

# CEL CREATES INTUITIVE (FINDABLE & USABLE) LEARNING EXPERIENCES

## FINDABLE

Interfaces are **well-organized**  
and **well-labelled**

## USABLE

Activities and materials are  
**self-explanatory**

### Top tips for making courses findable and usable

- Make things self-explanatory and predictable
- Make what's clickable obvious
- Provide clear visual hierarchy
- Design for scanning (people don't read online)
- Use headings to ask questions, then answer them
- Make instructions concise and easy to read

**PEOPLE  
DON'T  
READ  
ONLINE!**

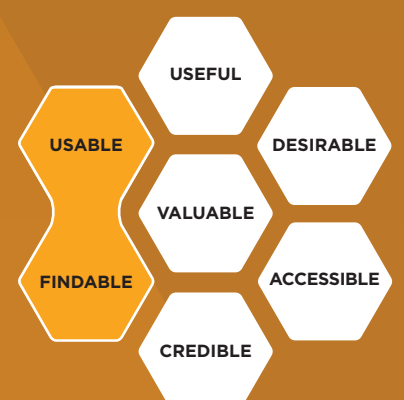
### How do we know? WE TEST!

Because **we are not our users:**

- We perform user testing with representative learners
- We gather feedback from students in a variety of ways

“If you work on a development project,  
you're atypical by definition.”

Jakob Nielsen



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