

eLearning that inspires your learners

Usability Performance Model



Simon Oaten

Learning Dynamics

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Overview

The Usability Performance Model was developed by Simon Oaten and Dr Darryl Strickler in 2006 to present their recommendations on how to build effective online learning programs.

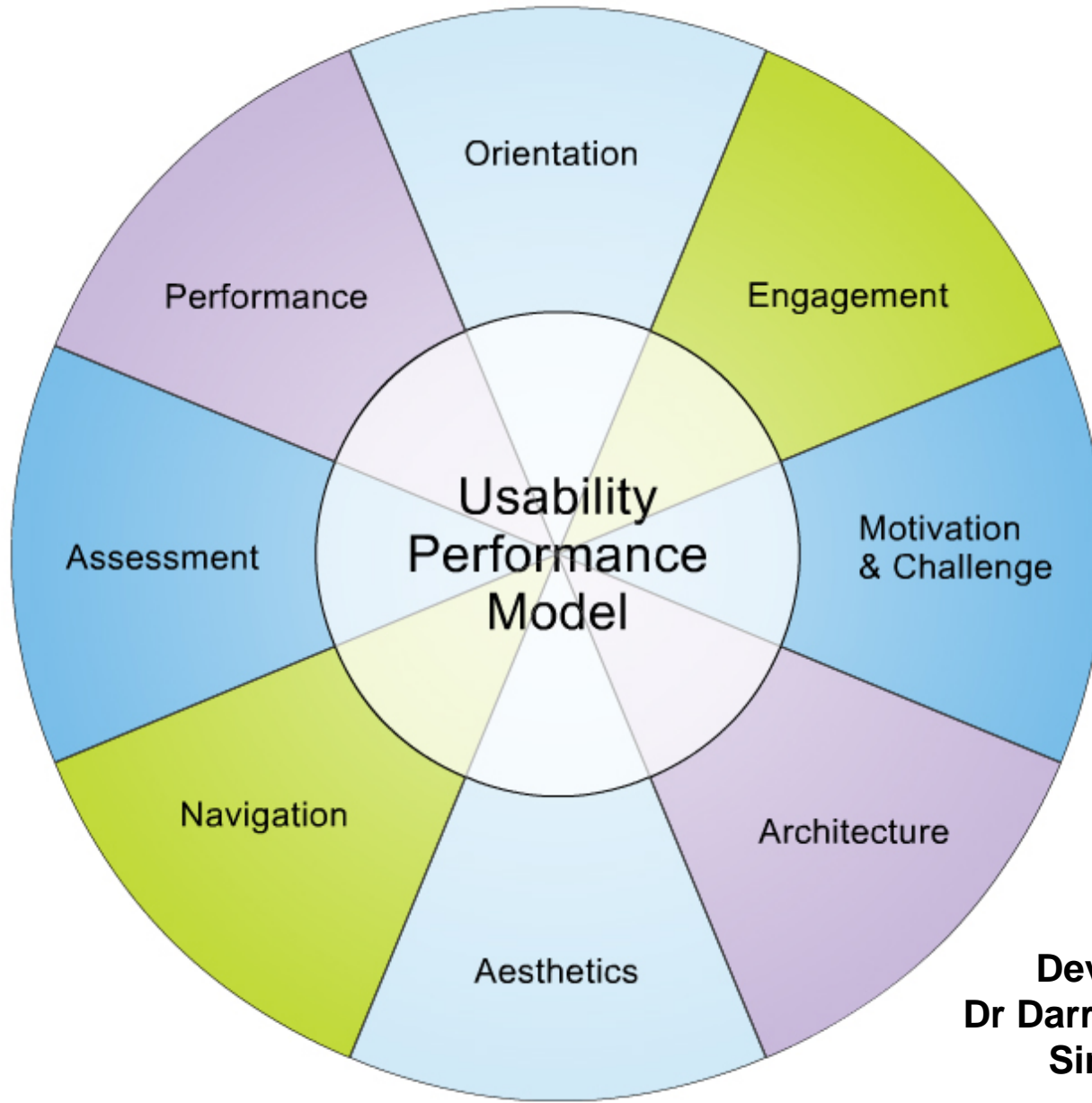
The model contains 8 key factors that we believe are necessary for an engaging and effective program.

This document provides an introduction to the model. For further information please contact Simon Oaten at Learning Dynamics.

www.learning.net.au



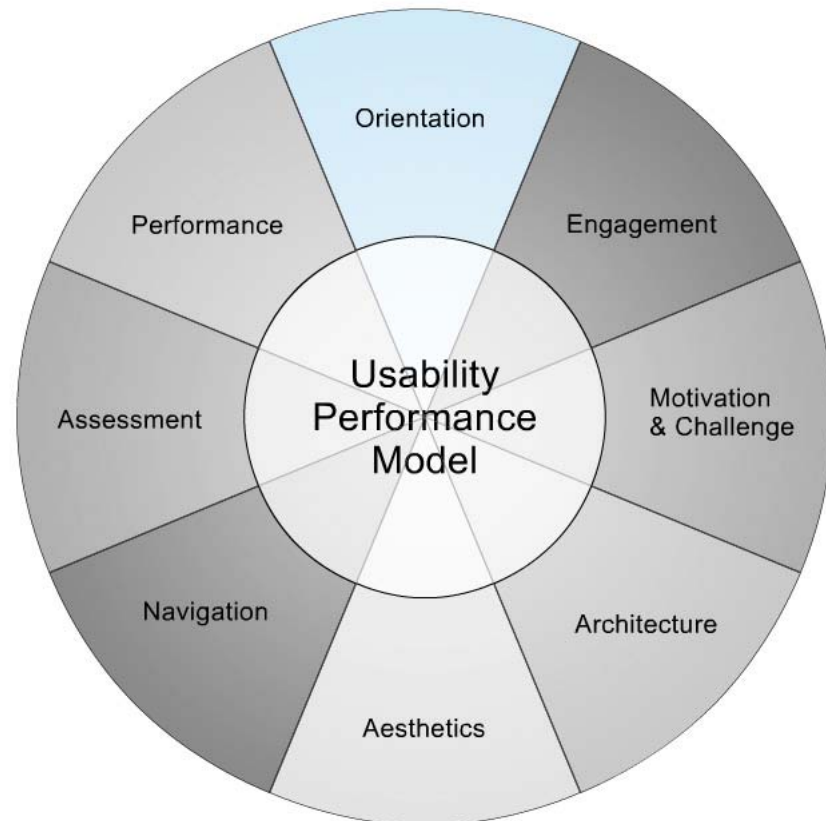
Usability Performance Model



**Developed by:
Dr Darryl Strickler and
Simon Oaten**

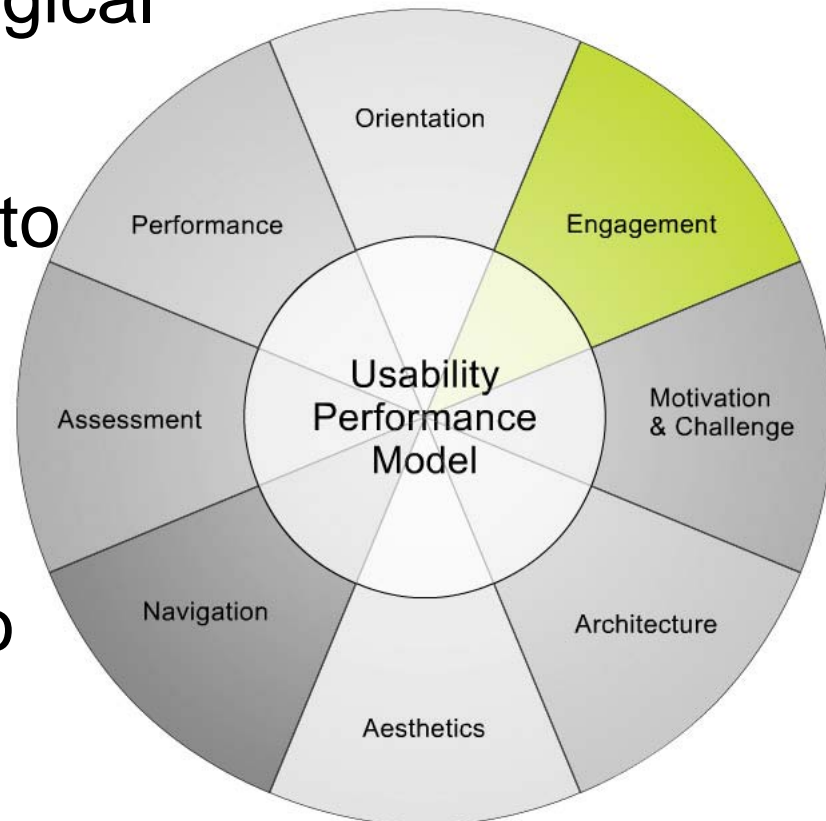
Orientation

- Learners can clearly see where they are in the program, what they have achieved and the pathways they can take
- Learners have enough orientation to know how to get into and out of a program topic or section



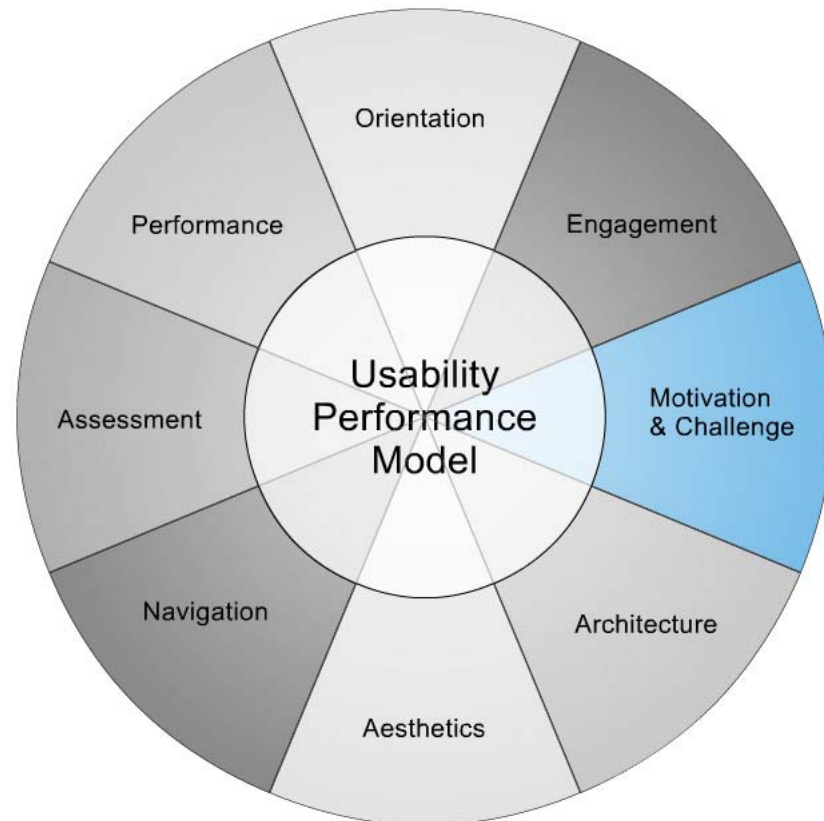
Engagement

- Learners can quickly grasp & absorb information
- Content is in a simple & logical format
- Learners are encouraged to progressively delve deeper into the topic
- Relevant graphics, diagrams, audio and video



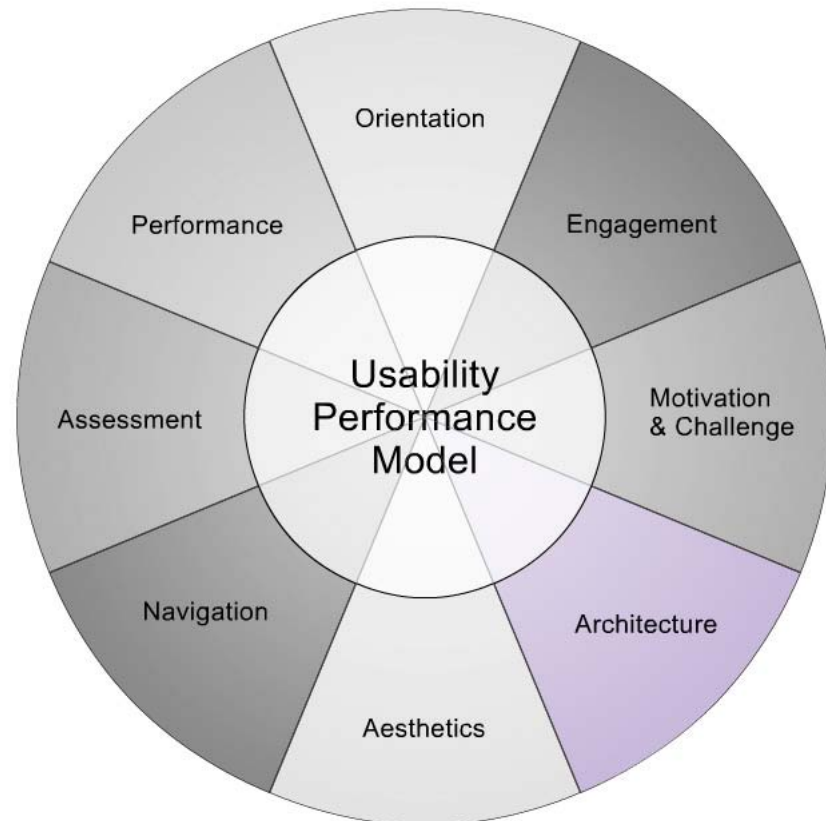
Motivation

- Learners participate in meaningful tasks that motivate them to explore and learn more
- Passionately curious about task or topic
- Challenged at the right level through activities with helpful feedback



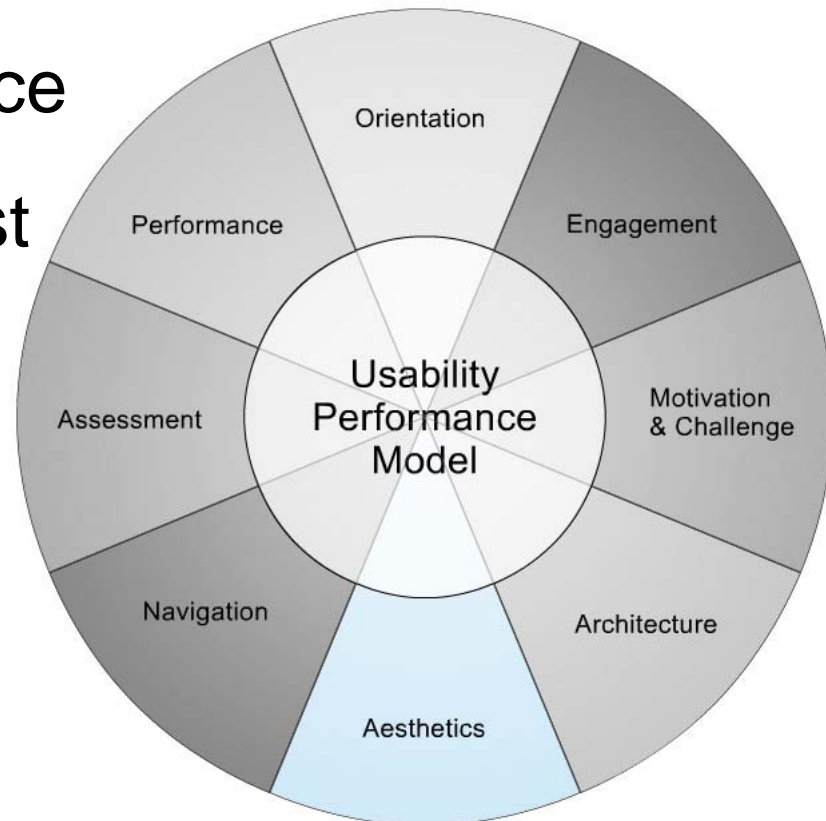
Architecture

- Learners can effectively acquire new skills & knowledge using preferred learning styles
- Able to personalise their 'learner experience'



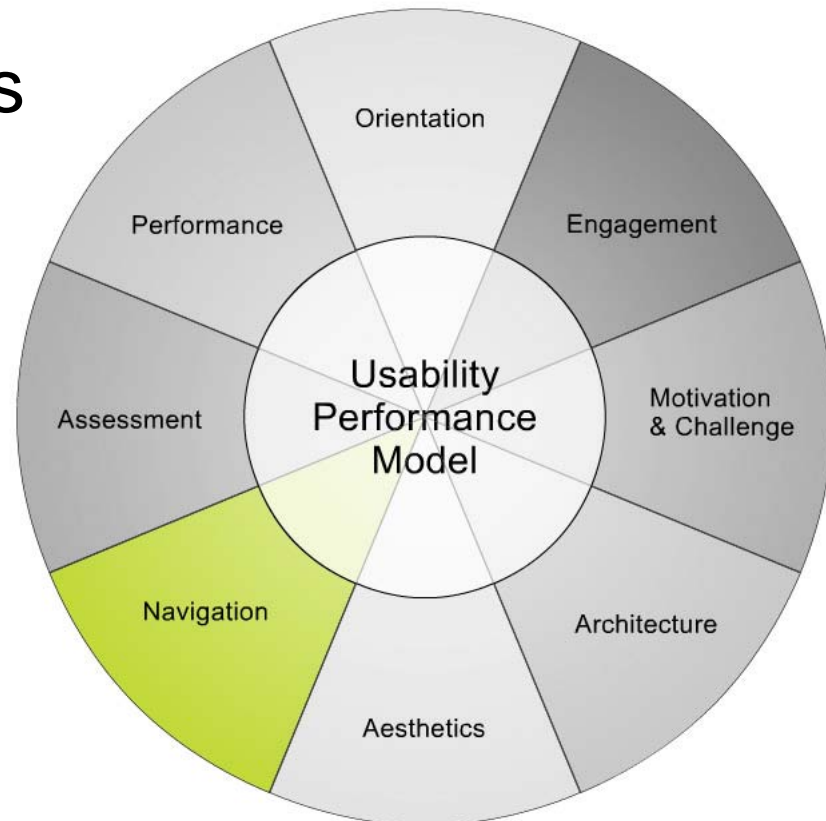
Aesthetics

- Learners find the program's look & feel attractive, appealing and engaging
- A simple and elegant interface
- Strong figure/ground contrast



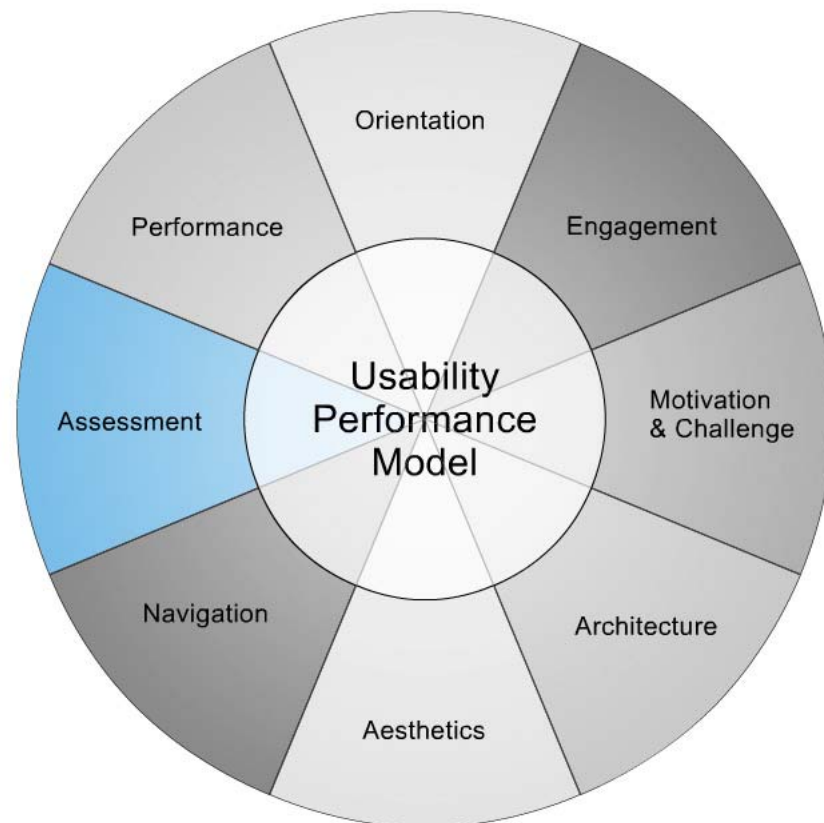
Navigation

- Learners can easily navigate through the program and determine own pathways
- Prompts and navigation cues easy to follow
- No restrictions on ‘jumping around’ to various sections
- Not made to read every screen



Assessment

- Learner can assess themselves through performance-based tasks that require them to:
 - Recall the information
 - Apply it to a situation
 - Make a decision



Performance

- Learners experience a program that runs error free
- Screens upload and download quickly
- The program functions correctly and writes progress and completion records to the database

