What is the profile of a proficient instructional designer for e-learning environments?





What is it?

Instructional design is the process where learning, rather than technology is at the centre of development. Instructional design for e-learning is about bridging the worlds of technology and education (Siemens, 2002).



Instructional Design

Instructional design, especially for e-learning, has great potential for creativity.

The formal process of instructional design provides the 'shape' of learning.

Most of us involved in education or teaching are instructional designers.



Instructional Design

The mix of technology and instructional design is where we you can make use of all kinds of tools to improve the learning experience.

The elements we work with are:

- content, both main and supplementary
- communication and how that will be done
- activities that enable learning. These may or may not be assessment related.

How is it done?

ADDIE

Simple, somewhat linear, but a good place to start.

Analyse -context

Design - plan

Develop - create

Implement – deliver

Evaluate – to improve



How is it done?

OTARA

A framework developed in New Zealand with an activity focus.

Objectives

Topics

Activities

Resources

Assessment



Issues

There are many more instructional design frameworks that are in use. Some are very complex.

There is an argument that using an instructional design framework stifles creativity.



Discussion



E-learning instructional designer profile

Personal Attributes

Tasks



Other considerations

Background

Education

Qualifications

Experience



References

- Bates, A. W., & Poole, G. (2003). Effective teaching with technology in higher education. The role of media and technology in education (Chapter 2). San Francisco: Jossey-Bass.
- JISC. (2004). *Effective practice with e-learning*. Bristol: JISC Development Group, University of Bristol. Retrieved February 2005, from http://www.jisc.ac.uk/index.cfm?name=pub_eff_prac_elearn.
- Jonassen, D. H., Campbell, J. P., & Davidson, M. E. (1994). Learning with Media: Restructuring the debate. Educational Technology Research and Development, 42(2), 31-39.
- Kozma, R. B. (1994). Will media influence learning? Reframing the debate. *Educational Technology Research & Development*, 42(2), 7-19.
- Spector, M. (2006). A methodology for assessing learning in complex and ill-structured task domains. *Innovations in Education and Teaching International*, *43*(2), 109-120.
- JISC. (2004). Effective practice with e-learning. Bristol: JISC Development Group, University of Bristol. Retrieved February 2005, from http://www.jisc.ac.uk/index.cfm?name=pub_eff_prac_elearn. If you have limited time, read the Case studies on pages 19-49.
- Anderson, T. (2004). Towards a theory of online learning. In T. Anderson & F. Elloumi (Eds.), Theory and practice of online learning. Athabasca, Canada: Athabasca University. Retrieved August, 2004, from http://cde.athabascau.ca/online_book/index.html
- de Boer, W., & Collis, B. (2002). A changing pedagogy in E-learning: From acquisition to contribution. *Journal of Computing in Higher Education*, 13(2), 87-101.
- Johnson, S. C., & Aragon, S. R. (2002). An instructional strategy framework for online learning environments.
 Paper presented at the Academy of Human Resource Development Conference, Honolulu, Hawaii. February 27 March 3. (ED 474 295).
- van Merrienboer, J., & Kirschner, P. (2001). Three worlds of instructional design: State of the art and future directions. *Instructional Science*, 29, 429-441.