

Smart City Learning Solutions, Wearable Learning and User Experience Design

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This chapter provides an overview of an applied research and development process for engineering smart city learning solutions that incorporates a user experience (UX) design and research approach that has been leveraged in an emergency response and management context. The four phase model represents an iterative, progressive and agile prototype design process applicable for generating, refining, deploying and scaling wearable devices and Internet of Things (IoT) solutions to improve learning and performance at the city services level. The described User Experience (UX) integrative design and research process was employed in the development of an emergency management and response smart city solution prototyping process in the mid-Atlantic region of the U.S. Insights and lessons learned related to designing for user experience in smart city learning solution research and development through prototyping a specific wearable technology learning system will be addressed in the chapter.

This is the abstract of a book chapter. The full chapter is available [here](#). Citation: Brenda Bannan and Jack Burbridge (2019): Smart City Learning Solutions, Wearable Learning and User Experience Design, In: Buchem, Klamma, Wild (Eds.): Perspectives on Wearable Enhanced Learning (WELL): Current Trends, Research, and Practice, Springer.