Immersion Learning Experience Design (ILXD)

Engaged Learning Technologies
Intelligent Immersive Learning

ARTIFICIAL INTELLIGENCE
Programs with the ability to learn and reason like humans

MACHINE LEARNING
Algorithms with the ability to learn without being explicitly programmed

DEEP LEARNING
Subset of machine learning in which artificial neural networks adapt and learn from vast amounts of data
Immersive Learning Experience Design (ILXD)

The learner’s experience is at the core and the learner’s personalized instructional needs are the guiding framework.
ILXD Pyramid

Engagement
Creator
Constructivism

Empathy
Narrative
Sensemaking, Persistence

Presence/Flow/Embodiment
Agency, Authenticity, Embodied Cognition
Meaningful Decisions, Situated Content, Feedback

Foundation
Design Thinking, Instructional Design (ID), User Experience (UX)
Inclusive Design, Learning Science, Game-Based Learning, Machine Learning, Analytics

Learn
I am a creator and share my experience with others

Feel
I care about the story and my role in the experience

Immersion
I am here now and my choices determine everything

Intention
The experience is designed and is measurable

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Immersive Learning Experience Design (ILXD)

ELEMENTS

Intend
- Learning Experience Design (LXD)
- Artificial Intelligence for Education (AIEd)
- Analytics

Immerse
- Presence
- Flow
- Embodiment

Feel
- Narrative
- Sensemaking
- Persistence

Learn
- Constructivism
- The Learner as Creator
- Collaboration
The experience is designed and it is measurable.

- Learning Experience Design (LXD)
- Artificial Intelligence for Education (AIEd)
- Analytics

- Design Requirements Unchanged
- Learning Experience Design Document (LEDD)
- LXD, Dev Leads, PM, PO/SME, Learners
“Empathize” questions that guide our design (about their knowledge, skills, confidence, motivation, resources and tools, and learning preferences):

1. What drives our learners? What are their motivations and how can we access that? Why do they care?
2. How can we connect to our learners on a personal level?
3. How can we connect to our learner’s previous experience?
4. What do they want to see in how they experience the learning?
5. What prevents our learners from engaging with the information? What would they change?
6. How can we connect our learners to the big ideas so they are able to construct experiences that bring the learning outcomes within their zone of proximal development?
LEDG Experience Sketch

Intend

Engagement
Concrete
Creation

Empathy
Narrative
Sensemaking
Persistence

Presence/Flow/Embodiment
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Design Thinking, Instructional Design (ID), User Experience (UX)
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Immerse

*I am here now and my choices determine everything.*

- Presence
- Flow
- Embodiment
- Fidelity
- Agency
- Decisions
- Feedback
Feel

*I care about the story and my role in the experience.*

- Narrative
- Sensemaking
- Persistence
Cold Case VR

- Narrative
- Sensemaking
- Persistence
Learn

I am a creator and share my experiences with others.

- Constructivism
- The Learner as Creator
- Collaboration

- AIEd – Feedback, Groups, Moderation
- Faculty – Behavior/Dynamics
Immersive Learning Experience Design (ILXD)

Elements

LX: Learning Experience
GB: Game-Based Learning
LS: Learning Science
FL: Flow
EM: Embodiment
SL: Sense of Self Location
SA: Sense of Agency
SB: Sense of Body
EB: Embodied Cognition
EN: Narrative
EG: Engagement
CR: Creator
OS: Office Suite
DT: Design Thinking
IN: Inclusive Design
AI: Artificial Intelligence
PR: Presence
PD: Distraction
PF: Fidelity
PS: Sensory Engagement
PC: Control
EM: Empathy
IW: IBM Watson
AS: Autodesk Suite
AC: Adobe Creative
ML: Machine Learning
DL: Deep Learning
AN: Analytics
OT: Oculus Touch
OG: Oculus GO
VE: HTC Vive
DV: Daydream View
HL: HoloLens
UN: Unity
GA: Google AI
HE: Higher Education
PE: Professional Education

Intention
Immersion
Feeling
Learning
Type
Tool
Platform
For More …

• Immersive Learning Experience Design (ILXD) Elements Paper
• Community of Practice: immersiveLX.com
• Research Program Planning for Summer & Fall 2019

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