

## Instructional Design: Level 3 Certification

### 1. PROGRAM OVERVIEW

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#### Program Goal

Decision-making: Identify design solutions/ strategies at a macro level for a learning/performance problem

Review a storyboard

Research and write an article on a current learning trend

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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

Performance Support Tools

Assessment principles and tools

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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 (**Note: This can be fast-tracked with a customized schedule.**)

Average time – 2 hrs. per day

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## 2. STRUCTURED CURRICULUM

### Online Courses

Design strategies

Gamification

Microlearning & Mobile learning

Art of Reviewing

Understanding current trends in learning design

### Assignment (Any two)

Review a storyboard

**Write a case study on a solution that you designed for addressing a learning/performance problem**

Research and write a white paper on a current learning trend

## 3. UNSTRUCTURED CURRICULUM

### Articles & White Papers

1. <https://purnima-valiathan.com/needs-assessment-part-1/>
2. <https://purnima-valiathan.com/needs-assessment-part-2/>
3. <https://purnima-valiathan.com/needs-assessment-part-3/>
4. <https://purnima-valiathan.com/wp-content/uploads/2015/09/Blended-Learning-Models-2002-ASTD.pdf>
5. [http://www.knowledgeplatform.com/wp-content/uploads/2014/11/audio\\_narration.pdf](http://www.knowledgeplatform.com/wp-content/uploads/2014/11/audio_narration.pdf)
6. <https://purnima-valiathan.com/virtual-instructor-led-training-vilt-a-framework/>
7. [http://www.knowledgeplatform.com/wp-content/uploads/2014/11/interactivity\\_in\\_eLearning.pdf](http://www.knowledgeplatform.com/wp-content/uploads/2014/11/interactivity_in_eLearning.pdf)
8. <https://purnima-valiathan.com/designing-job-aids/>
9. <https://purnima-valiathan.com/visualizing-instructional-content/>
10. <https://purnima-valiathan.com/learning-experience-design/>
11. [http://www.knowledgeplatform.com/wp-content/uploads/2014/11/Overcoming\\_the\\_limitations\\_of\\_MCQs.pdf](http://www.knowledgeplatform.com/wp-content/uploads/2014/11/Overcoming_the_limitations_of_MCQs.pdf)
12. [https://edtechbooks.org/foundations\\_of\\_learn/22\\_blooms\\_taxonomy](https://edtechbooks.org/foundations_of_learn/22_blooms_taxonomy)

### Books

1. Learning Science by Clark N Quinn
2. Drive by Daniel Pink
3. Developing Technical Training by Ruth Clark
4. Gamification by Karl Kapp

## Influencers to follow

1. Donald Clark
2. Ryan Tracy
3. Clark Quinn
4. Patti Shank
5. Oliver Caviglioli
6. Karl Kapp
7. Cathy Moore
8. Purnima Valiathan