



The University of Georgia

College of Education
Department of Educational Psychology and Instructional Technology

Instructional Design

<https://webct.uga.edu>

EDIT 4170 & EDIT 6170

Tuesday, 5:00 PM - 7:45 PM

Fall 2008

3 Credits

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Office Hours
Available online, by phone, and by appointment

Purpose The purpose of this course is to provide opportunities for practicing a systematic approach to designing episodes of intentional learning.

Analyze	Design	Develop	Implement	Evaluate
Identify the probable causes for a performance gap.	Verify the desired performances, and appropriate testing methods.	Generate and validate the learning resources.	Prepare the learning environment and engage the students.	Assess the quality of the instructional products and processes, both before and after implementation.
1. Assess performance 2. Determine instructional goals 3. Analyze learners 4. Audit available resources 5. Determine delivery systems (including cost estimate) 6. Compose a project management plan	7. Conduct a task inventory 8. Compose performance objectives 9. Generate testing strategies 10. Calculate return on investment	11. Generate instructional strategies 12. Select or develop media 13. Develop guides for the student 14. Develop guides for the teacher 15. Conduct formative revisions 16. Conduct a Pilot Test	17. Prepare the teacher 18. Prepare the student	19. Determine evaluation criteria 20. Select evaluation tools 21. Conduct evaluations
Analysis Summary	Design Brief	Learning Resources	Implementation Strategy	Evaluation Plan

Students requiring special consideration because of some disability are encouraged to contact me at their earliest convenience.

Conceptual Framework

The concept of instruction promoted in this course moves away from designs that encumber didactic, limiting, passive, singular modes of teaching, and instead, move toward designs which facilitate active, multi-functional, inspirational, situated approaches to intentional learning.

The presumption is that intentional learning involves multiple, concurrent interactions among people, places and things, situated within a context, during a period of time (Figure 1), and thus, complex. This course is about a systematic approach to designing, developing and evaluating instruction as one way to facilitate the complexity of intentional learning.

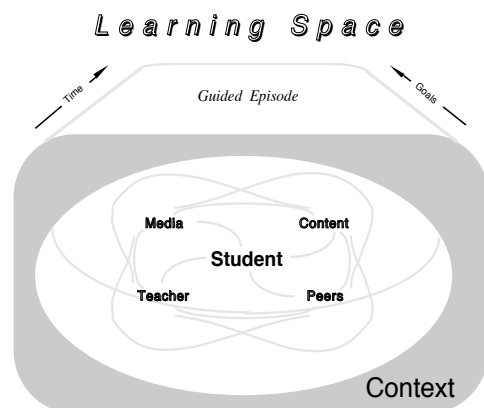


Figure 1

Course Readings

- Ertmer, P. A., & Quinn, J. (2007). *The ID casebook: Case studies in instructional design*, 3rd ed. Upper Saddle River, NJ: Prentice Hall. [Recommended]
- Gagné, R. M., Wager, W. W., Golas, K. C., & Keller, J. M. (2005). *Principles of instructional design*, 5th ed. United States: Thomson Wadsworth. **[Required]**
- Gustafson, K. L., & Branch, R. (2007). What is instructional design? In R. A. Reiser & J. V. Dempsey (Eds.), *Trends and issues in instructional design and technology* (2nd ed.) (pp. 16-25). Upper Saddle River, New Jersey: Merrill-Prentice Hall. **[Required]**
- Gustafson, K. L., & Branch, R. (2002). *Survey of instructional development models*, 4th ed. Association for Educational Communications and Technology.
<https://www.aect.org/Intranet/Publications/index.asp> [Recommended]
- Dick, W., Carey, L., & Carey, L. (2005). *The systematic design of instruction*, 6th ed. New York: HarperCollins Publishers. [Recommended]
- Smith, P., & Ragan, T. (1999). *Instructional design*, 2nd ed. New York: John Wiley and Sons, Incorporated. [Recommended]

Course Policy

1. All academic work must meet the standards contained in “A Culture of Honesty.” Students are responsible for informing themselves about those standards before performing any academic work.
2. More detailed information about academic honesty is located at:
<http://www.uga.edu/ovpi/honesty/acadhon.htm>
3. This course syllabus is a general plan for the course; deviations announced to the class by the instructor may be necessary.

Goals

During the course, each student will be expected to:

1. **Identify** the essential components of guided learning.
 - a. Deconstruct the complexity of intentional learning
 - b. Define the role of teacher as facilitator
 - c. Consider the student as a partner in the instructional process
2. **Interpret** instructional design as an application of the systems concept.
 - d. Summarize the primary attributes of instructional design
 - e. Describe a scenario where a system is an appropriate response
 - f. Define instruction as an arrangement of external events
3. **Apply** an interactive planning process to the design of learning resources.
 - g. Generate performance statements
 - h. Inventory learning tasks
 - i. Estimate development costs
 - j. Solicit stakeholder input
4. **Analyze** learning.
 - k. Describe diversity as an asset
 - l. Explain the attributes of selected learning styles
 - m. Compare the effectiveness of different instructional strategies
 - n. Organize formative evaluation data into meaningful information
5. **Synthesize** a proposal to develop instruction.
 - o. Develop supporting media
 - p. Incorporate performance realities into the learning context
 - q. Compose an implementation plan
 - r. Construct an instructional design model
6. **Evaluate** learning resources and development processes.
 - s. Determine quality assurance criteria
 - t. Select or develop evaluation tools
 - u. Conduct evaluations
 - v. Recommend performance improvement strategies

Requirements

The course requirements provide opportunities for students to explore the concepts, theories and practices related to the systematic design of instruction. This course adopts a cooperative workshop approach. Therefore, it is essential to participate in each meeting, and contribute data, information and knowledge in a timely way. Grades are awarded based on points earned for course work. The due dates for assignments are indicated on the course calendar. Assignments may be submitted prior to the due date. Assignments submitted late will be penalized 20% for each day late. Assignments completed on time may be resubmitted **up to two weeks** after the original due date for an improved grade. Assignments submitted on time may be resubmitted twice. Additional information for each assignment is located at the course web site.

Readiness Activity [Individual Assignment]

The purpose of the *Readiness Activity* is to survey your preparedness for actively participating in this course. The *Readiness Activity* is an information-seeking exercise that requires students to find course-specific information, which is located at the course web site or accessible from the course web site.

Baseline Activity [Individual Assignment]

The purpose of the *Baseline Activity* is to test your ability to accurately abstract, organize and present **essential** information from a noted author's perspective. The goal is to confirm a common knowledge base for this course. The *Baseline Activity* is an open book, asynchronous exercise. You may consult any resource, except other students in this class. Your responses are expected to be concise and precise. Exceeding limits may result in a lower evaluation of your work. There are four parts to the Baseline Activity.

(EDIT 4170 students are only required to complete Part Three and Part Four.)

Practice Activities [Individual Assignment]

The purpose of each *Practice Activity* is to provide an opportunity to practice instructional design tasks prior to class meetings and apply aspects of instructional design in advance of the team project. The goal is to apply instructional design principles to situations of intentional learning. The *practice activities* are authentic tasks that complement several topics and prepare individuals for teamwork on the proposal. The tasks completed during the practice activities are also intended to serve as prerequisite knowledge and skills for future design and development activities.

Proposal [Team Assignment] (*EDIT 6170 Students Only*)

The purpose of constructing a learning *Proposal* is to simulate authentic instructional design. The goal is to plan an intervention for a performance discrepancy due to a lack of knowledge and skills. The *Proposal* is a detailed record of how a systematic development process was used to design episodes of intentional learning. The Proposal is descriptive and prescriptive. The proposal is a team project constructed through small-group activities; and based on a systematic process. Preparing a proposal simulates the roles and responsibilities of an instructional designer. Each student is required to work within a design team (*EDIT 4170 students are required to join a team and expected to attend all team meetings*). Time for design team meetings is set aside during class, however, students are also expected to meet as a design team outside of class. The course schedule has been arranged to accommodate design team meetings outside of class.

Instructional Development Model Critique [Individual Assignment]

(EDIT 4170 Students Only)

The purpose of the *Instructional Development Model Critique* is to familiarize you with a select number of models used to develop intentional learning activities. The goal is to interpret a published model of instructional development. The *Instructional Development Model Critique* is an analysis of a specific model based on the Gustafson and Branch (2002) taxonomy. A chosen model is contrasted with the ADDIE paradigm, and scholarly conclusions and opinions are presented. *(Remember, EDIT 4170 students are sill required to join a design team and you are expected to attend all team meetings.)*

Final Examination [Individual Assignment]

The purpose of the *Final Examination* is to test your knowledge about the fundamental principles of instructional design. The goal is to demonstrate knowledge about instructional design: theory and practice. The *Final Examination* provides an opportunity for a student to demonstrate his or her understanding about fundamental instructional systems, student-centered paradigms, and common design procedures. The *Final Examination* items are derived from the course content, required readings, class discussions and supplemental information.

Grading Scale

A = 97-100
A- = 93-96
B+ = 89-92
B = 85-88
B- = 81-84
C+ = 77-80
C = 73-76
C- = 69-72
D+ = 65-68
D = 61-64
D- = 57-60
F = 0-56

Final scores are **NOT**
rounded to the nearest
whole number.

Schedule

	Mode ¹		Topic	Due
1.		Aug 19	Foundation Course Introduction Principles of Instructional Design	Readiness Activity
2.		Aug 26	The Systems Concept A Partnering Process ADDIE: An Overview	
3.		Sep 2	Analyze Analyze: An Overview Assess Performance Determine Instructional Goals Analyze Learners Audit Available Resources	Baseline Activity
4.		Sep 9	Design Design: An Overview Conduct a Task Inventory Compose Performance Objectives Generate Testing Strategies	Practice Activity #1
5.		Sep 16	Develop Develop: An Overview Generate Instructional Strategies Select or Develop Media	Practice Activity #2
6.		Sep 23	Develop Guides for the Student Develop Guides for the Teacher Conduct Formative Revisions	Practice Activity #3
7.	Online	Sep 30	Implement Implement: An Overview Prepare Teacher Prepare Student	Practice Activity #4
8.	Online	Oct 7	Evaluate Evaluation: An Overview	
9.	No Meeting	Oct 14	<i>Independent Consultations (Optional)</i>	
10.		Oct 21	Team Presentations of their Analysis Summary	Analysis Summary
11.	Online	Oct 28	<i>(Topic Determined by Students)</i>	
12.	No Meeting	Nov 4	<i>Team Consultations (Optional)</i>	
13.		Nov 11	Design Team Presentations: <i>Session A</i>	<i>[ID Model Critique – 4170]</i>
14.		Nov 18	Design Team Presentations: <i>Session B</i>	Complete Proposal
15.		Nov 25	Course Summary, and Assessment	
	No Meeting	Dec 2	Final Examination (<i>Asynchronous</i>)	Individual Contribution Form

¹ All meetings are face-to-face in Athens, unless otherwise indicated.

Assignments Summary

	Due	Points	Earned
Readiness Activity [Individual Assignment]	August 19	5	_____
Baseline Activity [Individual Assignment] [Only Parts 3 & 4 are Required for EDIT 4170 students]	September 2	20	_____
Practice Activities [Individual Assignment]			
Practice Activity #1: <i>Analysis Summary</i>	September 9	10	_____
Practice Activity #2: <i>Design Brief</i>	September 16	10	_____
Practice Activity #3: <i>Development Overview</i>	September 23	10	_____
Practice Activity #4: <i>Implementation Strategy</i>	September 30	10	_____
Proposal [Team Assignment]			
	<i>[EDIT 4170 Students - ID Model Critique (25 Points)]</i>		
Analysis Summary	October 21	10	_____
Complete Proposal	November 18	15	_____
Final Examination [Individual Assignment]	December 2	10	_____
Individual Contribution Form [Individual Assignment]	No points are allocated for this assignment. However, no form = no grade.		
	Total =	_____	_____
		100	