Five critical questions you need to ask yourself before you design a learning experience.

Niels Floor 2015
Hello!

My name is Niels Floor. I am the creator of the Learning Experience Canvas and writer of this short e-book.

Since you are reading this e-book I am guessing you're interested in designing a learning experience. That's great, high five!

Before you get started, there are five critical questions you need to ask yourself. Thinking about these questions will help you to get the most out of the Learning Experience Canvas.
Five critical questions:

1. What's your *perspective*?
2. What *role* do you play?
3. What's your *goal*?
4. What *path* do you follow?
5. What's *next*?
1. What's your perspective?

Working with the Learning Experience Canvas is quite straightforward: *What you get out of it is what you put into it.*

What you put into it depends on your perspective. I believe that if you want to find better ways to learn, you need to *change your perspective.* Because only when you're able to let go of current assumptions about how we learn, will you be able to actually see how we could and probably should learn.

The bottom line is, if your perspective on learning is a bit conservative, your designs will probably be as conservative. If you are willing to *open your mind* and *unleash your creativity* you will end up with more innovative and exciting designs.
Unleash your creativity
2. What role do you play?

Let's get straight to the point. The learning experiences that you design are not about you. They are primarily about the learner and his or her goals.

This is called user-centered design. You want to pay attention to the goals and characteristics of the learner throughout the design process. This ensures your design will suit the wants and needs of the learner.

Your role is the designer. Maybe you will be taking part in the learning experience that you are designing, for instance if you're a teacher or trainer. But for now, you are the designer and your only purpose is to design the best possible learning experience. A learning experience that's positive, personal and profound.*

*Check out my short manifesto on what every Learning Experience should be: www.lxcanvas.com/manifesto
You are the designer
3. What's your goal?

When you ask a teacher to formulate the goal of his or her class, the most common answer is to teach a specific subject. For instance to teach adding and subtracting numbers.

For me there are two things that stand out here. First of all the focus is on teaching and not on learning. I believe the **focus should be on learning**. Changing your focus from teaching to learning may be hard for some but it's as refreshing as necessary.

Second, it's about a subject and it should be about **relevance and meaning**. Always Ask yourself * why this subject is relevant and meaningful for the learner. Learning how to add and subtract numbers is more than a basic algebra skill. It can be valuable for your personal, professional and academic life. **Value is what it's all about for the learner.**

*Or even better, ask the learner!*
Today we learn about...

Focus on learning, not teaching
4. What **path** do you follow?

Using the Learning Experience Canvas is *more than filling in the blanks*. It's not a rigid step by step exercise with a clear beginning or end. There is no specific order that you need to follow. You have to **create your own path**.

Here is a **general outline** for creating your own path.

→ Start out by quickly creating a draft design in about thirty minutes to get an idea of what you're talking about.

→ Do your research to create a foundation for your design.

→ Analyze the results of your research and formulate a strategy.

→ Design activities for your learning experience based on your strategy.

→ Design the process by placing the activities that you've designed in the right order.

→ Now start over again and see how and where to improve your design.
Create your own path
5. What's next?

After thinking about the previous four questions you probably just want to get started. That's exactly what I'd like you to do. To *dive in and have fun* designing learning experiences.

Now you may end up with *new questions*, most people do. To answer these questions we, the Learning Experience Canvas Team, can help you out.

We have several *materials and courses* available for you to improve your learning experience design skills. Using these materials and taking part in a course can really *take you to the next level*.

*Check them out at www.lxcanvas.com*
Dive in & have fun!