WORKSHOPS IN LEARNING DESIGN

Getting to Know ADDIE: Introduction to Instructional Design

OVERVIEW
What is the workshop about?

The workshop “Introduction to Instructional Design” will address the basic principles of instructional design and provide participants with a hands-on experience of designing a complete instructional unit for online learning and classroom sessions. The workshop is designed to be highly interactive with working examples and hands-on application. We will also share our proprietary tools and templates in this workshop.

AUDIENCE
Who should attend the workshop?

This workshop is meant for Beginners and Content Developers who will be designing learning material for Higher Education and/or corporate training. It is also a Refresher Program for those with 1-2 years of experience in designing learning material.

CURRICULUM
How is the workshop structured?

The workshop is structured to take the participants through each phase in the ADDIE Model.

1. Analyze
   - Task Analysis
   - Learning Need Analysis
   - Audience Analysis
   - Content Analysis
   - Outcome Analysis
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2. Design
- Learning Theories
- Andragogy Principles
- Merrill’s First Principles of Instruction

3. Develop
- Gagne’s Events of Instruction
- Kolb’s Experiential Model
- Scripting for E-Learning/Video Tutorials
- Visualization Principles

4. Evaluate
- Kirk-Patrick’s Evaluation Framework
- Question Design for Online Assessment

METHODOLOGY
How is the workshop designed?
The course is designed as a mix of concepts and principles that provide key insights, and exercises that require the participants to complete real-world work-place tasks.