

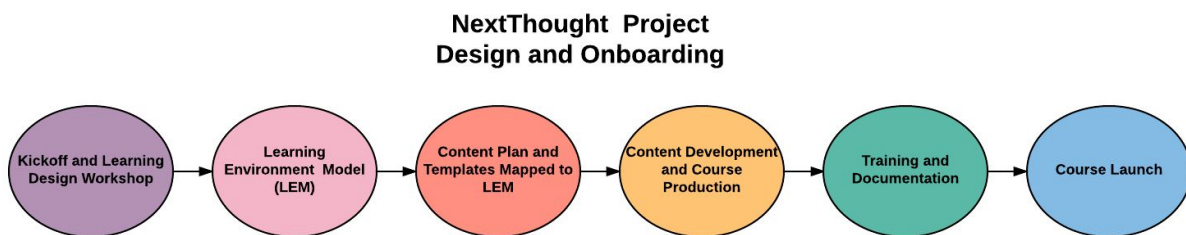
# Learning Environment Modeling

## Introduction

Our commitment at NextThought is to translate your vision for learning into the most engaging and effective learning solution possible.






To deliver on that commitment, we've developed a unique project design and onboarding process that utilizes [Learning Environment Modeling](#) (LEM). Using this shared visual language, NextThought Learning Designers work collaboratively with our partners to design custom learning environments that support high levels of learner engagement.

This results in a final product that's closely aligned to your desired outcomes. It also means delivering a learning solution that's optimized for your content and that maximizes the specific capabilities of the NextThought connected learning platform.



## Learning Environment Modeling Overview

LEM is a process for designing learning environments such as courses, workshops, training programs, and professional development sessions. LEM uses visualization techniques to represent key information about the way learning environments are designed – similar to architectural drawings for the design of buildings. LEM supports decision-making and facilitates effective communication throughout the learning design process.

LEML Building Blocks				
				
Information	Dialogue	Feedback	Practice	Evidence
Represents elements in a learning environment that presents information to the learner.	Describes communication, reflection, or collaboration elements within a learning environment.  Dialogue can involve communication with self (reflection), with other individuals, or with groups.	Represents opportunities where feedback is built into a learning environment. Feedback is used to identify responses provided with the intent of enhancing performance and application of knowledge or skills.	Describes opportunities in a learning environment to rehearse, apply and practice skills. In some situations, this building block is used to represent formative assessment opportunities.	Represents opportunities where evidence of learning is presented in a learning environment. Evidence is frequently associated with a stated learning outcome and is used to represent summative assessment opportunities.
<b>Examples may include:</b> <ul style="list-style-type: none"> <li>• Articles</li> <li>• Lectures</li> <li>• Textbook readings</li> <li>• Images</li> <li>• Videos</li> <li>• Websites</li> <li>• Animations</li> </ul>	<b>Examples may include:</b> <ul style="list-style-type: none"> <li>• Classroom discussions</li> <li>• Peer debate</li> <li>• Group discussions</li> <li>• Reflection</li> </ul>	<b>Examples may include:</b> <ul style="list-style-type: none"> <li>• Diagnostic questionnaires</li> <li>• Instructor feedback</li> <li>• Peer feedback</li> </ul>	<b>Examples may include:</b> <ul style="list-style-type: none"> <li>• Application activities</li> <li>• Problem sets</li> <li>• Tabletop group exercises</li> <li>• Individual assignments</li> <li>• Practice quiz</li> </ul>	<b>Examples may include:</b> <ul style="list-style-type: none"> <li>• Individual or group presentation</li> <li>• Essay</li> <li>• Individual or group project</li> <li>• Examination</li> </ul>

## LEM and the NextThought Learning Design Process

A particular benefit of LEM is that it translates a product vision into a visible model that can be discussed clearly and modified easily and cost-effectively.

Our learning design process begins with a collaborative design workshop. This meeting serves a number of purposes. First, it introduces our partners to the Learning Environment Modeling process and the visual language. This meeting also allows us to gain a deeper understanding of partner projects and its goals, and to co-create an initial product model.

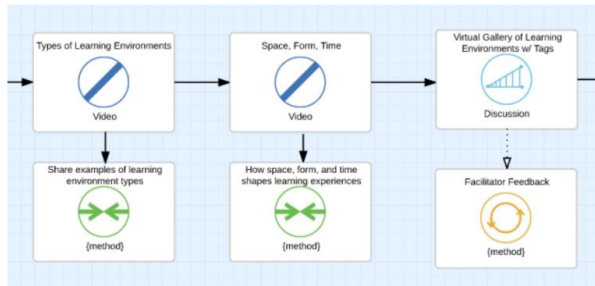
After this initial design session, we take the partner's preliminary model, finalize it based on feedback, and then create a Build Board that shows what the learning environment will look like translated into the NextThought learning platform.



## Build Board

Title: Intro. to Learning Environment Design  
Date: 6/10/16

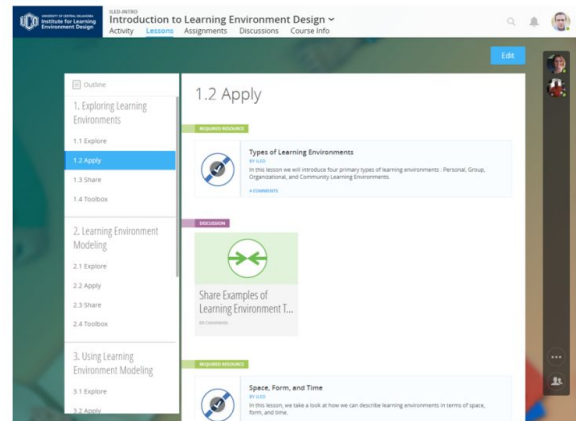
### Design Model



### Notes

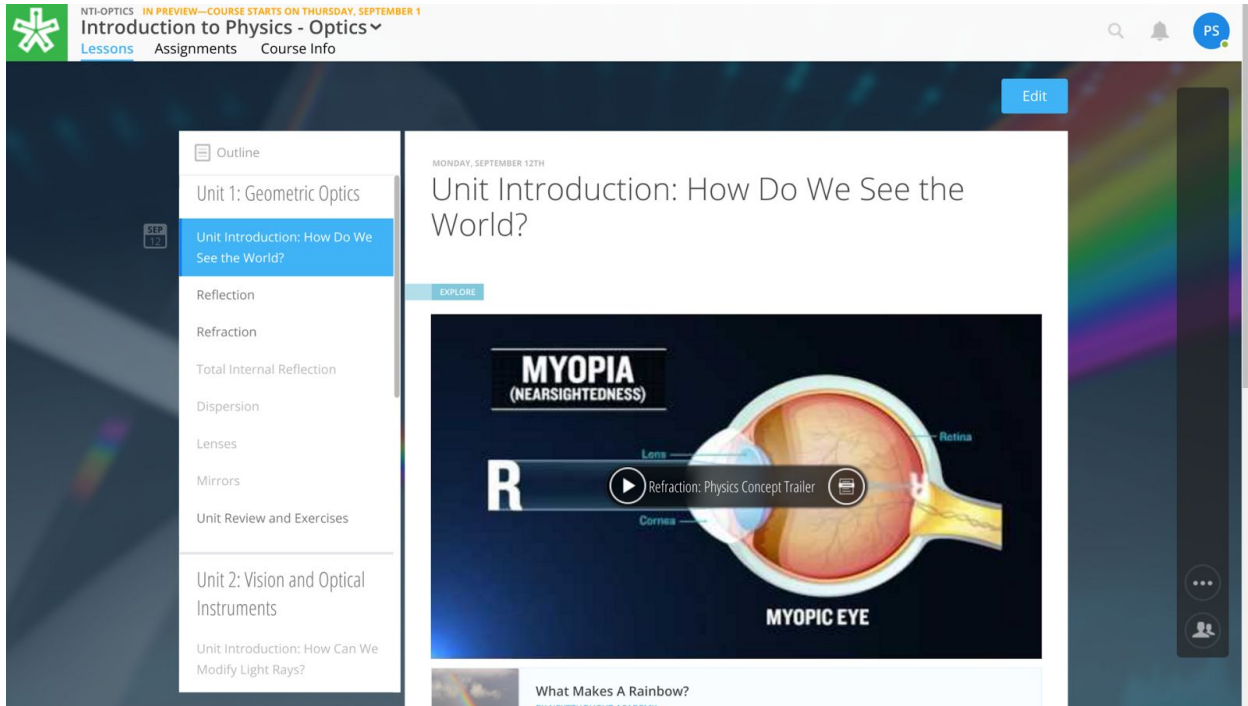
General content organization and layout in NextThought platform.

### Prototype



This allows us to revisit assumptions about product goals and learning outcomes, and to make adjustments to the learning model before moving into content planning and production. The Build Board process also allows us to begin building out a plan for evaluating the product's effectiveness post-launch.

As a final step in this phase, we put together a small prototype as a last checkpoint for your learning environment model and content plan before proceeding to the production phase of the project.



The screenshot shows the NextThought LEM interface for a course titled "Introduction to Physics - Optics". The interface includes a sidebar with a navigation menu listing units and topics, a main content area with a video player, and a right-hand sidebar with additional controls.

**Navigation Menu (Left Sidebar):**

- Outline
- Unit 1: Geometric Optics
  - Unit Introduction: How Do We See the World? (Selected)
  - Reflection
  - Refraction
  - Total Internal Reflection
  - Dispersion
  - Lenses
  - Mirrors
  - Unit Review and Exercises
- Unit 2: Vision and Optical Instruments
  - Unit Introduction: How Can We Modify Light Rays?

**Main Content Area:**

MONDAY, SEPTEMBER 12TH

## Unit Introduction: How Do We See the World?

EXPLORE

**MYOPIA (NEARSIGHTEDNESS)**

**MYOPIC EYE**

Labels in the diagram: Cornea, Lens, Retina.

Video player controls: Play button, Refraction: Physics Concept Trailer, Close button.

**What Makes A Rainbow?**

**Right Sidebar:** Edit button, PS button, and a vertical toolbar with icons for search, notifications, and user profile.

At each step in the LEM process, we focus on creating a model that represents the most effective learning environment based on the project vision and objectives. This allows NextThought and its partners to create solutions that deliver effective learning, scale efficiently and cost-effectively, and align closely with project goals.

### Additional Information

For additional information about LEM and Learning Design services at NextThought, please explore the following links:

[Learning Environment Modeling](#)

[NextThought Learning Design](#)