Usability

Competency

Usability

Competency description

I can evaluate and select digital materials with regard to their intuitive usability (efficiency), effectiveness and ease of use.

Level

Basic competency

Taxonomy level

2. Apply

Column/number in the document

A/43

Explanatory notes

This competence describes the ability to analyze digital materials and assess how user-friendly and effective they are. The aim is to select materials that are easy to use and optimally support the learning outcome.

Rationale

The selection of digital materials with high user-friendliness and effectiveness helps SuS learn more effectively. Intuitively operable and effective materials increase the motivation of the SuS and increase the learning success.

Example

A teacher uses an online quiz for exam preparation. Intuitiv: The instructor tests the quiz itself to assess whether navigation is clear, questions are easily understandable and response options are

logically ordered. Effectiveness: Can the quiz achieve the desired learning goals?

Sources

Teaching material

Link to other competencies

All competencies that are listed under the Digital Resources section illuminate different aspects that are important for the use and creation of digital media and resources. These competencies build on each other and together form a well-founded approach for competent handling of digital resources in the field of education. These basic competencies aim to provide teachers with necessary skills to effectively use digital resources. A comprehensive understanding of the use of digital resources in education is to be obtained.

Tagging

usability, evaluation, learning material, efficiency, effectiveness, teaching materials.

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