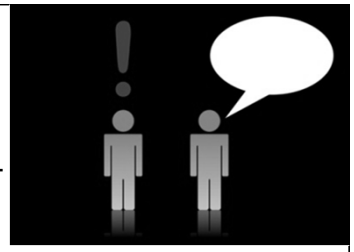
Session 3: ISD models

Objectives	Learners will be able to: • apply instructional systems design models for their instructional design
Agenda	This session will cover: • Instructional Systems Design Models
Next Class	We will cover: • Instructional Methods • Communication Theory

Instructional Systems Design

Sangmyung middle school

SM *SM Consulting*



- In 2010, selected as a ‘Edunet’ model school
- In 2011, low usage of ‘Edunet’
- The principal wants to solve this problem

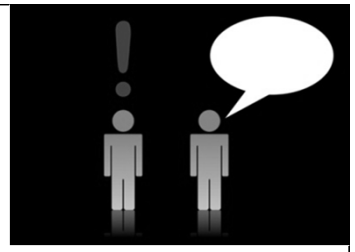
- Sangmyung middle school asked consulting
- Need to provide solution for the problem

- Teacher: 12
- Consultant: 13

A team	Teacher: 6	Consultant: 7
B team	Teacher: 6	Consultant: 7

Sangmyung middle school

SM Consulting



- Teacher: 12
- Consultant: 13

A team	Teacher: 6	Consultant: 6
B team	Teacher: 6	Consultant: 7

Prepare 5 min → Survey 5 min → Analysis 5 min → Solution 5min → Present 10 min

Instructional Systems Design Models

ADDIE Model

(Gustafson & Branch, 2002)

Analysis

- Assessment of need, problem identification, occupational analysis, competence, or training requirements
- Formulation of system and environmental descriptions and identification of constraints
- Characterization of learner population
- Analysis of goals and subgoals for types of skills/learning required

Instructional Systems Design Models

Design

- Formulation of broad goals and detailed subgoals stated in observable terms
- Sequencing of goals and subgoals to facilitate learning
- Consideration of alternative solutions to instruction
- Formulation of instructional strategy to match subject-matter and learner requirements
- Selection of media to implement strategies

Instructional Systems Design Models

Development

- Author and produce interventions based on design plan

Instructional Systems Design Models

Implementation

- Development of materials and procedures for installing, and periodically repairing the instructional program
- Costing instructional program

Instructional Systems Design Models

Evaluation

- Development of pretest and post-test matching goals and subgoals
- Empirical try-out of courseware with learner population, diagnosis of learning and courseware failures, and courseware revision
- Evaluate after full-scale implementation

Dick & Carey Model

(Dick, Carey, & Carey, 2009)

Reusable Learning Objects

A learning object is a resource, usually digital and web-based, that can be used and re-used to support learning

“any digital resources that can be reused to support learning”
(Wiley, 2009, p.351)

References

Dick, W., Carey, L., & Carey, J. O. (2009). *The systematic design of instruction* (7th ed.). Upper Saddle River, NJ: Merrill.

Gustafson, K. L., & Branch, R. M. (2002). *Survey of instructional development models* (4th ed.). Syracuse University, Syracuse, NY: ERIC Clearing House on Information & Technology.

Wiley, D. (2009). Learning objects and instructional theory. In C. M. Reigeluth & A. A. Carr-Chellman (Eds.), *Instructional-design theories and models, Vol. 3* (pp. 349-364). New York: Routledge.