Original IDT Model (DA_5)

The best way I know how to describe Instructional Design (in terms of a model) would be researching what criteria is needed to be met for the program (One of the most difficult parts), design a program/lesson based on the research, developing the who/what/where/how aspects of the program, taking all the design and developed data and resources thus far and implement them into the overall program, and finally getting feedback, and evaluating the process to design and develop the program, as well as the overall program itself.

This very much reminds me of the ADDIE Model which was one of the Major IDT Models that I studied last semester in one of the previous IDT courses. But I feel that even before I found out that my idea of an IDT Model was similar to an already existent model did not surprise me. It is a fairly simple model that overall encompasses the overall picture of what we are looking to accomplish when designing learning or training.

Model Below - To visualize my description:
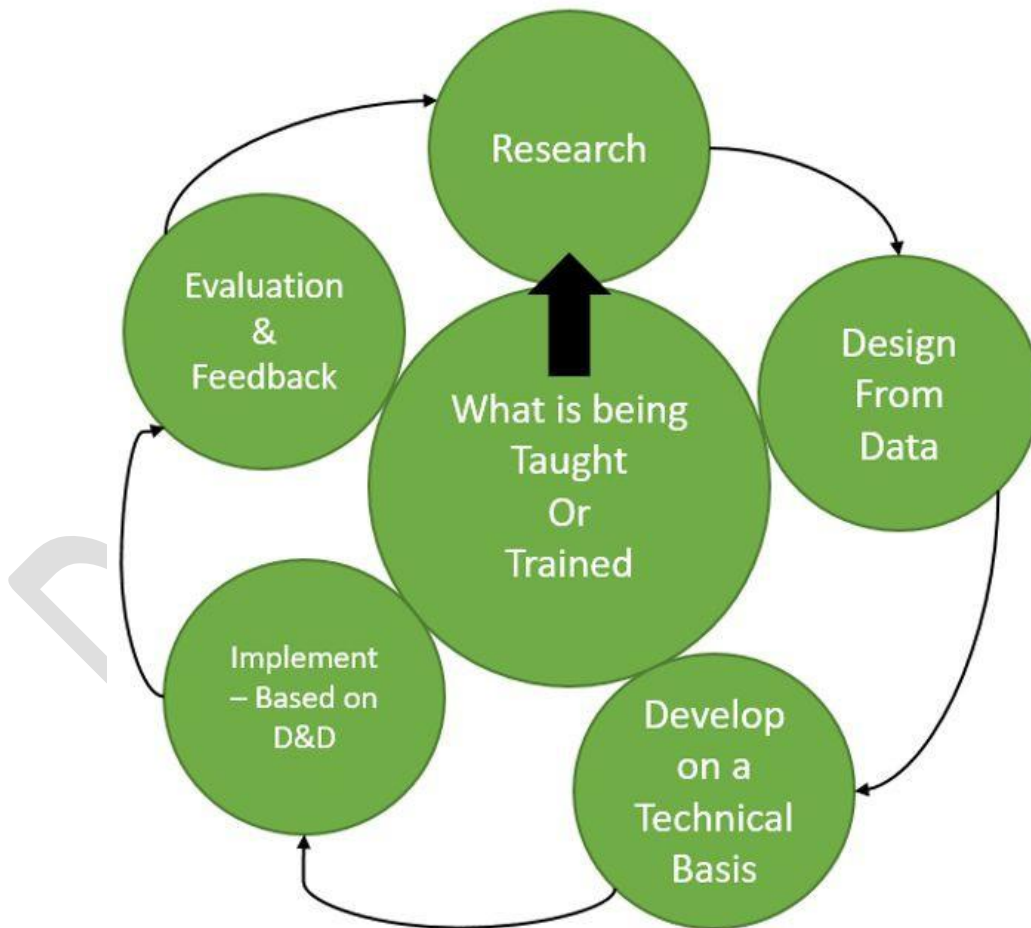
Revisions:

Describing Instructional Design is best done through the idea of research. Designing & developing for the who/what/where/how aspects of the program, taking all the design and developed data and resources thus far and implementing them into the overall program, and finally getting feedback, and evaluating the process to design and develop the program, as well as the overall program itself. As mentioned previously this most resembles the ADDIE Model of Instructional Design. Before this was discussed before Research, Design and Development ideas within Instructional Design, how I perceived Instructional Design as most similar to an already existent model did not surprise me. It is a fairly simple model that overall encompasses the overall picture of what we are looking to accomplish when designing learning or training.

Along with the above mentioned ideas, the below visual has been adjusted to better explain the idea. One major change is in the "Research" section, a addendum was made for "Experience," if there is someone in a certain sector that has a tremendous amount of experience and is a "Master" in their respective field, research may not need to be done, as the amount of experience and mastery of the topic would be sufficient. As well as the main focus of the visual, in that the "What is being taught or Trained" is connected to all of the other areas, not just research. It was adjusted to showcase how it was connected and influences each part.

Major Attributes that Set Apart from Others -

Individual Development - Developing Ideas for an Individual Learning Experience
Focus on Students - Development Focused on Student Success
Development Strategy - Research Based Development

Revised Visual -