Instructional Design Model Horoscope for RAPID PROTOTYPING

ORIGIN: Steven Tripp and Barbara Bichelmeyer, 1990

Tripp and Bichelmeyer based their model on practices in other design fields, particularly software design. Like ID, software design had traditionally used resource-intensive hierarchical models. When technological advances made it possible to assemble rough designs quickly and test them frequently, software designers started using rapid prototyping. Tripp and Bichelmeyer suggested that the same process could be used to increase efficiency in instructional design.

PERSONALITY PROFILE: The Experimenter

Rapid Prototypers don't believe in the perfect plan. They'd rather act fast and see what happens. As soon as they have a design idea, they get learners to test it. They observe learners and gather feedback to better analyze needs, set objectives, and make design decisions. Rapid Prototypers are happiest when design and development occur simultaneously so they can experiment with ideas. Rapid Prototypers are in no hurry to commit to one design; they desire the freedom to make radical changes or compare alternative designs.

VIRTUES

- Faster development cycle
- Highly adaptable to change
- Learners have input in the design process
- Helps clients realize requirements sooner
- Problems are detected before too much investment
- Can increase creativity

VULNERABILITIES

- Not useful if clients/learners can't be actively involved
- Some front-end analysis is still necessary for good design
- Designers and clients must be willing to abandon early prototypes
- Premature commitment can result in trying to repair a suboptimal design

SYMBOL: The Ongoing Conversation

Rapid Prototypers are symbolized by the continuing conversation between designers, clients, and learners. Designers create working prototypes for learners to try in order to help all stakeholders see the situated complexities of the instructional context in action. Conversations about learning and design goals are shaped by the concrete experiences from prototype testing.

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Tripp, S. D., & Bichelmeyer, B. (1990). Rapid prototyping: An alternative instructional design strategy. *ETR&D, 38*(1), 31-44.