



**UX for Teachers**

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# Training Programme

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**REALISED BY:**

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[www.uxforteachers.eu](http://www.uxforteachers.eu)



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UX FOR TEACHERS - Enhancing digital education with User experience design.

UX for Teachers Training Programme

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# 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	<b>The Added value of UX Design</b>
Learning objectives	<ul style="list-style-type: none"> <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	<p>Day 1:</p> <ul style="list-style-type: none"> <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**

<p>Title</p>	<p><b>How to use the UX for teachers assessment tool</b></p>
<p>Learning objectives</p>	<ul style="list-style-type: none"> <li>• To Understand the importance of the recommendations for teachers created with the assessment tool</li> <li>• To be able to use the assessment tool and evaluate the students' user experience</li> </ul>
<p>Unit Description</p>	<p>Day 2:</p> <ul style="list-style-type: none"> <li>• UX FOR TEACHERS Assessment Tool: Recommendations for teachers and how to use the assessment tool in practice</li> </ul> <p>Day 3:</p> <ul style="list-style-type: none"> <li>• 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)</li> </ul>

**03**

**UNIT 3**

<p>Title</p>	<p><b>How to improve digital educational materials and environments</b></p>
<p>Learning objectives</p>	<ul style="list-style-type: none"> <li>• To be able to improve the educational materials and environment based on the UX Design concepts</li> </ul>
<p>Unit Description</p>	<p>Day 4:</p> <ul style="list-style-type: none"> <li>• Application of UX Design principles to improve engaging and effective learning experiences that enhance student outcomes and teacher-student interactions.</li> </ul> <p>Day 5:</p> <ul style="list-style-type: none"> <li>• Practical Activity: improvement of the materials evaluated in the lesson 2 and Final Reflection</li> </ul>