

## Challenge 3: Mindmapping & Brainstorming Tools

### *Challenge 3: Mindmapping & Brainstorming Tools*

#### Summary:

\*\*Origin:\*\* EDCI 572: Learning Systems Design. This artifact is an embedded mind map created in. It visually deconstructs the learning goals for, breaking them down into terminal objectives, subordinate skills, and prerequisite knowledge.

#### Reflection:

This challenge required completing Challenge 3: Mindmapping & Brainstorming Tools. Proficiency in mindmapping was developed through its application in LDT projects. While the concept was familiar, its rigorous use as an analytical tool was a new skill acquired through practice. This involved using Mindmeister to move beyond simple brainstorming and into systematic instructional analysis. This skill is one of the most powerful and direct applications of technology to the PLANNING AND ANALYSIS (Supra-Badge).<sup>1</sup> A mind map is the single best tool for conducting a \