In his book *Designing Web Usability* (2000), Jakob Nielsen names three conditions that would have to happen for him to give up writing books and focus on writing for the Web. The first two, better computer monitors and interfaces, make it as fast, easy and pleasant to read from a screen as from a book.

The third condition relates to the transformation that writers must make in order to support the new e-Reader.
Chapters 1-8 focused you on preparing for and developing e-Texts and environments that would result in improved e-Learning environments. In Chapter 4, you looked at the learning object economy and thought about how to enhance your course without having to create original e-Texts. In Chapters 5 and 6 you worked with your existing content or created original content for an effective e-Learning environment. Chapters 6 and 7 synthesized the previous ideas with guidelines for effective structuring e-Learning environments. Throughout these chapters, you applied research from the field of usability to enhance the accessibility and readability of your content.

**Key Ideas**

In this chapter, you will:

- Examine some usability strategies and tools
Introducing Cool School: Where Peace Rules and Conflict Resolution can be Fun

Mark Young, Melanie Killen, Jennie Lee-Kim and Yoonjung Park (2012). *International Journal of Game-Based Learning* (pp. 74-83).

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