

## Recommendations for the prototype interface - Cates and Bodzin

Preliminary instructional designs recommendations:

- Provide site navigation on the left-hand side.
- Use layers of navigation to let users know where they are located within the Exploring Life Web site. This will provide users with a sense of location.
- Provide a string that displays the user's task on the top of the screen. This will provide task orientation. The string could be sequenced with a goal, a terminal objective, and an enabling objective. For example,

"**While** you are investigating calories, you are **attempting** to find out Tom's weight, and now you are finding out calories in particular foods."

This string would employ a prescribed syntax to make it easily recognizable and familiar to users as they work through different tasks in different lessons. In the preceding example, each sentence could start with "while," contain a terminal objective with "ing," followed by an enabling objective. The task string is built one part at a time, as the user moves from screen to screen, from task component (subtask) to task component (subtask).

Such a task string would show where the user has been and where the user is heading within the task. This should result in a more efficient use of the Web site and reduce the use of the "Back" button on the browser. Furthermore, this should increase the user's sense of control.

- The activity map requires instructions.
- The Exploring Life development team may wish to consider a frames-interface or a Java-coded equivalent.