



Instructional Design Advanced

Course #: PD-114 **Duration:** 2 days

Prerequisites

Instructional Design Fundamentals

Details

Instructional Design Advanced offers a comprehensive exploration of cutting-edge approaches in modern instructional design. Designed for experienced instructional design professionals, it delves into the latest learning theories, cognitive science applications, and emerging technologies that are reshaping the field. Participants will master data-driven design methods, adaptive learning strategies, and immersive technologies like VR and AR. The course covers agile methodologies, AI-powered personalization, gamification, and mobile-first design principles. It also addresses crucial aspects such as inclusive design, social learning, and the ethical use of data in learning. By blending theoretical knowledge with practical application, the course equips learners to create innovative, effective, and engaging learning experiences for the digital age. Participants will gain the skills to leverage advanced tools and methodologies, measure learning impact, and align instructional design with business objectives, preparing them to lead in the evolving landscape of digital learning and development.

Software Needed

None

Outline

- **The Evolution of Instructional Design**
 - Redefining Instructional Design in the Digital Age
 - Principles of Effective Learning Experience Design
 - Bridging the Gap: From Traditional Training to Continuous Learning Ecosystems
- **Modern Learning Theories and Cognitive Science**
 - Neuroscience and Learning: Latest Findings
 - Adaptive Learning and Personalization
 - Learning Experience (LX) Design
 - Design Thinking in Learning
 - 70:20:10 Model for Learning and Development
- **The Psychology of Engagement and Retention**
 - Motivation in the Age of Information Overload
 - Cognitive Load Theory and Microlearning
 - Applying Behavioral Economics to Learning Design
- **Agile Instructional Design Methodologies**
 - Beyond ADDIE: SAM, LLAMA, and Design Thinking Approaches
 - Successive Approximation Model (SAM)
 - LLAMA (Lot Like Agile Management Approach)

- Design Thinking in Instructional Design
- Lean Learning Design: Minimizing Waste, Maximizing Impact
- Selecting the Right Model: A Decision Framework
- **Data-Driven Learning Design**
 - Learning Analytics and Big Data in Instructional Design
 - Predictive Analytics for Personalized Learning Paths
 - Ethical Considerations in Data-Driven Design
- **Needs Analysis in the Digital Era**
 - Design Thinking for Needs Assessment
 - Leveraging AI for Performance Gap Analysis
 - Inclusive Design: Addressing Diverse Learner Needs
 - Writing Adaptive Learning Objectives
- **Crafting Impactful Learning Objectives for the Modern Learner**
 - Beyond Bloom: Updated Taxonomies for Digital Learning
 - Integrating Soft Skills and Future-Ready Competencies
 - Aligning Objectives with Business KPIs
- **Designing Immersive Learning Experiences**
 - Virtual and Augmented Reality in Training Design
 - Gamification and Serious Games: Beyond Points and Badges
 - Scenario-Based Learning and Interactive Storytelling
- **Developing Adaptive and Personalized Content**
 - AI-Powered Content Creation and Curation
 - Adaptive Learning Paths and Dynamic Content Delivery
 - Microlearning and Just-in-Time Learning Solutions
- **Maximizing Engagement through Social and Collaborative Learning**
 - Designing for Social Learning Platforms
 - Incorporating User-Generated Content
 - Peer-to-Peer Learning and Communities of Practice
- **Next-Gen Learning Technologies**
 - AI and Machine Learning in eLearning
 - Extended Reality (XR) for Immersive Learning
 - Blockchain for Credentialing and Skill Validation
- **Mobile-First and Responsive Learning Design**
 - Designing for Multi-Device Learning Experiences
 - Progressive Web Apps (PWAs) in eLearning
 - Voice User Interface (VUI) Design for Learning
- **Data-Driven Evaluation and Continuous Improvement**
 - Real-Time Analytics and Dashboards
 - AI-Assisted Performance Assessment
 - Continuous Feedback Loops and Iterative Design
- **Marketing and Change Management for Learning Initiatives**
 - Digital Marketing Strategies for Learning Programs
 - Change Management in the Age of Digital Transformation
 - Measuring and Communicating Learning ROI