

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

