UNIVERSITY OF THE WEST INDIES OPEN CAMPUS ASSIGNMENT 4 –END OF COURSE CONCEPT MAP

A Clear Delineation between Instructional Design, Instructional Technology & Distance Learning

A Presentation in Partial Fulfillment Of the Requirements of [EDID6503] [Instructional Design Theories, Models and Strategies] Trimester I, [2013]

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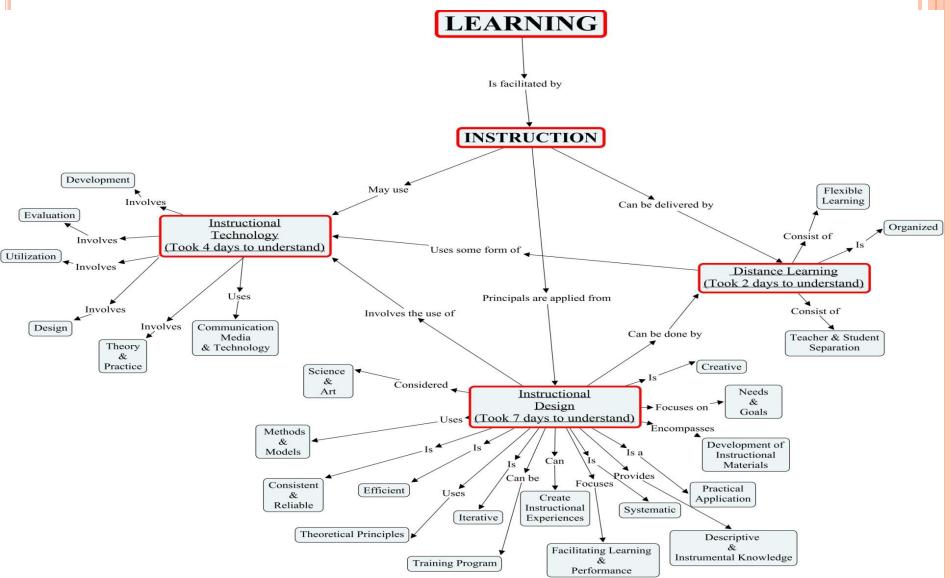
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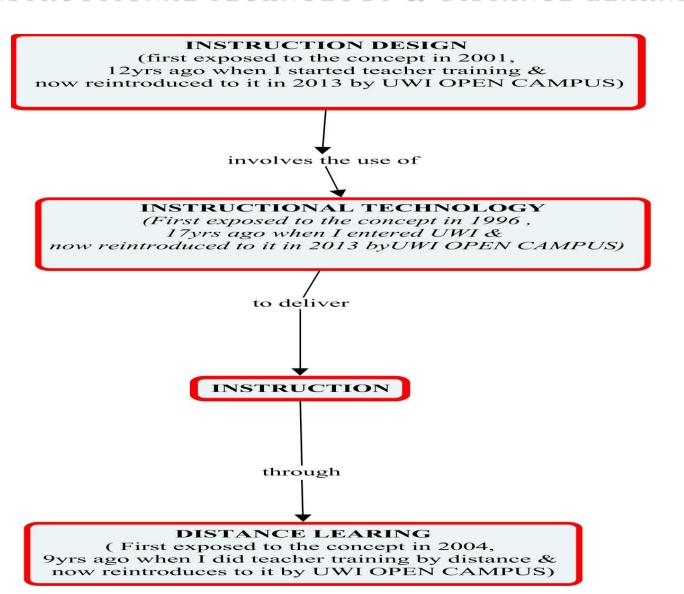
OLD CONCEPT MAP

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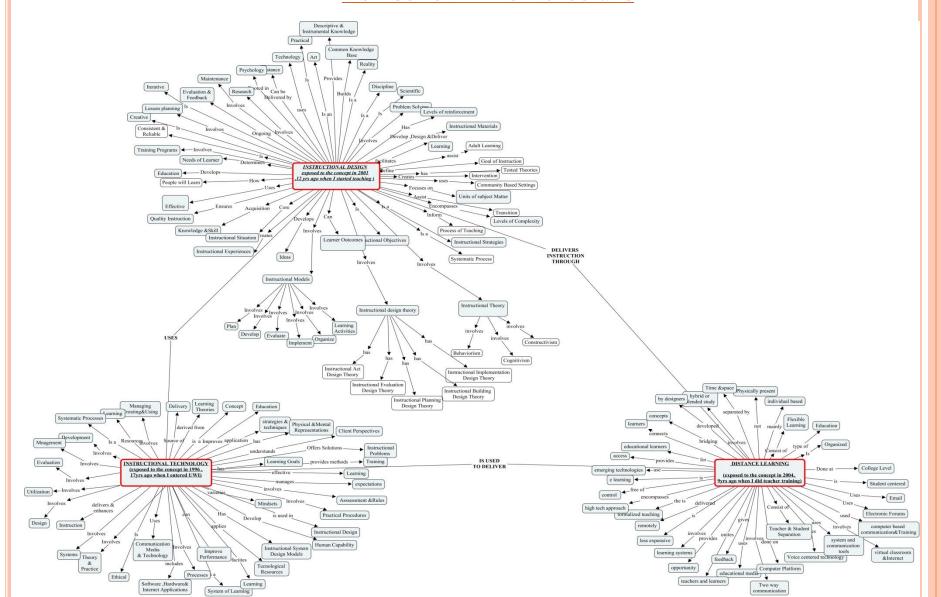
SENSE OF TIMING CONNECTING INSTRUCTIONAL DESIGN & INSTRUCTIONAL TECHNOLOGY & DISTANCE LEARNING



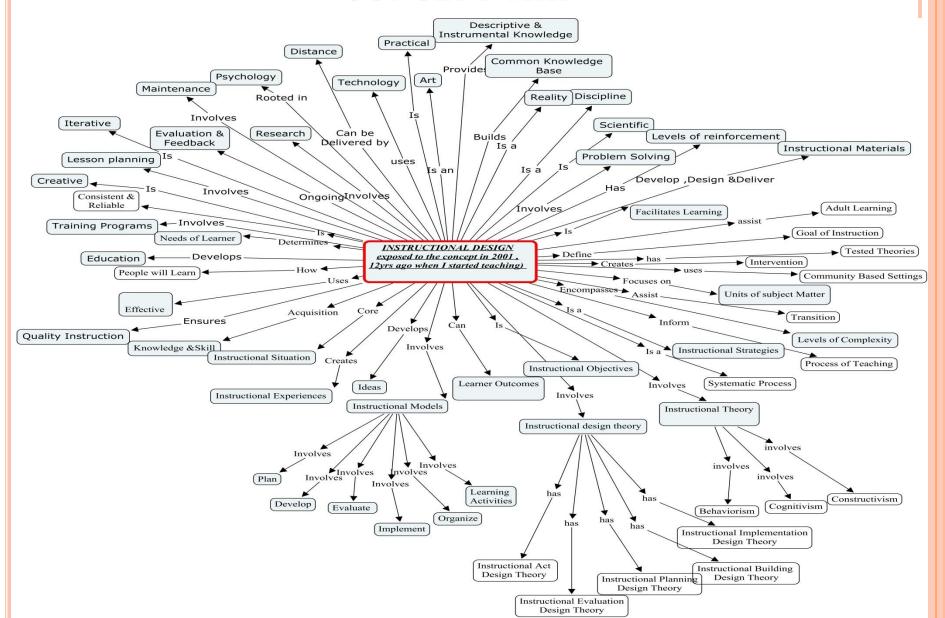
NEW CONCEPT MAP



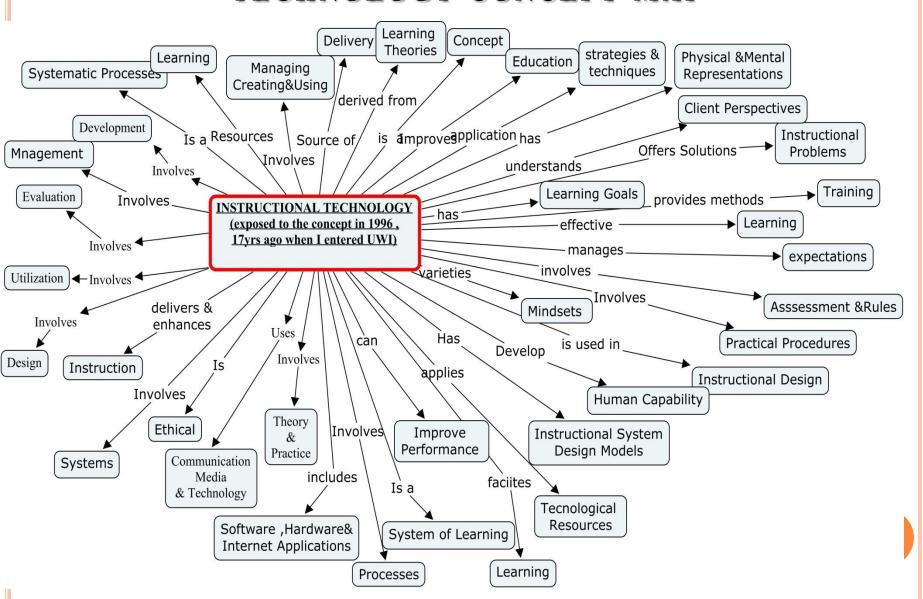
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ENLARGED VIEW OF INSTRUCTIONAL DESIGN CONCEPT MAP



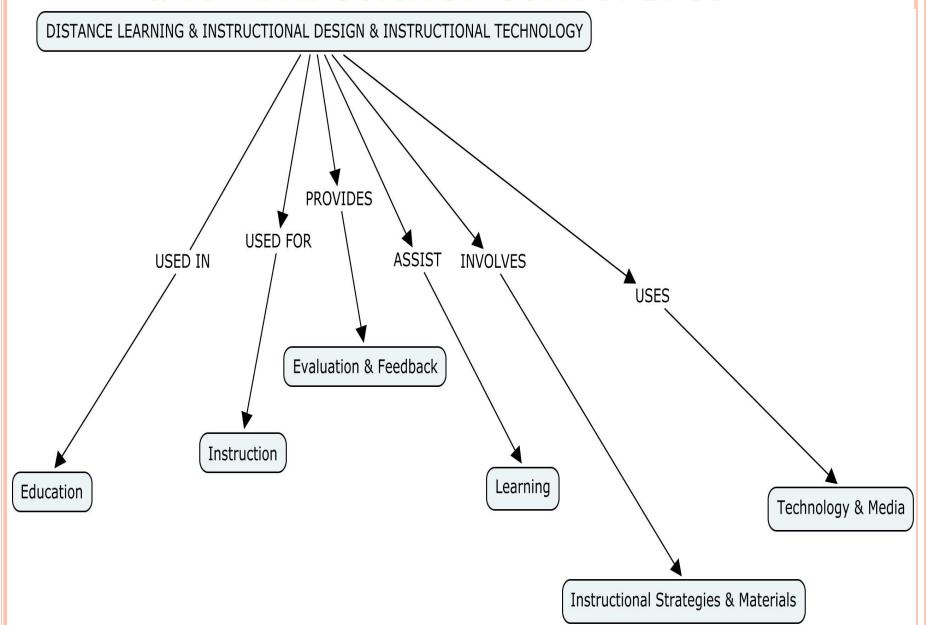
ENLARGED VIEW OF INSTRUCTIONAL TECHNOLOGY CONCEPT MAP



ENLARGED VIEW OF DISTANCE LEARNING CONCEPT MAP



SUMMARY OF NEW CONCEPT MAP OF ID & DL & IT WITH COMMON COMPONENTS



SIMILARITIES AND DIFFERENCES BETWEEN OLD AND NEW CONCEPT MAP

INSTRUCTIONAL DESIGN

SIMILARITIES	DIFFERENCES
ID is a process	Is the practice of creating instructional experiences which make the acquisition of knowledge and skill
Develops plans for theoretical instruction	more efficient, effective, and appealing.
Practical application of theoretical principles (Newby and Stepich, 2010).	Is the analysis of learning needs and systematic development of instruction.
	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.

SIMILARITIES AND DIFFERENCES BETWEEN OLD AND NEW MAP

DISTANCE LEARNING

DISTRICE ELIMATIO	
SIMILARITY	DIFFERENCE
Learning that takes place when the teacher and student are not located in the same place (Hoddell, 2011).	Is a mode of delivering education and instruction, often on an individual basis, to students who are not physically present in a traditional setting such as a classroom.
	Is an instructional delivery system that connects learners with educational resources. DL provides educational access to learners not enrolled in educational institutions and can augment the learning opportunities of current students. The implementation of DL
	Is a process that uses available resources and will evolve to incorporate emerging technologies.
	Is a formalized teaching and learning system specifically designed to be carried out remotely by using electronic communication.

SIMILARITIES AND DIFFERENCES BETWEEN OLD AND NEW MAP

INSTRUCTIONAL TECHNOLOGY

SIMILARITY	DIFFERENCE
Is a theory and practice of design, Development, utilization, management and evaluation of processes	Is the systematic application of strategies and techniques derived from behavioral, cognitive, and constructivist theories to the solution of instructional problems.
Resources for learning (Reiser and Demsey, 2011).	Is the application of theory and other organized knowledge to the task of instructional design and development

FACTORS THAT INFLUENCED CHANGES

- Readings-The readings presented in this course :How people learn; Frameworks for instructional theory; Instructional approaches and theories; Instructional design models; Building a common knowledge base; broadened my understanding as to what is entailed in the three concepts Instructional Design(ID);Distance Learning(DL);Instructional Technology(IT).I focused on understanding the content of the readings
- Change –There was a change in my preconceived thoughts/knowledge, my initial concept map was based on what I initially learned.
- Collaboration Discussion and posting with my peers in the virtual learning environment.
- Learning activities —Learning activities provided by the instructor of this course provided a new outlook on instructional design and the use of instructional technology.
- Research-deeper research into instructional design, instructional technology and distance learning resulted in extended definitions of the concepts on my limited knowledge. Also how much ID is rooted in research.
- Models /Theories & Strategies-The importance of models and learning theories and instructional strategies and their impact on instructional design, the type of technology used and how education is delivered.

REFLECTIONS

- Initially I had loosely defined Instructional Design as high level lesson planning using technology when I did the first assignment as I was exposed to massive amounts of research and I explored various types of technology ,techniques and updated learning theories .I came across this definition by University of Michigan (1996)which changed my thought process and thus my concept map .
- Instructional Design as a Process: Is the development of instructional specifications using learning and instructional theory to ensure the quality of instruction. The 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 evaluation of all instruction and learner activities.
- Instructional Design as a Discipline: The branch of knowledge concerned with research and theory about instructional strategies and the process for developing and implementing those strategies.
- Instructional Design as a Science: 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.
- Instructional Design as Reality: Can start at any point in the design process. An idea is developed to give the core of an instruction situation.

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