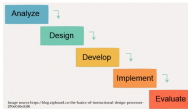# Learning that Connects the World By Design

The goal of learning design is to create a system that supports the process of finding effective solutions to educational problems (Persico & Pozzi, 2015). With a firm grasp of learning theories and models, designers can construct learning experiences that meet a variety of learner and institutional needs.

ADDIE

Image source https://blog.ziphoard.co/the-basics-of-instructional-design-processes-2f5b2dbc628b

- Step by step process
- Systematic framework for problem-solving

- Linear design
- Easy to manage
- Commonly used
- Easy to measure time and cost

- Inflexible
- Front-loaded decisions
- Changes may become time-consuming and costly

Connected to **Behaviorism** with elements of Cognitivism and Constructivism.

Learner to Content

Image source https://www.icts.edu.org/online-learning-education#.Xm5xC3uOo6

KEMP

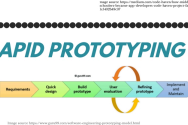Image source https://creately.com/blog/diagrams/instructional-design-models-process/

- Flexibility in implementation
- Process open to ongoing revisions and adjustments

- Flexible Design
- Design is a continual process
- Considers environmental factors in educational settings
- Emphasis on evaluation and improvement
- Ideal for inexperienced designer

- Too flexible for structured subjects
- Not effective for large groups

Connected to **Cognitivism** with elements of Behaviorism and Constructivism.

Learner to Learner

Image source https://medium.com/code-haven/how-middle-schoolers-became-app-developers-code-haven-project-fair-2018-1c1d25b40e37

RAPID PROTOTYPING

Image source https://www.guru99.com/software-engineering-prototyping-model.html

- Reduces developmental steps and processes
- Eliminates time-consuming revisions
- Produce a prototype for testing and evaluation.

- Cost effective
- Reduces time to completion
- User feedback drives development
- Flexible
- Fast
- Continuous

- Skips too many Steps
- Lack of analysis
- Resolve problems later
- Non Linear

Connected to **Constructivism** with elements of Behaviorism and Cognitivism.

Learner to Many

Image Source https://www.libraryjournal.com/?detailStory=mit-media-lab-collaborates-public-libraries

AGILE

Image source https://learningsolutionsmag.com/articles/1260/agile-instructional-design-the-big-questions

- Enables designers to adapt to volatile, uncertainty, complexity and ambiguity
- Easy to use technology
- Supports rapidly changing external world

- Learners develop skills for the digital age
- Instructors enthusiastic about teaching design model
- Able to assess and make adjustments early

- Learning design approach new and unproven
- Instructors willingness to take risks
- Limitations not well known

Connected to **Connectivism** with elements of Behaviorism, Cognitivism and Constructivism.

Many to Many

Our vision is to develop effective learning environments designed to address diverse learner needs by providing unique and authentic learning experiences that promote active engagement, support the work of cooperative and collaborative teams, and build dispositions for lifelong learning.

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