



Instructional Design Fundamentals

Course #: PD-113 **Duration:** 2 days

Prerequisites

None

Details

The Instructional Design Fundamentals course provides a solid grounding in the essential principles and practices of instructional design for today's learning environments. Participants will explore fundamental learning theories, key instructional design models, and crucial processes such as needs assessment and learning objective development. The course covers practical skills in content development, eLearning design basics, and effective assessment strategies. It also introduces project management techniques specific to instructional design and touches on emerging trends in the field. By blending theoretical knowledge with hands-on activities, this course equips learners with the foundational skills needed to create effective learning experiences.

Software Needed

None

Outline

- **Introduction to Instructional Design**
 - What is Instructional Design?
 - The Impact of Effective Instructional Design
 - Instructional Design Contexts
 - Instructional Design Roles and Skills
 - Ethical Considerations in Instructional Design
- **Learning Theories and Their Application**
 - Behaviorism
 - Cognitivism
 - Constructivism
 - Social Learning Theory
 - Adult Learning Principles (Andragogy)
- **Instructional Design Models**
 - ADDIE Model
 - Dick and Carey Model
 - Rapid Prototyping
- **Needs Assessment and Analysis**
 - Identifying performance gaps
 - Conducting learner analysis
 - Task and content analysis techniques

- **Writing Effective Learning Objectives**
 - Bloom's Taxonomy
 - SMART objectives
 - Aligning objectives with organizational goals
- **Instructional Strategies and Methods**
 - Selecting appropriate instructional strategies
 - Engagement techniques
 - Multimedia learning principles
- **Content Development and Organization**
 - Structuring and sequencing content
 - Creating storyboards
 - Developing scripts for various media
- **Introduction to eLearning Design**
 - Overview of eLearning authoring tools
 - Basic principles of user interface design
 - Creating interactive elements
- **Assessment Strategies**
 - Types of assessments
 - Creating effective assessment items
 - Providing meaningful feedback
- **Evaluation of Training Effectiveness**
 - Kirkpatrick's Four Levels of Evaluation
 - Collecting and analyzing evaluation data
 - Continuous improvement in instructional design
- **Project Management for Instructional Designers**
 - Managing timelines and resources
 - Collaborating with subject matter experts
 - Handling revisions and iterations
- **Emerging Trends in Instructional Design**
 - Brief overview of mobile learning
 - Introduction to microlearning
 - Social learning concepts
 - Introduction to learning experience design
 - The impact of AI and technology on instructional design