

DDIE

ANALYZE, DESIGN, DEVELOP, IMPLEMENT AND EVALUATE

Analyze

ADDIE was developed in 1975 to be used in the U.S. Army. It was originally a very linear process.

PERFORMANCE GAPS



DETERMINE PERFORMANCE OR LEARNING OBJECTIVES **DELIVERY FORMAT**

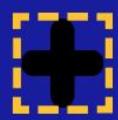
MEASURE EFFECTIVENES OF LEARNING **OBJECTIVES**

DELIVERY OF COURSE OR TRAINING PROGRAM

Develop

DEVELOP A PROTOTYPE CLASS MATERIALS DELIVERABLES

Best Known ISO Mode



WIDELY USED CLEARLY DEFINED STAGES Systematic Flexible Stages Learner Centric



LINEAR PROCESS CAN BE COSTLY TIME CONSUMING REWORKING CHANGES

Michele M. Krall, PhD Student, ISD 2016



BACKWARDS DESIGN

UNDERSTANDING BY DESIGN









IDENTIFY DESIRED RESULTS

DETERMINE ACCEPTABLE EVIDENCE PLAN LEARNING EXPERIENCES AND INSTRUCTION





"One starts with the end-the desired results-and then derives curriculum from the evidence of learning."

-WIGGINS AND McTIGHE, 2000



LEARNER CENTRIC

CREATING OUTCOMES FIRST PROVIDES A ROAD MAP FOR ASSESSMENT AND CONTENT



TIME CONSUMING DURING INITIAL PHASES

Assumes educator Collaboration



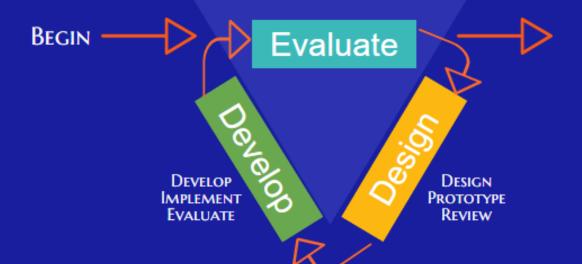
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SAM

SUCCESSIVE APPROXIMATION MODEL

Iterative Process



"Good instruction is inspirational. It captures both the power of knowledge and skill as well as the joy of becoming competent. Good learning experiences aren't just about facts, they are about becoming a more proficient, capable, and valuable person."

DR, MICHAEL ALLEN, LEAVING ADDIE FOR SAM: AN AGILE MODEL FOR DEVELOPING THE BEST LEARNING EXPERIENCES (2012).



EFFICIENT AND EFFECTIVE CONTINUOUS IMPROVEMENT FLEXIBLE COLLABORATIVE PROJECT TO MARKET FASTER





FINAL PROJECT NOT RELEASED FIRST STAKEHOLDER BUY-IN PLANNING HIGHLY SKILLED/CROSS-SKILLED COMPETENCIES

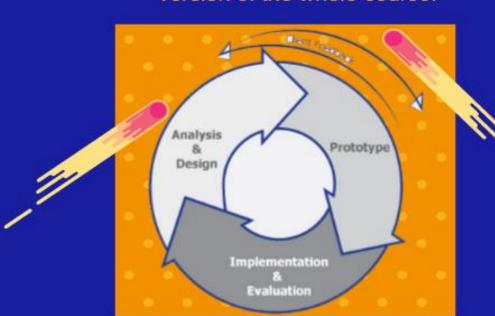




RPM

RAPID PROTOTYPING MODEL

It is a non-linear approach that produces a sample working model that is a scaled-down representative version of the whole course.



RPM TAKES THE ADDIE STAGES AND CREATES A FAST PACED MODEL, MERGING STEPS TOGETHER. ALL 5 STAGES ARE COMPLETED BUT SHORTCUTS ARE TAKEN. DEVELOPMENT AND TESTING OF TRAINING HAPPEN QUICKLY. STEPS ARE CUSTOMIZED TO FIT THE NEEDS OF THE DESIGNER.



BETTER COMMUNICATION BETWEEN
DESIGNER AND CLIENT
NON-LINEAR APPROACH
REDUCES DEVELOPMENT TIME AND COSTS
CATCHES PROBLEMS EARLY



SHOULD NOT BE USED BY A NOVICE MANY REVISIONS CAN LEAD TO LOWER QUALITY DELAY FINAL PROJECT DETAILS LEFT OUT



Michele M. Kroll, PhD Student, ISD 2016