

Fundamentals of Instructional Design

GoSkills online course syllabus

Skill level

Beginner

Lessons

27

Pre-requisites

No prior experience needed

Video duration

1h 10m

Estimated study time

1h 10m

Instructor

Alex Mitts

Introduction

1 Understanding instructional design

You've likely heard the term "instructional designer," but what does this mean, and what are the types of things these individuals do?

Defining Instructional Designer

2 About the job

A lot of people have never heard of an instructional designer and have no idea what they do.

3 Job titles

Instructional designers go by many names.

4 Responsibilities of instructional designers

Because you're likely working on many different projects as an instructional designer, knowing what to expect day-to-day is important.

5 Learning the skills

Instructional design is one of many roles where a formal education can be helpful to some, while others do better learning necessary skills on the job.

Instructional Design for Everyone

6 Falling into training

Most people don't say, "I want to be an instructional designer when I grow up!" as children.

7 Understanding adult learning

Although you've likely continued your education well into adulthood, it's likely changed from when you were a kid.

8 Connecting ID to business

While learning on the job and picking up the skills you need to have success is great, what if those skills could cost your company an unfathomable amount of money if you learn it wrong?

9 Learning for right now

Some learners start at the table of contents while others only dive into learning once they have hit a wall after lots of experimentation.

10 Setting measurable goals

Learning new skills is awesome, but how do you know if you're making a difference?

11 Chunking content

No one likes wasted time, and attention spans aren't what they used to be.

12 But I'm bad at X

Getting into instructional design is a long road, and there is a lot to learn.

The Process

13 Conducting a needs analysis

A lot of people try to solve problems or put out figurative fires with training, but is it necessary?

14 Finding your solution

Training comes in many forms, so which form suits your client?

15 Designing and planning

Rome wasn't built in a day, and your training modules certainly won't happen overnight.

16 Developing the deliverables

You have a plan. Now what? After this lesson, you'll be able to explore and explain different methods for the development process of your training.

17 Implementing the solution

It's done!

18 Evaluating impact

So, your course is live, and people have been trained.

The Technology of ID

19 Authoring tools

Proficiency in a variety of software is quickly becoming a "must" for instructional designers.

20 Video editing

If a picture is worth 1,000 words, imagine how many words a video is worth.

21 Audio editing

No one likes to watch videos or sit through virtual trainings with audio that sound like it was recorded in a wind tunnel.

22 Graphic design

If you didn't go to art school, don't worry.

What to Expect

23 Working with SMEs

Let's face it, you can't know EVERYTHING.

24 In-person training

Although a lot of training can be done digitally, sometimes your clients want that good old-fashioned trainer to deliver their content.

25 Virtual training

The world is going digital, and so is a lot of learning & development -- even if it IS in real time!

26 Asynchronous training

Sometimes companies need to onboard new employees or distribute knowledge, but they don't always have the time to bring in a trainer to dish out that information.

Conclusion

27 Time to design

Thanks for watching this course!

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