

**Course Description****EME4610 | Introduction to Instructional Design | 3.00 credits**

This is the first in a series of five courses that leads to a certificate in Instructional Design. The student will develop an overview of the field of instructional design as it relates to training, development, and education. The student will compare and contrast instructional design models, learning theories, and current technologies.

**Course Competencies**

**Competency 1:** The student will integrate theory and practice in the learning environment by:

1. Explaining the history and evolution of instructional design
2. Discussing the myths and misunderstanding about the role of the instructional designer
3. Discussing the steps in the instructional design process
4. Differentiating the application of various models in instructional design (e.g., ARCS, ADDIE, AGILE, etc.)
5. Comparing and contrasting adult learning theories used in instructional design
6. Evaluating the learning experience of a real-world product as an end user

**Competency 2:** The student will align learning opportunities with business/organizational goals by:

1. Describing the overall strategy for course development and high-level projects to ensure alignment between curriculum and business/organizational goals
2. Assessing organizational needs and reflecting on goals of case studies and real-world projects
3. Examining models, theories, and research that form the basis of curriculum development and instructional practice
4. Discussing learning strategies used in case studies and real-world projects

**Competency 3:** The student will assess clients' needs by:

1. Identifying the content for the training, development or educational opportunity
2. Determining the desired learning outcomes
3. Developing and administering an intake questionnaire to assess the learners' previous knowledge and skills
4. Assessing and summarizing learners' needs (e.g., learners' profiles, diversity, accessibility, accommodations, modifications, or other special requirements)
5. Integrating multiple perspectives into the needs assessment process (client, learners, research, etc.)
6. Analyzing and synthesizing research and findings
7. Defining the scope of the project

**Competency 4:** The student will demonstrate knowledge of industry standard instructional design by:

1. Researching tools used within the instructional design industry
2. Categorizing tools utilized in instructional design
3. Evaluating the effectiveness of the different tools used in the industry
4. Analyzing the cost/benefit of tools
5. Using current instructional design tools and technologies to develop skills

**Learning Outcomes:**

- Communicate effectively using listening, speaking, reading, and writing skills
- Formulate strategies to locate, evaluate, and apply information
- Create strategies that can be used to fulfill personal, civic, and social responsibilities