

## Instructional Design: Level 3 Certification

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### Program Goal

Decision-making: Identify design strategies at a macro and micro level  
Understand how ID is applied in K-12 (school content), OR in VET (vocational training)

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### Learning Outcomes

Analyse case studies to identify design strategies (conventional and current)  
Explain the concept of learning experience design (LXP)  
Distinguish between game-based learning and gamification  
Analyse situations to determine if mobile learning is applicable  
Describe the principles that drive microlearning  
Distinguish between procedural and declarative knowledge  
Understand the science of assessment

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### Concepts/Theory

Blended learning models  
Gamification and game-based learning  
Microlearning  
Content curation  
Mobile learning  
Augmented reality/ Virtual reality/ Mixed reality  
Assessment principles and tools

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### Online Courses

Design strategies  
Gamification  
Microlearning & Mobile learning  
Designing assessments  
Understanding current trends in learning design

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### Assignment

Analyse a case study and identify macro/micro design strategies  
Develop an unconventional performance improvement intervention

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**Program Mode**

Blended learning – online self-paced modules & virtual contact sessions with an ID Expert

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**Duration**

3 months for completion

Average time – 2 hrs. per day

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**Note:** Candidates who score well in the online assessment and submit exceptional assignments will be recommended for placement with our clients. Placement cannot be demanded as a matter of right, and ID Mentors reserves the right to recommend or not recommend a candidate for placement.