



# Learning Theory

- Supports good design
- Serves as a decision making resource
- Helps you to understand/explain why certain decisions are made in the design process

## *Definition: Learning is ...*

- a **process**. Only we know when we have learned something. Others may infer based on our performance.
- all about **change**. Changes in knowledge, beliefs, behaviors, skills and or attitudes unfold over time.
- what we **do**. It's the result of our interpretation and response to our experiences, conscious and unconscious, past and present.

## *Influences on learning (for our purposes)...*

### **Motivation:**

- interesting, relevant, provocative is most engaging.
- 2 important parts of motivation: **perceived value** of the learning/goal (why should I care?), **expectation of success** (what's my chance of being good at this?)

### **Prior Learning:**

- can help or hinder learning
- needs to be activated/ misconceptions addressed
- using experiences that students can relate to can activate prior knowledge and support learning with new information

### **Organization/Connection:**

- how we organize knowledge influences what we learn and how we apply it
- organization should fit the task
- advance organizers help (categories, concepts, propositions ie. Non-linear note taking strategies support...)

*Resource:* How Learning Works (2010) by Susan Ambrose (et al).