
Instructional Design

Introduction

Faculty Development Day
20 October 2021

Introduction to Instructional Design

- Overview
 - Analytics
 - Skills Gap
 - Student Engagement
 - Creative Assignments
-

Overview

8 Principles of Deeper Learning — Edutopia, 2018

Analytics

New Analytics in Canvas

- Course Grade: data table, display shapes
- Weekly Activity:
 - page and participation levels
 - content type: page views
 - email: viewed/didn't; participated/didn't
- Students: email individually
 - email: score / missing / late
- Predict at-risk students

[New Analytics: Canvas Instructor Guide](#)

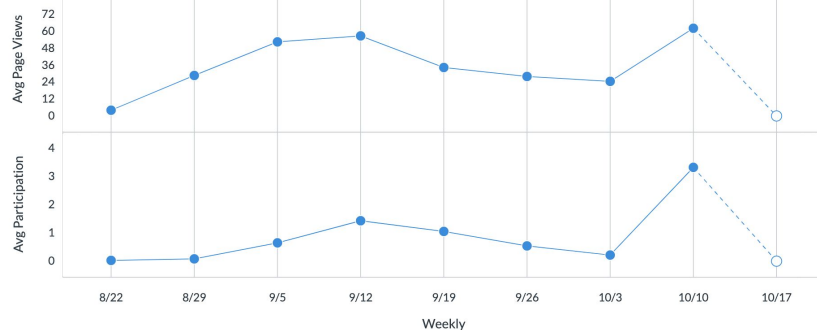
Average Course Grade 83.94%

As of Oct 18, 3:39 PM EDT

Course Grade Weekly Online Activity Students Reports

Aug 22–Oct 17

All Sections Add a Section, Student



Addressing Skills Gap

Communicate with Students

Working with Prerequisites in the Modules

Developing Individualized Assignments and Quizzes

Student Engagement

Best practices

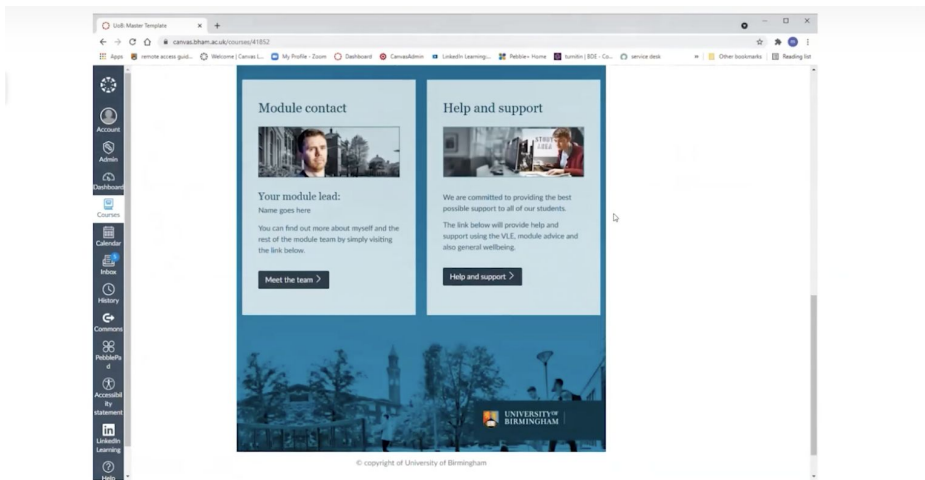
1. Give students a variety of modes to access the information.
2. Help students to analyze what they learned in creative ways.
3. Provide students with choices about how they synthesize what they learned.

Student Engagement

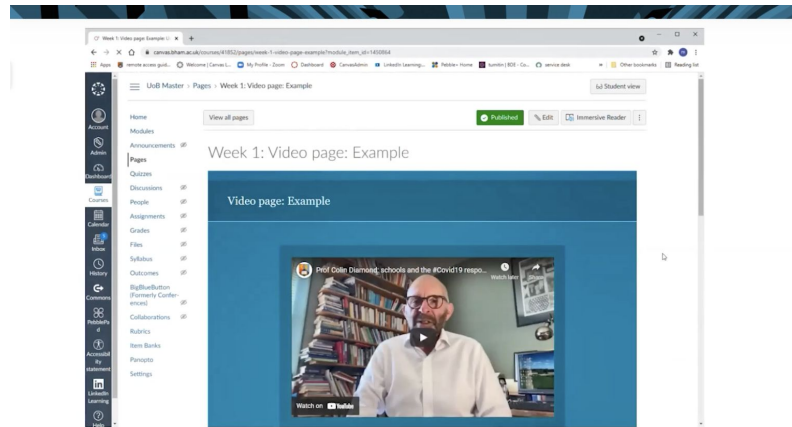
UX goals

- Remove any friction; place the end-user first in course design
- Usability best practices: consistent, structured, and coherent user journey, no more than 80 characters for line width, chunk material, only 4-5 links per page
- Remove choice paralysis
- Goal is to reduce cognitive load of users; design for system 1, learning in system 2
- Halo effect: good experience at the beginning yields good feelings throughout

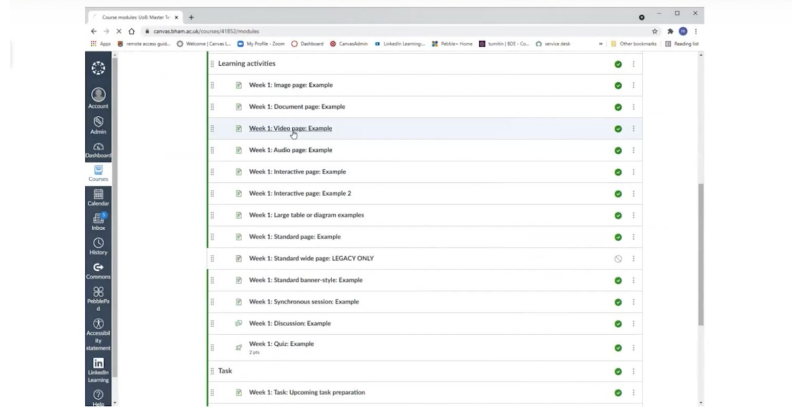
Student Engagement



- Chunk material



- Consistent, structured



- Coherent user journey



Mistakes to avoid

5 INSTRUCTIONAL DESIGN MISTAKES YOU CAN AVOID

TOO MUCH ON-SCREEN TEXT

A screen with a lot of text on-screen overwhelms the user and reduces the chances of retaining the information.



A CLUTTERED SCREEN

A poor screen layout might confuse learners instead of creating the required impact.



LACK OF FLUIDITY

Ensure that the topics flow smoothly from one to another.



INCORRECTLY CHOSEN ASSETS

Choose your assets wisely! An incorrect audio or an incorrect graphic can mislead users.



ANIMATION FOR THE SAKE OF ANIMATION

Don't move objects around just because you don't want a static screen. There should be a specific purpose for



Student Engagement

Discussions

- Make them intentional; have a deliberate design
- Delineate steps to complete — clarify grading (provide screenshot of rubric), specify tasks, specify quantity of work, provide handouts to download
 - Scaffolded discussions - identify, define, and/or critique a key concept; explain the shortcomings or implications
 - Application exercises - identify a current issue, from relevant content inside or outside the course and apply course concepts
 - Forced debate - students critically evaluate a proposition, then take and defend a position
- When requiring replies to other students, explain how students should reply and parameters for how to reply.

Creative Assignments

Use of Canva as an example