

How to model in the context of a design process?

Open-ended Design for Learning: Designing for Digital Learning Environments

Project aims

The project is a research project that aims to explore the design of digital learning environments (DLEs) that support open-ended design for learning. The project is funded by the European Union (EU) under the Horizon Europe programme. The project is led by the University of Twente, with partners from the University of Amsterdam, the University of Groningen, and the University of Leiden. The project is expected to run from 2023 to 2026.

Context

The project is part of a larger research programme on digital learning environments, which is funded by the EU under the Horizon Europe programme.

Background

The project is based on the idea that digital learning environments can be designed to support open-ended design for learning. This means that learners can explore and experiment with different design solutions, rather than being limited to a single, predefined solution. The project aims to explore how digital learning environments can be designed to support this type of learning, and how this can be used to improve learning outcomes. The project is expected to run from 2023 to 2026.

Methods and objectives

The project will use a combination of qualitative and quantitative methods to explore the design of digital learning environments. The project will also aim to develop a framework for designing digital learning environments that support open-ended design for learning.

Results of the preliminary

The project has identified several key findings that will inform the design of digital learning environments. These findings include the importance of providing learners with a variety of design options, and the importance of providing learners with feedback on their design solutions.