5-day course and includes learning units and learning outcomes associated with each unit, duration, list of contents, methods and tools. It covers the following topics:
- The Added Value Of UX Design
- How To Use The UX For Teachers Assessment Tool
- How To Improve Digital Educational Materials And Environments

## 01 UNIT 1

| Title | **The Added value of UX Design** |
|---|---|
| Learning objectives | <ul><li>To understand the main concepts of UX Design Methodology</li><li>To understand how UX Design Methodology can support didactics (i.e. Supporting user-centred approach and other methodologies)</li></ul> |
| Unit Description | Day 1:<ul><li>Main concepts of UX Design Methodology (short history, purpose, methodologies, benefits, etc...)</li><li>UX in Education: how UX Design principles can enhance education.</li><li>Practical Activity: the teachers will be asked to explain the UX Design method in a summary</li></ul> |

# 02 UNIT 2

| Title | **How to use the UX for teachers assessment tool** |
|---|---|
| Learning objectives | • To Understand the importance of the recommendations for teachers created with the assessment tool<br>• To be able to use the assessment tool and evaluate the students' user experience |
| Unit Description | Day 2:<br>• UX FOR TEACHERS Assessment Tool: Recommendations for teachers and how to use the assessment tool in practice<br><br>Day 3:<br>• Practical Activity: Self-evaluation of digital educational materials. Optional practical activity: to deliver the questionnaire to students (the added value can be to understand the difference between teachers' and students' perceptions) |

## 03  UNIT 3

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| Title | **How to improve digital educational materials and environments** |
| Learning objectives | • To be able to improve the educational materials and environment based on the UX Design concepts |
| Unit Description | Day 4:<br>• Application of UX Design principles to improve engaging and effective learning experiences that enhance student outcomes and teacher-student interactions.<br><br>Day 5:<br>• Practical Activity: improvement of the materials evaluated in the lesson 2 and Final Reflection |