The Rational		The Emotional	
Vision What is the key goal for your learners? What is their mission? What expectations do you have for your learners? What is the plan for accomplishing the learning experience's goal? What key feedback will learners receive during the learning experience?	Access What are the key policies? What processes and procedures are needed? What people will participate? What qualifies them to participate? What tools will you acquire or build? How might you make the interfaces intuitive, usable, and comfortable? What key information do you need to communicate?	Nuances How are you enhancing sight? How are you integrating smell? How are you integrating sound? What tastes will learners experience? What will learners touch?	Role What kind of functional, authentic possessive, or fantasy roles might enhance your learning experience
Incentive What rewards might you use to motivate good performance? How might you structure negative reinforcements? What punishments might be appropriate?	Expertise What do you want your learners to be able to do? What are the primary instructional methods? What will be the primary media for presentation, practice, and feedback?		Entertainment What live entertainment might you include? What recorded entertainment might you include?
What kind of relationship will your le	Relation Rel	onship	1

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The Learning Experience Canva			
The Rational		The Emotional	
Vision	Access	Nuances	Role
Incentive	Expertise		Entertainment
	Rela	tionship	•
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