



Instructional System Design Certificate

Course Learning Outcomes

By the end of this course you will:

- Understand **how adults learn**.
- Identify the **stages and limitations of learning**.
- Differentiate between various **learning theories**.
- Discuss today's **learning methodologies and approaches to learning design**.
- Develop an understanding of **instructional design models**.
- Review the **ADDIE design model**.
- Plan, conduct and evaluate the results of a **training needs analysis**.
- Define learning objectives of your **planned training intervention**.
- Design learning content following **adult learning principles and instructional design processes**.
- Develop activities and exercises that **foster learning transfer**.
- Decide on the most **effective learning delivery methods**.
- Plan and execute the implementation of your **new training course**.
- Develop facilitation and support documents for your **trainer and learners**.
- Evaluate the **success of your training materials** following industry used **evaluation methods**.



Level

Beginner -
Intermediate



Language

English



Video Subtitles

English, German, Spanish





Why do you need to apply instructional design methodologies in your curriculum design?



Develop result-oriented training materials.



Boost learning transfer and retention.



Establish a consistent approach to learning design.



Increase your ROI and achieve set business goals.



Deliver effective, memorable, and engaging learning experiences.



Properly assess learner knowledge and skill gaps.



Consider adult learning principles, human memory, and learning processes for maximum training success.



Determine which tools and methods deliver the best learning outcomes.

Who is it for

This market certificate course was developed for all **Instructional Design Beginners, Instructional Design, Content creators** ...and any other learning professional who is keen to strengthen their instructional design skills and knowledge.





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How will we teach you?

Participants can access the course material from their: mobile phone, tablet and laptop.

This course is fully taught online. Over a course of **6 weeks** you will receive access to **9 chapters**. Every week one to three new chapters are being released, depending on the complexity and amount of study materials. During each week you can study the material at your own pace and time.

This course includes a live webinar in which course participants can deepen their new knowledge and skills. Throughout the course, our facilitators engage with all participants by answering questions and provide support during assignments and course discussions.

6 Weeks

How long does it take?

The “**Instructional System Design Certificate**” course has a course **duration of 6 weeks**. Lessons include **online learning hours, live-online webinar hours, self-study, assignments and assessments**.



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What is included

This course includes:



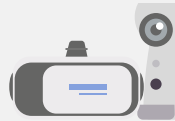
Videos

Exclusive videos explaining concepts, methods, practical tips and tools.



Worksheets

Comprehensive worksheets to practice learned materials.



Assignments

Assignments guiding you through the design of your first online training.



Discussions

Discussion forums encouraging communication with the instructor and other course participants.



Knowledge Checks

Quick quizzes which let you test your knowledge and understanding.



Recaps

Chapter summaries to review what you have learned.

In addition, you will receive

- Course on-boarding support
- Weekly email reminders
- **Official completion certificate:** Printable diploma sharable on your social media accounts such as LinkedIn



Course bonus

- Handbook
- Workbook
- 2 hour course webinar with your instructor
- 1 year access to your course materials
- 1 year access to all course updates



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Attendance Policy

Virtual courses: In order to pass this virtual-course it is mandatory for all participants to complete each week all newly released modules and activities of this course. Active participation is required throughout the program to pass each module and receive the completion certificate. Active participation includes, but isn't limited to, participating in discussion forums, answering all questions of each knowledge check, processing and submitting of assignments, watching of all videos and the attendance of webinars.

Attendance of webinars are not required however, recordings of the webinars will be made available and have to be watched within the following seven (7) days of their release.



Tanja Schmidt

Master Mind

[LinkedIn Profile](#)



Tanja's experience of introducing VR media in adult learning in global organizations makes her the ideal facilitator for this course.

She will guide and support her participants every step on the way to build a solid understanding on how they can create and master their first 360 Media for Learning project for their own learning offerings.



Course Chapters

WELCOME CHAPTER

- First impressions are important
- Who is this course meant for?
- Your materials
- Let's get ready!
- What are you in for?
- Equipment needs
- Smooth takeoff
- We'd like to know you better
- Ask away

CHAPTER 1: The World Of Learning Design

- The world of learning
- Reasons for learning
- How do kids learn?
- How do adults learn?
- Key rules & differentiators
- Psychological processes of learning
- Cognitive processing
- Working memory
- Long-term memory
- Cognitive load
- A short test
- Transfer of learning
- Pedagogy and it's importance
- Pedagogy and instruction
- Stage 1: Getting started
- Stage 2: New knowledge and skills
- Stage 3: Practice makes perfect
- Stage 4: Assessing learning transfer

- Stage 5: Practice knowledge and skill retrieval
- Recap
- Knowledge check
- Ask away

CHAPTER 2: A Look At Learning Theories

- Learning theories in a nutshell
- Constructivism
- Behaviorism
- Cognitivism
- Mayer's cognitive theory
- Malone's theory
- Kolb's theory
- Other design models
- Recap
- Knowledge check
- Ask away



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CHAPTER 3: Today's Learning Terms

- Words you need to know
- Asynchronous and synchronous training
- 70:20:10
- Anyone, anywhere, anytime learning
- Flipped classroom concept
- Learning in the moment of need
- ISD vs LxD
- Recap
- Knowledge check
- Ask away

CHAPTER 4: Instructional Design

- An overview
- Defining instructional design
- The need for instructional design
- Common design models (ADDIE, SAM, ASSURE, etc.)
- Your status quo

- Choosing a systematic instructional system design process
- ADDIE in detail
- Understanding phases
- ADDIE check-in
- Recap
- Knowledge check
- Ask away

CHAPTER 5: Analysis

- Understanding needs and personas
- Defining the analysis phase
- What are training requests
- Key drivers for training requests
- Requests vs. reality
- How to respond to training requests right
- Training needs analysis
- Importance of a TNA
- A TNA workflow
- Preparing a TNA
- Drafting your TNA
- Techniques of collecting data

- Preparing and conducting individual and group interviews
- Collecting data via surveys
- Data gathering during a pandemic
- Performing work observations
- Selecting the best option
- Developing purposeful questions
- Drafting your own questions
- Gathering cohort feedback
- Planning for the data gathering interaction
- Plan the action
- Asking questions right
- Analysing performances
- Performance metrics & competency frameworks
- Your environment
- Task analysis vs. competency analysis
- Performing a TNA
- Practice by doing
- Drawing conclusions
- Report components
- Report planning
- Leveraging templates
- Recap
- Knowledge check
- Ask away



CHAPTER 6: Design

- Learner-centric design done right
- Defining the design phase
- The Design journey
- Learning objectives and their components
- Setting expectations
- Course objectives
- Module objectives
- Lesson objectives
- Identifying LO elements
- Blooms taxonomy of learning
- Bloom's verbs
- Which outcome is desired
- Stating strong learning objectives following Blooms
- Performance-based objectives
- Dos and don'ts of defining performance-based objectives
- Evaluating what is correct
- Meeting Gagné's Nine Events of Instruction
- Learning environments
- Learning delivery methods

- Class sizes depended on environments and methods
- Selecting the most suitable delivery method
- Selecting what works for you
- Being aware of alternatives
- Determining required instructional media
- Media examples and their purpose
- Checking what is needed
- Activities, exercises and the human brain
- Understanding key characteristics of successful exercises
- Creating and connecting learning to memories
- Action mapping 101
- Mapping own exercises and activities
- Recap
- Knowledge check
- Ask away

CHAPTER 7: Development

- Brining it all together
- Defining the development phase
- What all can be developed
- Getting started: Creating a style guide
- Your style guide
- Version controls
- Material development challenges
- Learner-centric material development
- Developing presentation slides
- Slide development guidelines
- Slide development practice
- Sharing is caring
- Participant guide
- Job aids
- Essential facilitator materials you need
- Facilitator guide
- Session flow
- Answer guides
- Additional classroom materials
- Designing a course outline
- 3, 2, 1 ... go!
- The final package



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- Course pilots
- Recording a previous class for training
- Planning and running a course pilot
- Quality review
- Recap
- Knowledge check
- Ask away

CHAPTER 8: Implementation

- Launching day
- Defining the implementation phase
- Steps to follow
- Requesting for program support
- Training admin launch activities
- A tick box exercise
- Facilitator launch activities
- Getting ready!
- SOS guide
- Recap
- Knowledge check
- Ask away

CHAPTER 9: Evaluation

- Evaluating learning transfer
- Evaluation methods and their differences
- Kirkpatrick
- ROI/ Level 5
- KPIs that matter
- Defining what to measure and evaluate
- Defining own KPIs
- Collecting input
- Helpful templates
- Creating a final report
- Next steps
- Recap
- Knowledge check
- Ask away

WRAP UP

- Let's call it a wrap!
- Are we ready yet?
- Thank you!
- Feedback keeps us going!



Ready to go?

Do you have a question before purchasing a course, want to know more about our dedicated in-house training programs for your organization or have any other digital learning question?



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- Create an account.
- Follow the payment indications.



Contact us

Use this form and we will get back to you as soon as we can!

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