

# Primer on Learning Experience (LX) Design

*We prepared these primers on Project-based Learning, Learning Experience Design, and Facilitating Online Learning to further support instructors in integrating the course packs' contents to their classrooms and teaching practice. We believe these will help give teachers and instructors at different levels of experience a common starting point in using the Digital Tayo Course Packs.*

# Learning Experience Design

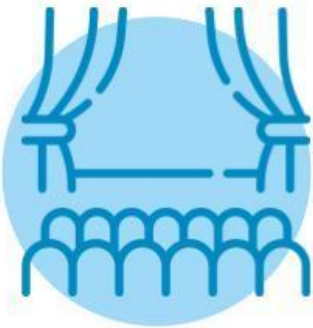
**Learning Experience (LX) Design** is a set of tools and mindsets to – apologies for stating the obvious – design learning experiences. Teachers may already think of themselves as learning experience designers: each day, we plan what to teach, how to teach it, and how to check if our students learned what we taught. We design how we're going to teach our subject.

However, there is a difference between teachers who teach a subject and teachers who teach students:

***Teachers who teach subjects want to cover the syllabus.***

***Teachers who teach students keep a larger goal in sight: the success of their students, not just in their class, but in the world outside their classroom.***

LX Design entails having a wider perspective on what you teach and looking at all the factors that might affect learning with an intentional, detail-oriented eye.



Think of teaching as a theater play: in conventional teaching, we teachers are the actors, and our students the audience. Our lesson plan is like the play's script; we use the script to help us convey the story to our audience.

Imagine if we played a larger role beyond following the script and interpreting the story. What if we crafted the whole experience of going to the theater? What if we planned the logistics of how the audience gets from the venue's entrance to their seats, selected the music that will play during different scenes, and designed the souvenirs they take home? How might their experience change?

That is our goal with Learning Experience Design: we want to take the curriculum, the lesson plans, the textbooks, and transform them into a powerful, cohesive experience for our learners from the moment they enter the classroom. We determine what the space will look like, what activities students will do, what lectures they will listen to, what books they will read, what topics they will discuss with classmates, and what materials they will use. Learning Experience Design, with its set of tools, mindsets, and processes, informs our way of making not just any learning experience, but a well-designed learning experience.

**Guided by empathy and a deep understanding of student context, we aim for every learning experience to help our students succeed.**

## The MISMO Framework

In Habi, the way we approach LX Design is through the **MISMO Framework**. MISMO stands for **M**indsets, **I**ntended Outcomes, **S**tarting Context, **M**odular Steps, and **O**ptions and Alternatives.



You have more than likely encountered the different parts of this framework in your teaching practice, but putting these parts together will help you integrate LX design into your teaching practice more effectively.

- Defining the **Mindset** behind a learning experience helps to answer the “why.” It ties each step or aspect together. Think of this as an articulation of your philosophy as a teacher and designer, which will inform the entire learning experience.

*What will be my role as a teacher? What am I good at?  
What is my view of learning and teaching?  
How would all these influence the learning experience?*

- Articulating the **Intended Outcomes** for lessons, topics, activities, or materials in a learning experience helps us to stay aligned with larger learning outcomes.

*What should learners have in terms of knowledge, skills, and attitudes after going through the learning experience?*

- Understanding the learners’ **Starting Context** is important to design an effective, meaningful, and human-centered learning experience for them.

*Who are our learners? What motivates them to learn?  
What would make it difficult to learn?  
What are their learning environments like?*

- Breaking down the learning experience into a combination of **Modular Steps** allows us to be flexible with the learning experience.

*What does the learning experience look like? What is the scope and format?*

- Thinking intentionally about **Options and Alternatives** helps keep the learning experience more accessible and adaptable, and ensures learning continuity should certain scenarios or situations happen.

*What extreme cases or special needs do we need to consider in the learning experience?*

*What are our options or alternatives to address these considerations?*