

Human Centered Applications within Learning Engineering

[A Learning Engineering Approach to Transforming Teacher Practice Through Co-Designing Science Curricular for Multilingual Learners](#)

[A Learning Strategy Analysis for Guiding the Creation of a Team Training Immersive Reality Environment](#)

[Advancing Usability of an Immersive Virtual Reality Team Training Environment within a Learning-Engineering Cycle](#)

[Case Study: Learning Economy Foundation Competency Graph](#)

[Co-Designing a Study Platform for ASU Graduate Students to Enhance Learning Productivity and Performance Through Connection](#)

[Co-Designing AI-Enabled Learning in Nursing Education: A Learning Engineering Approach Using Faculty and Student Insights](#)

[Developing a Model to Support Collaborative Engineering Projects: Student Uncertainty as a Productive Resource for Engineering \(SUPER-E\)](#)

[Developing Learning Strategy Heuristics for Active Mobile Learning Platforms](#)

[Human-Centered Learning Ecosystems: Reimagining Water Education for Real Estate Professionals](#)

