

Taking Matters into Our Own Hands:

Instructional Design with Research
In Mind

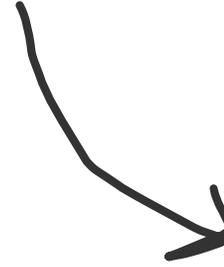
Jay K Sloan-Lynch, Sr. Learning Data Scientist
Melissa Johnson, Instructional Design Manager



Instructional designers are faced with a daunting task: designing **effective**, **efficient**, **enjoyable**, and **equitable** learning experiences.

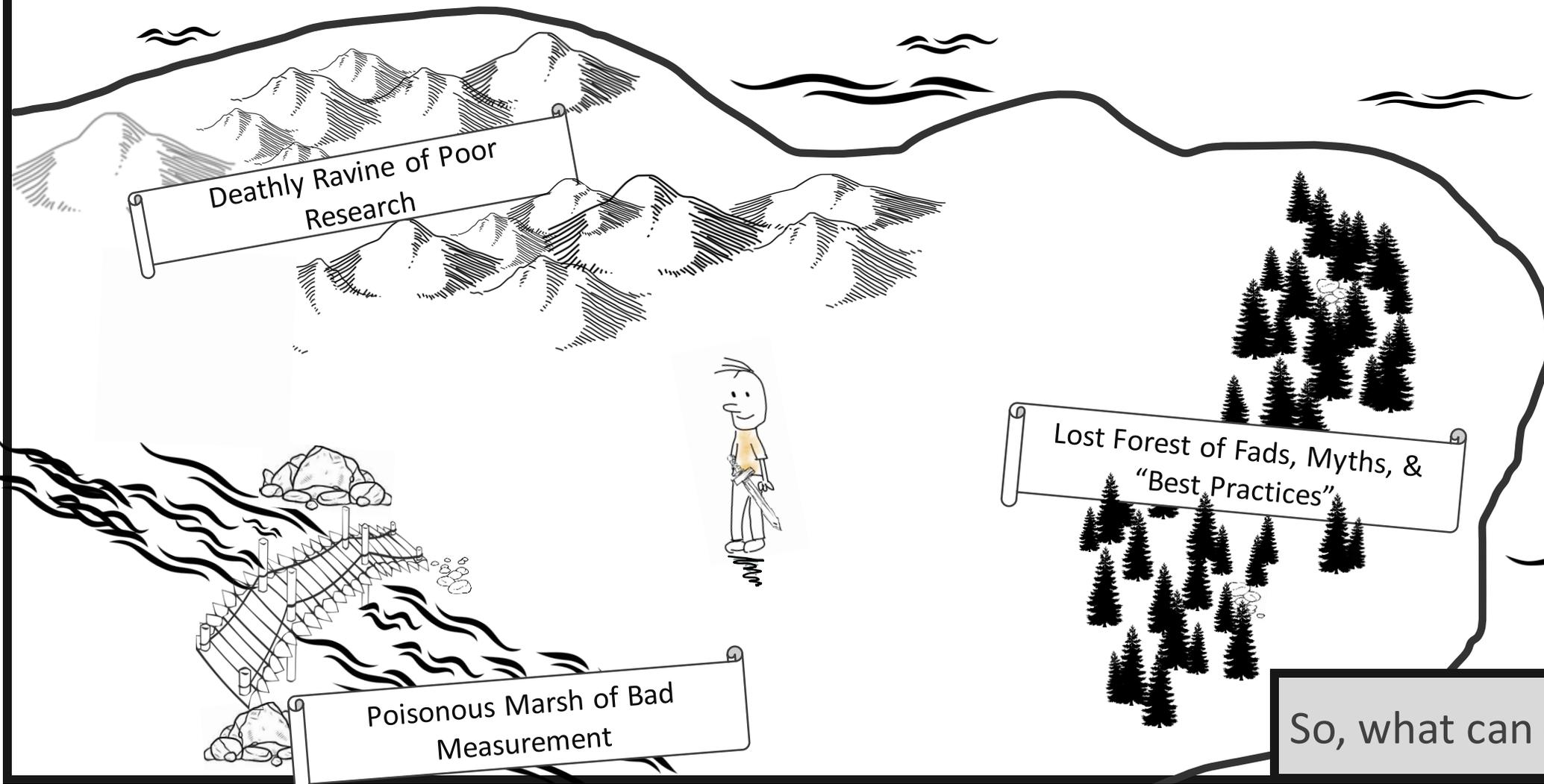
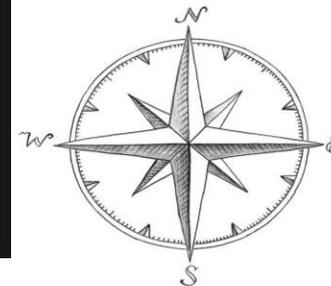


Our Hero



Some might even call it a “quest!”

Many obstacles stand in our hero's way. Research literature filled with poor quality studies conducted in inauthentic settings. Widespread acceptance of educational myths & fads. Reliance on bad measures of learning.



Learning Styles
Loch Ness Monster

So, what can our hero do...

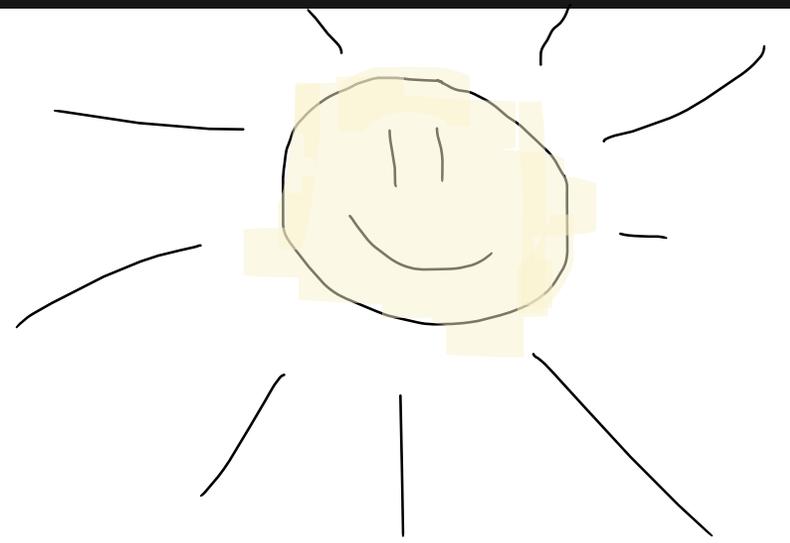
...to ensure that the learning experiences he designs are effective and **support his efforts at iterative improvement?**

How confident am I that my course changes positively impacted student outcomes?

Are all students performing equitably?

Do I have valid & reliable evidence of student learning gains?

How do published research findings transfer to my educational context?



Answering these questions requires **RESEARCH!**

Some may argue that answering these questions is not the role of an instructional designer.

But if not our hero, then who?



Faculty?

Too *busy*

Lack the skills & expertise

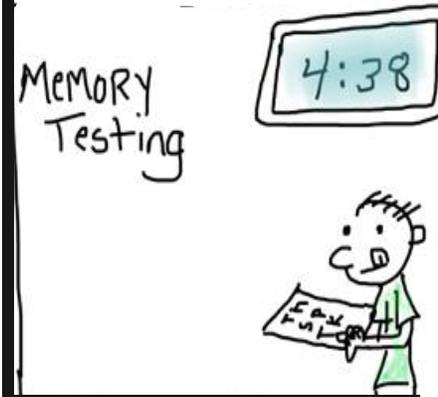
Not trained in *learning theory*



Think too broadly

Work too slow

Ask different questions



Education Researchers?

Data Scientists?

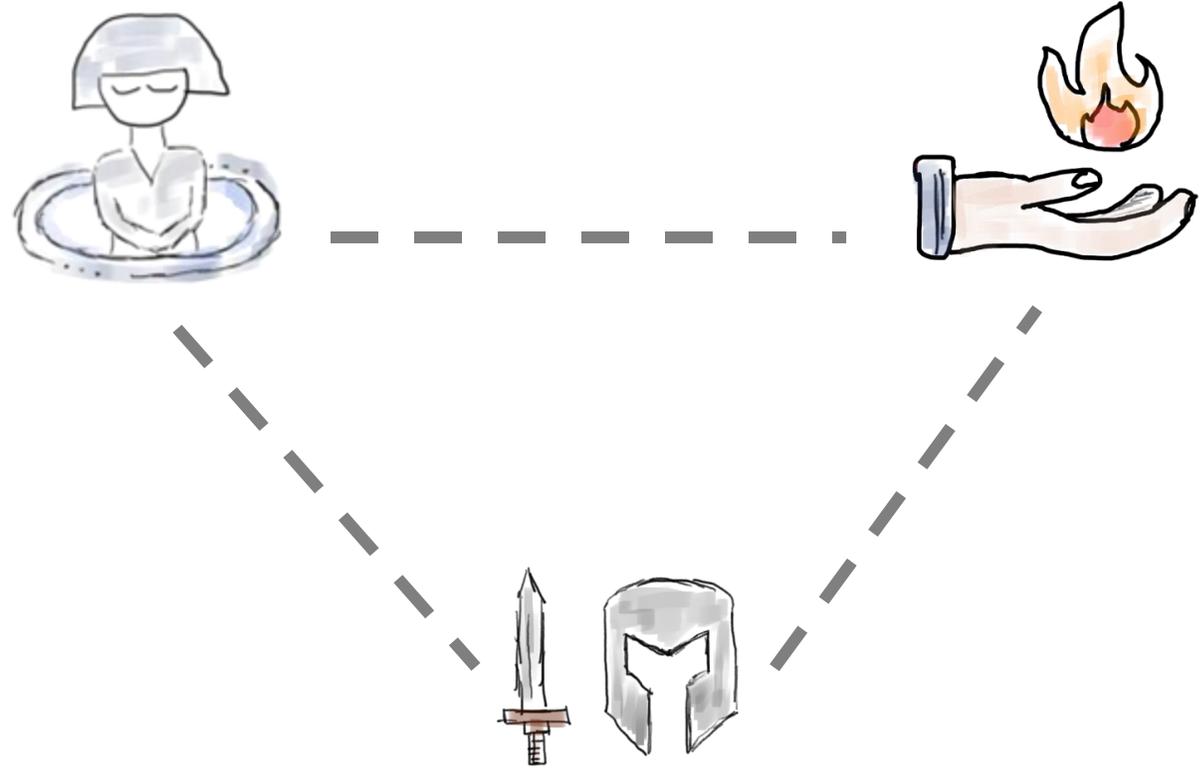
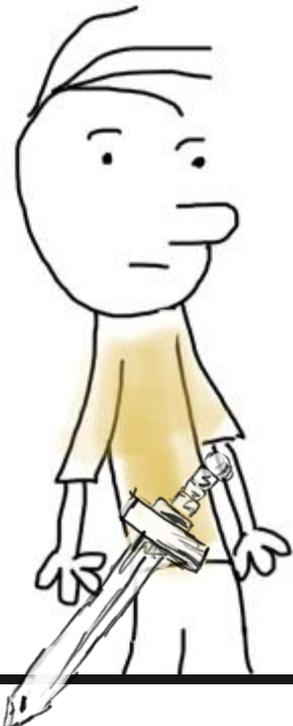
Missing *pedagogical* context

Don't know *learning* science

Lack meaningful data



No. It's up to our hero to lead this quest (with the help of others).



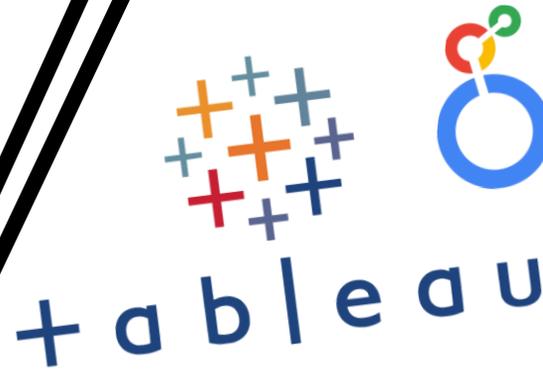
To succeed, our hero will need not only the help of his companions, but also new **KNOWLEDGE**, **TOOLS**, and **SKILLS**!

What are these, you ask? Here's how we are preparing our instructional designers to meet this challenge...

KNOWLEDGE

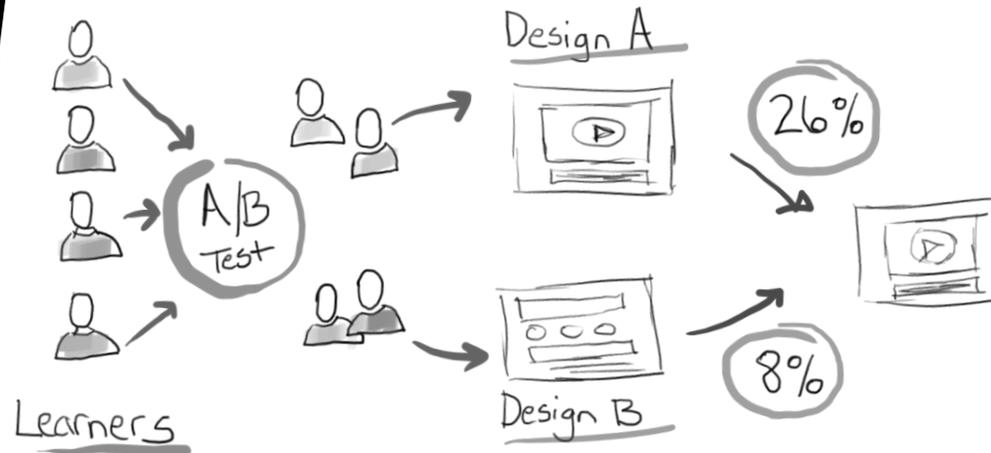
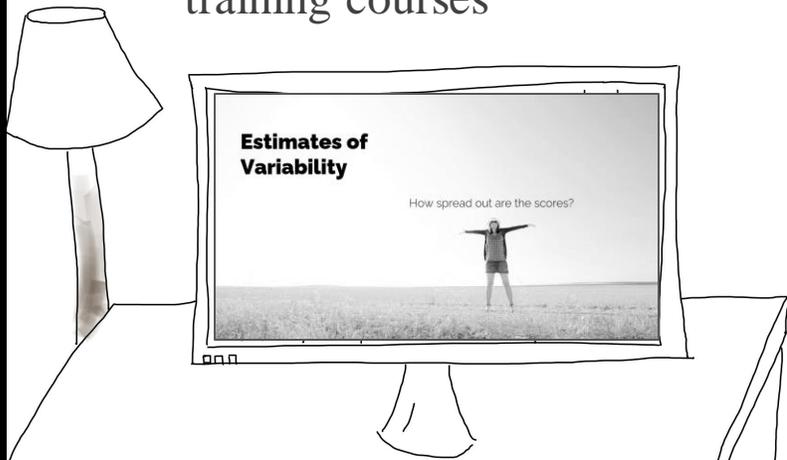


Data & Visualization Tools



Data Literacy

Data and statistical literacy training courses



- Sampling
- Noise/Signal
- Pre-Post Tests
- Survey Design

Basic Research Design

TOOLS



Course Diversity Dashboards

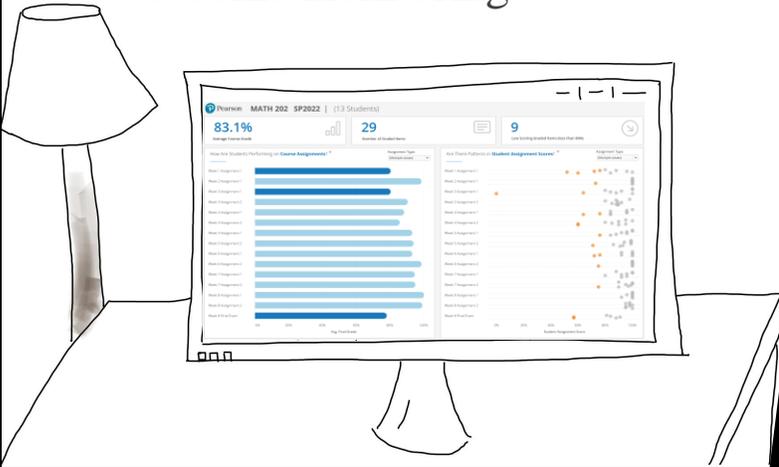


Probe courses for inequities

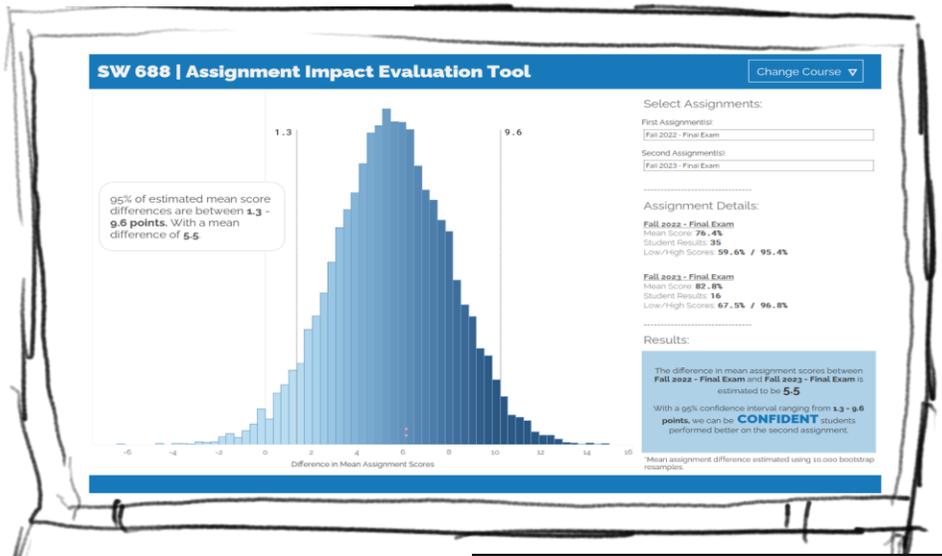
Identify struggling student subgroups

Course Revision Dashboards

Data-informed course revisions & outcome monitoring



Evaluate the impact of course changes and program interventions



Impact Evaluation Tools

SKILLS



New Ways of Working

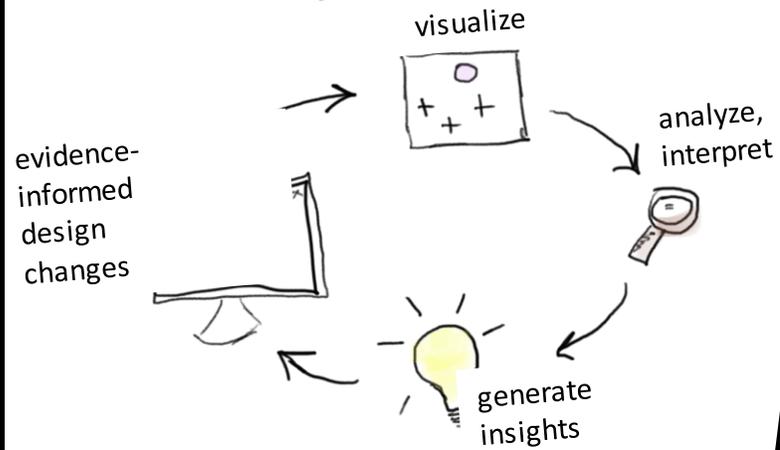
Engage with different faculty data personas

Collaborate with researchers, data analysts, and computer scientists



Analytic Sensemaking

Translate data into learning theory-informed changes



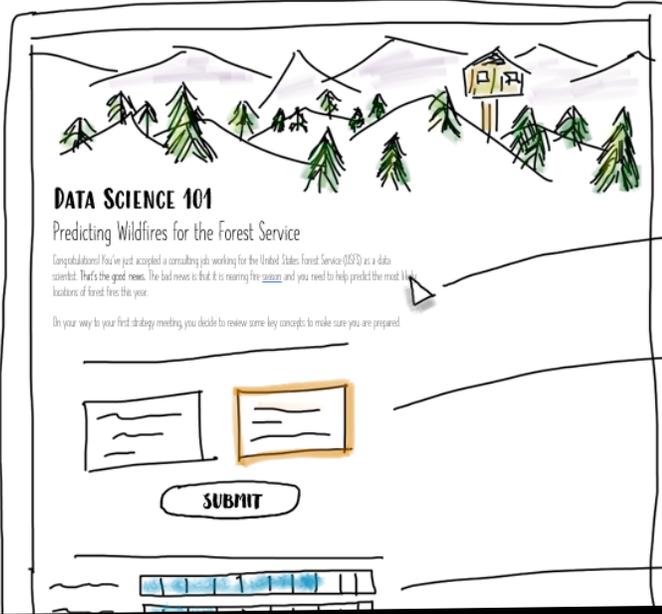
Learning Design With Data In Mind

Intentionally design courses to collect meaningful learning data

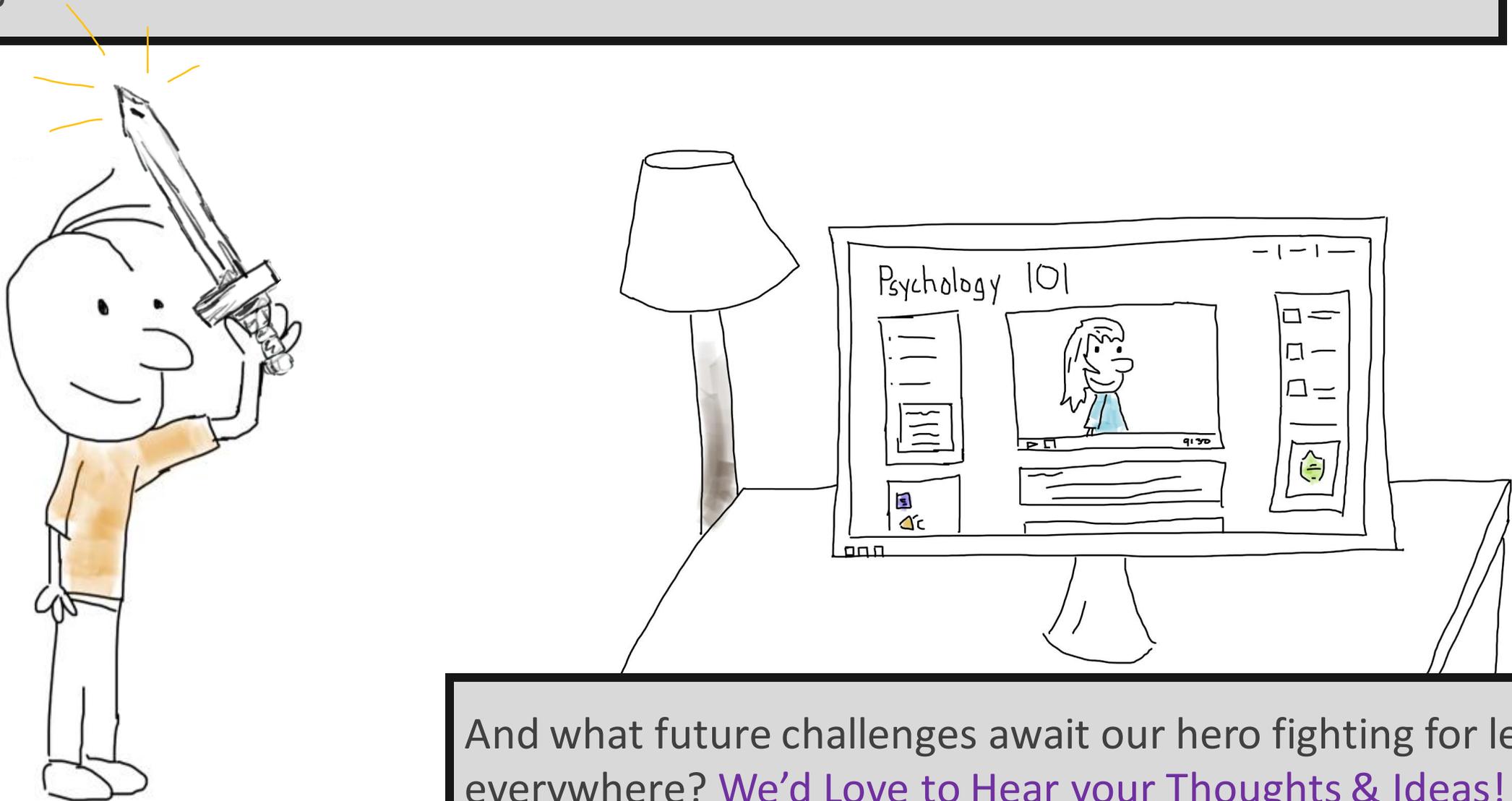
→ Student Activity & Behavior

→ Student Responses & Choices

→ Student Feedback & Perceptions



Is expanding the Role of Instructional designers to Include Learning Research the right Approach? What Other **KNOWLEDGE**, **TOOLS**, or **SKILLS** do Instructional Designers Need?



And what future challenges await our hero fighting for learners everywhere? **We'd Love to Hear your Thoughts & Ideas!**

Learning Design Solutions: Instructional Design with Research in Mind

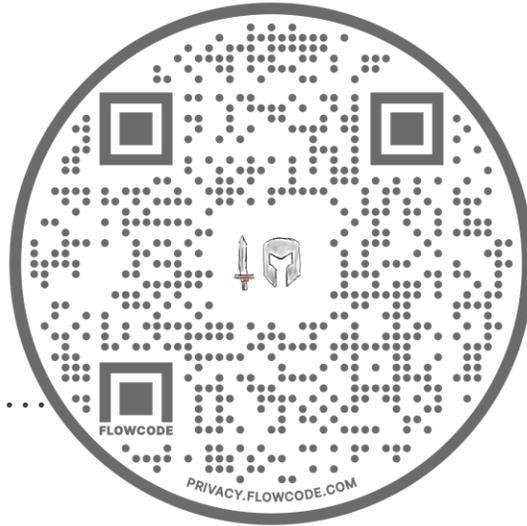


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Good luck on your quest!