



Who We Are

A TOUR THROUGH INSTRUCTIONAL
DESIGN & TECHNOLOGY

What We Are NOT!

IT Computer Consultants



ONLY Online Educators



IT Hardware Consultants

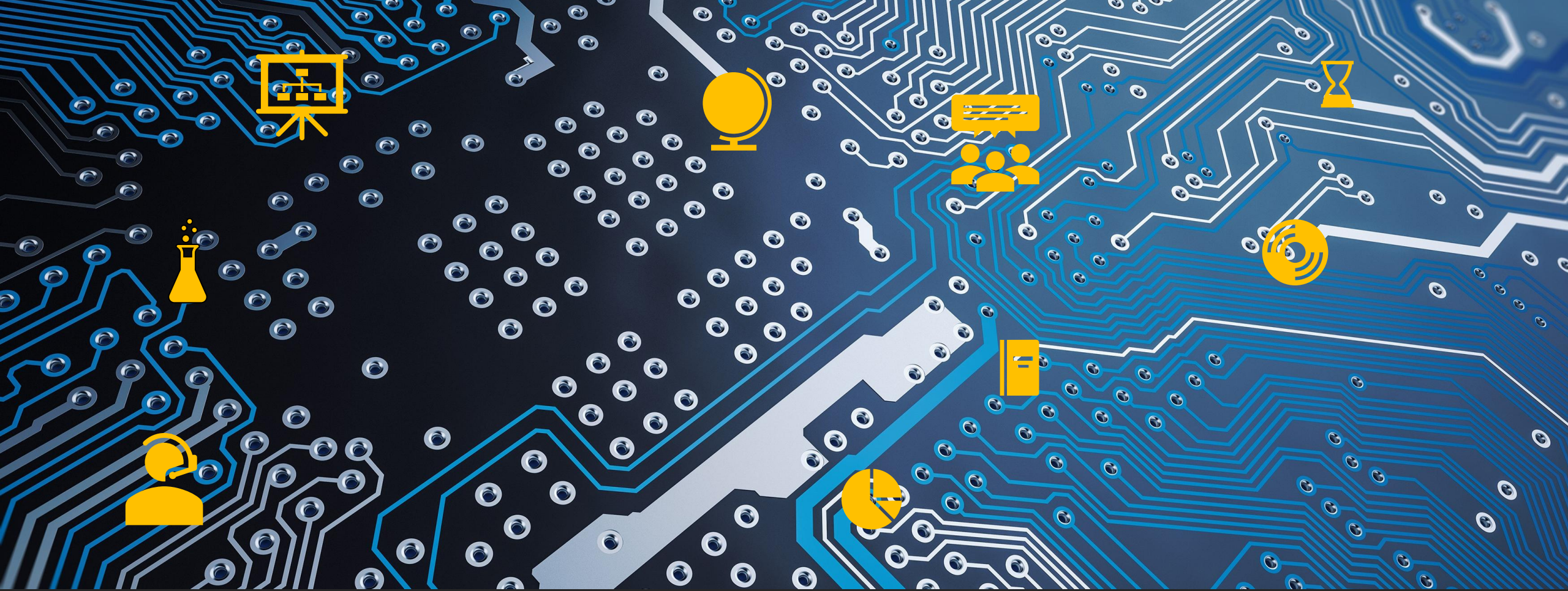


IT Support Consultants

Online Web Designers



IT Support



How We Define It!

A Subdivision of Education Technology

Instructional Design is the process of implementing technology into the process of teaching and learning. Educational Technology “involves applications of systems and aids to improve the process of human learning.”

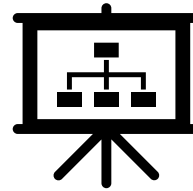
(COLLIER ET AL., 1971, P16)

Similar Practices, Different Sides



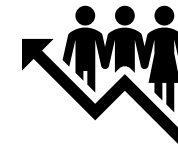
Educational Technology

- Improves human learning
- Improves how instructors relay knowledge to perspective learners
- “Technology should be the servant and not the master of instruction”



Instructional Design in Corporations

- Improves applications of systems as they relate to business practices
- Improves training, processes, and overall learning of employees



In Education

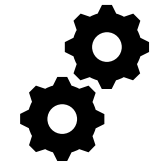
K-12

Kindergarten & Elementary

- Develop low-level applications for students to gain familiarity with technology, while achieving learning success



- Introduce principles of how we each learn different and how technology can be used as a tool to

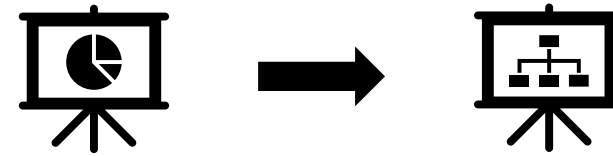


In Education

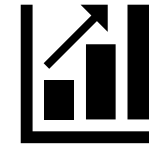
K-12 (Continued)

Middle & High School

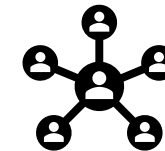
More applied applications as it relates to potential fields of study.



How e-Learning can be used to benefit instructors, and learners



Introduction to Advanced modeling and instructional design theory
(For those interested in instructional design)

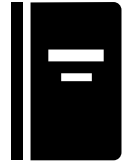


In Education

College and/or University

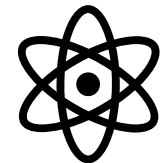


Advanced Modeling



Knowledge Intergradation

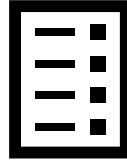
E-Learning Applications



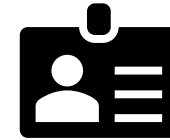
In-Depth Theories



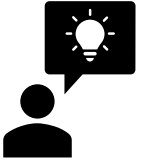
In Business



End-User Applications



Interpersonal Applications



Work-Flow Applications



Spreadsheet Applications

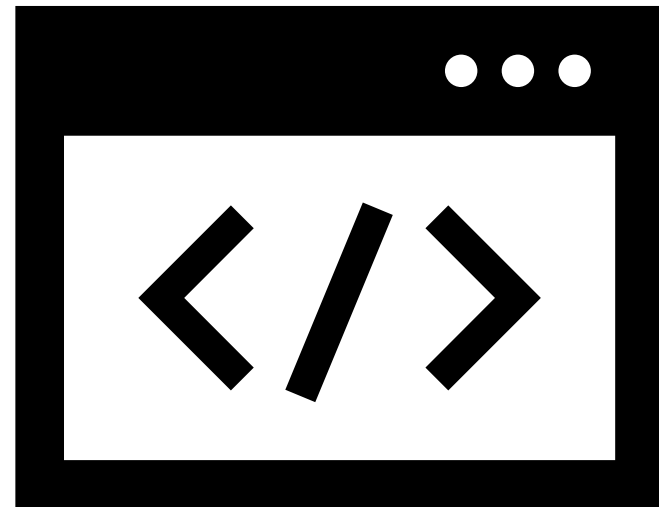
Design Model Applications



Looking to Make Change

...And Help Define a Field to the Public–

- Teach who we are
- How it is applied:
 - Based on Scenarios?
 - What can be achieved?
 - How modeling leads to success?





Challenges & Solutions



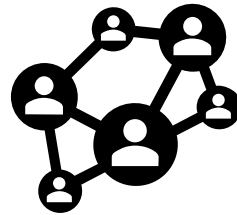
- ☐ Utilize applications and technologies as “TOOLS”, and not allow the technology to undermine the overall experience for learning as it relates to a lesson plan, or layout.
- ☐ Applying instructional design models that are effective on a case by case scenario, and not to just blanket models over various problems
- ☐ Resolving key issues effectively and mitigating similar issues from recurring



Instructional Design & Technology

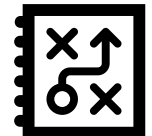
FACTS

- Improve the process in which instructors relay their information to learners
- Assist in the implementation of Educational Technology to the benefit of those looking to gain knowledge and experience



FICTIONS

- Fix, Troubleshoot, Implement Computer Systems
- Work on IT Hardware Applications
- ONLY Implement Learning for Online Applications



References

READINGS

- Gentry, Cass G. “The Field: History & Overview.” *Educational Technology*, pp. 1–9.
- Resier, Robert “What Field Did You Say You Were In?.” *Defining Our Field*. pp. 1–7.
- Resier, Robert “A History of Instructional Design & technology. *Defining Our Field* . pp. 17–29.

ONLINE RESOURCES

- Scalise, Kathleen, and Leanne R. “Reciprocal Leading: Improving Instructional Designs in E-Learning.” *E-Learning - Theories, Design, Software and Applications*, Nov. 2012, doi:10.5772/30527.
- Bichelmeyer, Barbara; Boling, Elizabeth; Gibbons, Andrew “Instructional Design & Learning Models.” *Impact on Research & Teaching In Instructional Design*, pp. 43–48. *Google Scholar*.