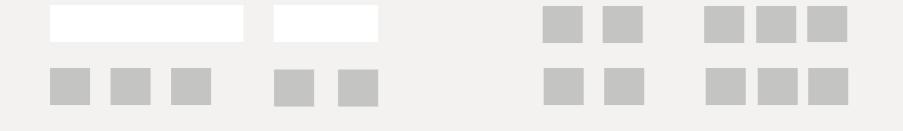
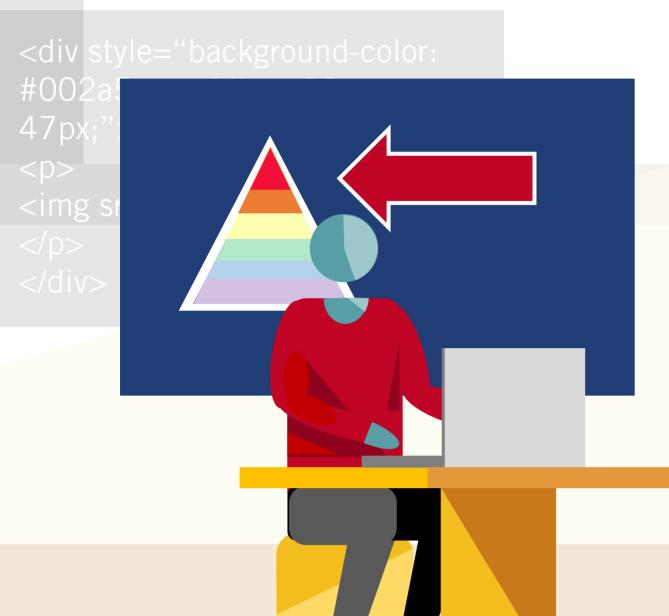
#### What You See Is What You Get



# **WYSIWYG** Editing software that shows you what your final product will look like.



## Focus On Creating

Directly edit the elements instead of dealing with the backend coding.

Work on the learning goals and skills at higher levels of Bloom's Taxonomy.

### But, What if What You See



Is All You Get?

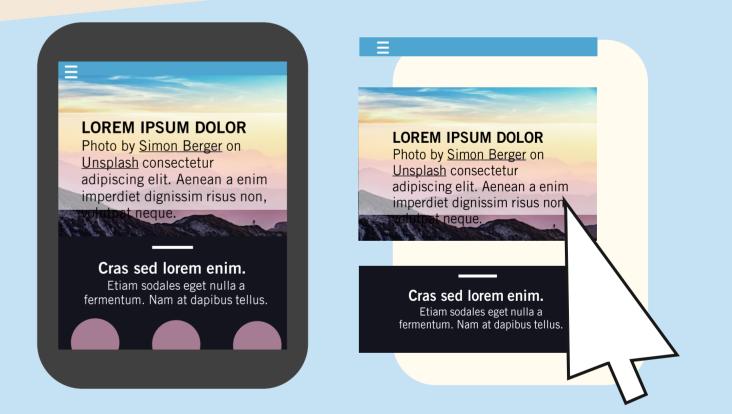
#### **FUNCTIONAL FIXEDNESS:**

We can get stuck in the default affordances and design for how a tool is typically used. **Constraints influence your design thinking.** 

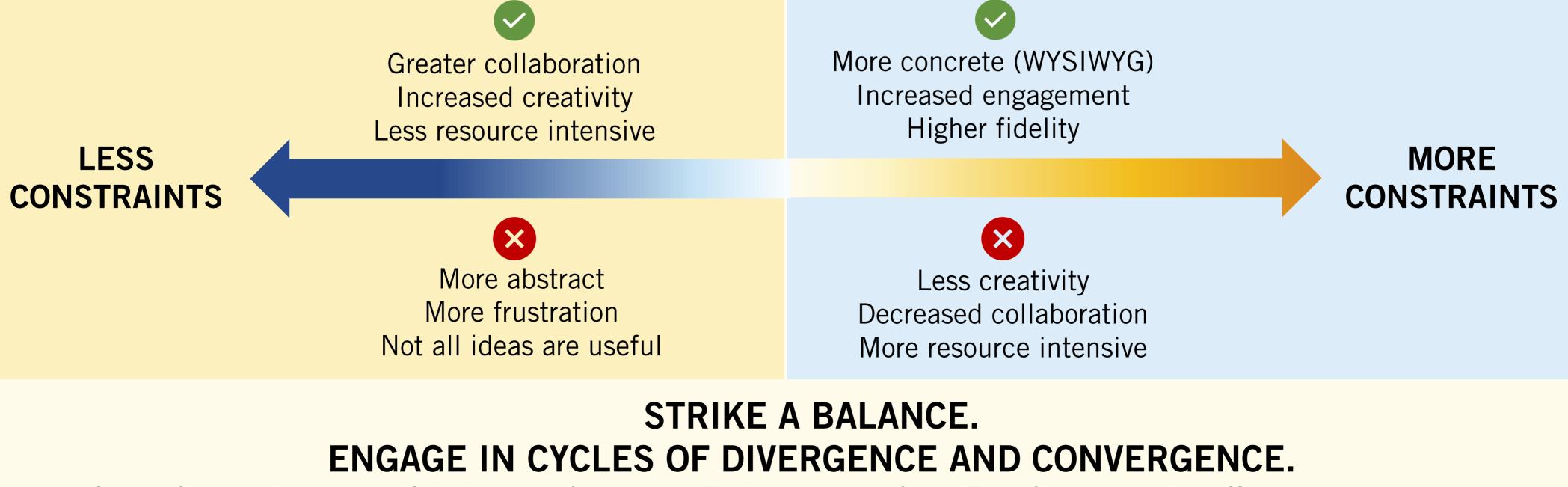
# Tool Constraints: Paper vs. Pixels



Working with paper encourages open ended exploration. Focus on your main goals and explore.



Working with pixels can support greater iteration. Play with what's available and get into the details.



Start with your key goals. Collaborate with others. Explore your options. Examine your tool's affordances. Iterate.

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