

Group KTwo  
Team Members:  
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# Group KTWO



Instructional Design Problem:

## ID course FULLY online

### Possible Challenges/Obstacles Include...

- Students will need to have required equipment for ID course before week one and the success of their communication will rely more heavily on the quality of this equipment.
- Students will need to create teams without the luxury of meeting and talking face to face.
- Students will need to collaborate with their team members to complete the ID problem assignment as well as find a way to present their solution without meeting face to face.
- Instructor risks losing a personal connection/rapport with her students and will rely more heavily on internet media to provide effective instruction.

# Objectives



1. The graduate students in the Instructional Technology Masters program will have access to a list of required equipment including webcam, microphone and headset.
2. The graduate students in the Instructional Technology Masters program will be able to explore recommended options for the required types of equipment.
3. The graduate students in the Instructional Technology Masters program will be able to select their team members by viewing a video of their classmates. The videos will explain when a specific student can meet, his/her strengths and weaknesses, as well as information about him or herself including background information such as work experience.
4. The graduate students in the Instructional Technology Masters program will collaborate and communicate with their colleagues using a variety of Internet media.
5. The graduate students in the Instructional Technology Masters program will collaborate with colleagues to solve an instructional design problem.
6. The graduate students in the Instructional Technology Masters program will present their final design solution using appropriate digital media and presentation method of their choice.
7. The instructor of the ID course will provide support and coaching with the use of effective tools for instruction, helping to maintain a high level of personal connection and good rapport with her students.

# Analysis Phase



## **Audience:**

Graduate students in the Instructional Technology Masters Program

## **What we needed to learn:**

- How to select team members to begin collaborating on group projects.
- How to effectively collaborate with their colleagues/team members.
- What digital media options they have for presenting their final project.
- What equipment is required of them during the Instructional Design course and which types/brands are recommended.

## Problem

Students do not meet face to face, therefore it is difficult for them to pick their groups.

Students won't be able to meet in a face to face class to present their final project.

All students may not have the proper equipment (headset, webcam and microphone) needed to participate in the course.

## Cause

The ID course is changing to fully online without a face to face option.

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Students may not be aware of what equipment is required in the ID course and may be overwhelmed, not knowing which specific equipment is most effective for learning and collaborating in this course.

## Solution

We have created a Wiki site where students can post videos of themselves to introduce themselves to other class member.

Students will be given the opportunity to explore different digital media and choose one to their liking to present their final project.

Students will be given a list of recommended equipment and it will be required as part of the course materials.

## Goal

Students will be able to learn about their colleagues online using digital media, maintaining a sense of personal connection.

Students will be able to present their final team projects using the media and method that is most effective and they are most comfortable with.

Students will know the very first week, possibly sooner through e-mail, what equipment is required for the ID as well as recommended types/brands of equipment.



### **What are the delivery options?**

The students will be sent an e-mail, informing them of the equipment required for this course as well as recommended brands/types of equipment to purchase.

The students will explore a Wiki site created to help students get to know one another and create teams for later collaboration.

The students will become familiar with a variety of tools and media for collaboration through experimentation as they complete trial team assignments.



### **What constraints exist?**

The students will be unable to meet face to face as they were in past semesters. They must be willing to explore possible unfamiliar forms of online collaboration tools.

### **What will the students do to determine competency?**

Solve and present an instructional design project following the phases of the ID process. They will also use peer evaluation forms to determine ability to successfully collaborate using digital media.

### **What is the timeline for the project completion?**

The students will be working in groups from weeks 7-15 of the semester and presenting during finals week.


### **What are the classroom/web learning differences?**

Difficulty can arise when technology does not perform properly when learning online. There is a risk of losing personal connection when learning solely online. Document sharing and basic communication can be difficult for beginning online collaborators.

### **What are the online pedagogical considerations?**

Information needs to be presented in a way that is appropriate for students who may or may not have experience using web 2.0 and other online learning tools.

# Design:

Component	Criteria	Comments 
Identify learning theory	Statement of the learning theory (or theories) that inform the design for the project. The design should be consistent with the tenets of the theory being used.	The constructivist learning theory and the Progressive learning theories inform the design for this project.
Objectives organized in an objective hierarchy,	Concise, clear, contains necessary elements to define the expected outcomes of the instruction.	The students will: <ol style="list-style-type: none"><li>1.) Access to a list of required equipment including webcam, microphone and headset.</li><li>2.) explore recommended options for the required types of equipment.</li><li>3.) select their team members</li><li>4.) collaborate and communicate with their colleagues using a variety of Internet media.</li><li>5.) collaborate with colleagues to solve an instructional design problem.</li><li>6.) present their final design solution using appropriate digital media and presentation method of their choice.</li><li>7.) The instructor of the ID course will provide support and coaching with the use of effective tools for instruction, helping to maintain a high level of personal connection and good rapport.</li></ol>



## Design Continue:

<p>Clearly detailed instructional strategies</p>	<p>Identifies/describes strategies to be used to achieve objectives. Addresses any issues or concerns identified in learner analysis.</p>	<p>-compile a list of quality media and tools based off of surveys and research, and present to learners</p> <p>-students will follow a web tutorial on how to use wiki spaces and create/upload a video containing information about themselves in order to create collaborating teams</p>
<p>Clearly defined instructional sequence.</p>	<p>Provides clear directions for progression through instruction by identifying when in the instruction specific learning objectives will be realized.</p>	<p><b>Before Course Begins:</b> An e-mail is sent out to all registered students to inform them of the required equipment. This e-mail will include a link to a document providing recommendations for specific brands/ types of equipment they can purchase.</p> <p><b>Week One:</b> Upload video online to wiki site and get to know classmates.</p> <p>Week Two: Virtual class meeting to form groups based off of videos and getting to know each other.</p> <p><b>Weeks 2-7:</b> Learn about instructional design!</p> <p><b>Weeks 8-15:</b> Working on ID projects.</p> <p><b>Finals Week:</b></p> <p>Groups present online using creative freedom!</p>

# Plans For Development



- **Creating Wikispace for video upload**
- **Developing List of possible digital media**
- **Developing List of suggested equipment**

# Implementation Phase:

- We have asked a group of volunteers to take a trial run through the design that we have put together.
- They are going to be given all the information needed to successfully form a collaboration group. We plan to have this test run be completed during the week of April 4.
- We are creating a survey to help us evaluate our implementation. We will use the feedback to tweak any weaknesses that they may have encountered throughout the process.

