

Instructional Design Process

Challenge: Select or Create a Process

Summary:

****Origin:**** Ask Pete (Capstone Project). This artifact is the Custom Instructional Design Process specification for the Daydream platform. This strategic blueprint synthesizes the narrative flexibility of Twine, the interactive power of Storyline, and the media richness of Genially into a unified 'Creator's Sandbox.' It defines the custom architectural process used to build the Daydream platform, moving beyond standard ID models to engineer a bespoke authoring workflow.

Reflection:

I addressed the challenge to Select or Create a Process by determining that selecting a single, pre-existing instructional design (ID) process was insufficient to address the project's unique nature: bridging the gap between narrative complexity and technical interactivity. Traditional linear processes (like standard ADDIE) often fail to account for the non-linear, branching nature of interactive storytelling, while game development processes often lack the pedagogical rigor required for education. Consequently, I created a novel instructional design process defined as a 'Synthesis of Proven Authoring Paradigms.' This custom process was engineered to solve the 'blank page' problem by integrating the specific strengths of three distinct tools into a single, unified workflow. I designed this process by isolating the 'best-in-class' features of existing paradigms and synthesizing them into a coherent architectural specification. I selected Twine's node-based logic to govern the narrative flow, allowing designers to visualize complex branching paths without getting lost in the weeds. I then integrated Articulate Storyline's 'triggers and states' model to handle interaction design, enabling non-programmers to build sophisticated cause-and-effect mechanics. Finally, I incorporated Genially's drag-and-drop media integration to manage the sensory experience. By fusing these disparate processes into one 'Creator's Sandbox,' I created a new ID model that allows 'Modern Storytellers' to build complex Intelligent Tutoring Systems (ITS) without needing specialized programming expertise.

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