

Instructional Design of eLearning in Modern Education System

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Instructional design or Planning Design will be successful, effectively and everyone involved are satisfied. Including, outcomes of those who learners that be main objectives and target actual of instructional design or planning Design. Why must to be study instructional design? Or that, Instructional design of effective is heart of success. Instructional design or Planning Design are light and approach that navigate of instructional designer with many assistant for create knowledge or skills deliver to who interested learners until they success.

Thus, There are more different the definition of instructional design. For example the definition of instructional design are,

Instructional Design as a Process:

Instructional Design is the systematic development of instructional specifications using learning and instructional theory to ensure the quality of instruction. It is the entire process of analysis of learning needs and goals and the development of a delivery system to meet those needs. It includes development of instructional materials and activities; and tryout and evaluation of all instruction and learner activities^[1].

Instructional Design as a Discipline:

Instructional Design is that branch of knowledge concerned with research and theory about instructional strategies and the process for developing and implementing those strategies^[1].

Instructional Design as a Science:

Instructional design is the science of creating detailed specifications for the development, implementation, evaluation, and maintenance of situations that facilitate the learning of both large and small units of subject matter at all levels of complexity^[1].

Instructional Design as Reality:

Instructional design can start at any point in the design process. Often a glimmer of an idea is developed to give the core of an instruction situation. By the time the entire process is done the designer looks back and her or him checks to see that all parts of the "science" have been taken into account. Then the entire process is written up as if it occurred in a systematic fashion^[1].

Instructional System:

An instructional system is an arrangement of resources and procedures to promote learning. Instructional design is the systematic process of developing instructional systems and instructional development is the process of implementing the system or plan^[1].

Instructional Technology:

Instructional technology is the systemic and systematic application of strategies and techniques derived from behavioral, cognitive, and constructivist theories to the solution of instructional problems. Instructional technology is the systematic application of theory and other organized knowledge to the task of instructional design and development.

Instructional Technology = Instructional Design + Instructional Development ^[1]

Instructional Development:

The process of implementing the design plans ^[1].

The philosophy, methodology, and approach used to deliver information. Some courseware aspects include question strategy, level of interaction, reinforcement, and branching complexity ^[2]. Instructional design, also known as instructional systems design, is the analysis of learning needs and systematic development of instruction. Instructional designers often use Instructional technology as a method for developing instruction. Instructional design models typically specify a method, that if followed will facilitate the transfer of knowledge, skills and attitude to the recipient or acquirer of the instruction ^[3]. The process by which instruction is improved through the analysis of learning needs and systematic development of learning materials. Instructional designers often use technology and multimedia as tools to enhance instruction ^[4].

Concluded that, Instructional design is a process system thinking of instructional designer that take it on who learners using about process of sequence step and relationship continuity from start to finish. Above all, using goal of the learner is a measure to planning instruction.

Role of the instructional designer:

An Instructional Designer might be required to develop both technical and non-technical courses. In large organizations a team of Instructional Designers might develop online training programs for the staff. The prime objective of e-learning courses is to make learning interesting. So instructional designers do not just write. They actually visualize and think. They think of different ways to make a subject interesting to the learner ^[1]. An Instructional Designer's role is similar to that of a film maker. The only difference is that a film maker directs the movie and the Instructional Designer directs the e-learning course. The role of an Instructional Designer though the eLearning development cycle is as follows (ADDIE):

Analysis

This is the first phase. Here the Instructional Designer interacts with the client and gathers the requirements for the e-learning course. He/she gets answers for some vital questions such as:

- Why does the client need the course?
- Do they have any classroom training program in place? If so what are the pitfalls of the current training program?
- How will the e-learning course help the learners in their jobs?

This helps the Instructional Designer decipher the learning gap and the training needs.

Design

After getting all required information, the Instructional Designer documents this information got from the client in the Analysis and Design document. The content outline and the proposed strategy/theme, the kind of interactivities that will be used for the e-learning course is also mentioned in the Analysis and Design document.

Development

In the development stage, the Instructional Designer interacts with the SME and creates a prototype of the course called the Storyboard. The Storyboard is most often done in MS Word or PowerPoint. In the Storyboard the Instructional Designer lays out the whole course slide by slide. Each slide in a Storyboard has text, images/animations/interactivities. The Instructional Designer adds notes to the programmers to explain to him/her the kind of image/animation/ interactivity required.

Implementation

After the Storyboard has been approved by the reviewers and client, the graphic designers take charge. The Instructional Designer closely interacts with the graphic designers to make sure that what has been visualized is implemented right.

Evaluation

After the course is digitized, the Instructional Designer does a thorough testing to check if all is working fine. The testing stage is crucial because the Instructional Designer needs to check for many things such as language, consistence, clarity, functionalities etc.

So that, the role of the instructional designers are solve a problem that they encounter in the past and look like a system engineer.

Role of the instructional design;

- Prepare to instructional designer

Everyone can be instructional designer that consist of training, Experience and characteristic individual.

- Characteristic individual

- + Are Initiative and creative
- + Have good relationship
- + Have good communication skills
- + Have good coordinate skills
- + Making decision
- + Have good language skills
- + Look for innovation
- + Think out of the box

- Knowledge base and Research

Instructional designer must be many data information and media designer too. Include a good writer for complete content, evaluation skill, good consultant and technique analysis.

- Experience

Instructional designer should be learn about teaching and learning that be important for Instructional design to help another prepare plan to teaching. The first to do that is established problem-solving procedures that they use to guide them in making decisions about their designs.

- Ability about Content

Instructional designer should be real content because content is similar structure that create learning objective and student activities.

- Communication skills with instructor

Instructional designer should be consult with instructor for effective instructional design.

- Initiated Project

The first, should be learn data of project, read, report, memo and talk with everyone.

- Term instructional design

Should be model of instructional design and choose the model is comport with project.

- Evaluation instructional design

When everyone accept project, instructional designer should be review the project once are completed.

References:

1. ^ <http://www.umich.edu/~ed626/define.html>
2. ^ <http://www.neiu.edu/~dbehrlic/hrd408/glossary.htm#i>
3. ^ http://en.wikipedia.org/wiki/Instructional_design
4. ^ <http://www.instructionaldesign.org/index.html>
5. ^ <http://writersgateway.wordpress.com/2007/02/28/the-role-of-an-instructional-designer/>