

Domain of Instructional Development

MIT Competencies	Job Qualifications	Artifacts	Rationale
<p>Develop projected and non-projected graphic instructional materials.</p>	<p>Have expertise with graphic design</p> <p>Develop training courses, job aids, and websites.</p> <p>Provide direction when developing instructional materials</p> <p>Must have the knowledge and skills to integrate text, graphics, video, and animation into instructional materials appropriately to ensure learning occurs</p>	<p>MIT 511 – Multimedia Design Projects - A Literary Guide to The Legend of Sleepy Hollow (Graphic Design), <u>A Wrinkle in Time</u> (Print Redesign), and How to Create a Free Social Network Using Ning.com (Job Aid Design)</p> <p>MIT 512 – Internet Safety: Guidelines for Parents – Newsletter</p>	<p>Each one of these artifacts shows different projected and non-projected graphical instructional materials. These artifacts were developed by utilizing my knowledge of text, graphics, video, animation, and audio files. Each artifact demonstrates my ability to develop instructional materials that promote learning.</p>
<p>Demonstrate ability to produce audio scripts and audiotapes.</p>	<p>Demonstrate experience producing audio elements for multi-media instructional modules</p>	<p>MIT 500 – ROC'D: Rapid Online Course Development – Self-Instructional Module</p> <p>MIT 511 – How to Create a Free Social Network Using Ning.com – Job Aid Design</p>	<p>These two artifacts both utilize audio scripts that I developed to ensure that the correct information is relayed to learners.</p>
<p>Demonstrate the ability to produce still and motion photographic instructional</p>	<p>Possess the knowledge of user interface design and computer graphic software</p> <p>Produce digital learning</p>	<p>MIT 500 – ROC'D: Rapid Online Course Development – Self-Instructional Module</p>	<p>Each of these artifacts demonstrated my knowledge and skill at producing both animated and still graphics for instructional materials.</p>

<p>materials, including knowledge and competencies in: film characteristics, camera operation, exposure, darkroom processes, lighting and color photography.</p>	<p>components for online courses.</p> <p>Ability to produce videos or training modules</p>	<p>MIT 595 – Lego NC History: An Educational Game - Blockade Runner (3D Modeling), Cannon (3D Modeling), Lego NC History: The Battle for Fort Fisher (Design Document and Storyboards)</p>	
<p>Demonstrate knowledge of the principles of perception and visual learning applicable to the design and production of photographic instructional materials.</p>	<p>Provide artistic direction to designers and developers</p> <p>Demonstrate proficiency with web design and development software</p>	<p>MIT 500 – ROC'D: Rapid Online Course Development – Self-Instructional Module</p> <p>MIT 511 – Multimedia Design Projects - A Literary Guide to The Legend of Sleepy Hollow (Graphic Design) and <u>A Wrinkle in Time</u> (Print Redesign)</p> <p>MIT 595 – Lego NC History: An Educational Game - Blockade Runner (3D Modeling), Cannon (3D Modeling), Lego NC History: The Battle for Fort Fisher (Design Document and Storyboards)</p>	<p>Each of these artifacts demonstrated my skills and knowledge of different design principles that help learners perceive graphics so that they better understand the information presented to them.</p>

<p>Demonstrate knowledge of computer utilization practices and the ability to apply them in instructional settings including: computer literacy, software selection and evaluation, instructional management, hypermedia development and distance learning.</p>	<p>Demonstrate knowledge and experience with a learning management system and its tools for functional knowledge and proficiency with using software application and instructional technology tools</p> <p>Assist experts in the development of eLearning curricula and courses</p> <p>Provide direction to designers and developers</p>	<p>MIT 500 – ROC'D: Rapid Online Course Development – Self-Instructional Module</p> <p>MIT 522 - Integrating Technology for School Improvement and the 21st Century Students – Technology Implementation Plan</p> <p>MIT 542 – Penguins: Past and Present – Second Grade Curriculum and Fourth Grade Curriculum</p> <p>MIT 595 - Lego NC History: An Educational Game - Educational Game Evaluation Rubric</p>	<p>These artifacts demonstrate my knowledge of how to make varying instructional materials that utilize computer applications.</p>
<p>Design and produce computer-based instruction including drill-and-practice and tutorial programs.</p>	<p>Develop training courses, job aids, and websites</p>	<p>MIT 500 – ROC'D: Rapid Online Course Development – Self-Instructional Module</p> <p>MIT 511 – How to Create a Free Social Network Using Ning.com – Job Aid Design</p>	<p>These two artifacts were designed and developed as performance support systems that walk a learner through the steps of completing tasks on their own and as needed. They serve as tutorials. Both of these artifacts demonstrate my ability to take information and design and develop tutorials that relay vital information to the learner in a sequenced order to ensure that learning occurs. The artifact provides for a self-paced learning environment. The learners can repeat activities as needed to practice and develop competency completing the tasks presented to them.</p>

<p>Design and produce interactive multimedia systems.</p>	<p>Demonstrate experience establishing and implementing techniques and procedures for web-enabled, interactive multimedia systems</p>	<p>MIT 500 – ROC'D: Rapid Online Course Development – Self-Instructional Module</p>	<p>This artifact was designed and developed utilizing multimedia to produce an interactive learning module. The artifact provides for a self-paced learning environment.</p>
<p>Develop curriculum and apply instructional technology to the curriculum at the systems level, the macro level and the micro level.</p>	<p>Design and build curriculum that integrates technology</p> <p>Demonstrate experience designing and developing eLearning, instructor-led, and distance learning curriculum</p>	<p>MIT 500 – ROC'D: Rapid Online Course Development – Self-Instructional Module</p> <p>MIT 512 – Computer Applications at Pine Valley - Bridging the Digital Divide: Digital Immigrants and Digital Natives at Pine Valley Elementary School</p> <p>MIT 522 - Integrating Technology for School Improvement and the 21st Century Students – Technology Implementation Plan</p> <p>MIT 542 – Penguins: Past and Present – Second Grade Curriculum and Fourth Grade Curriculum</p>	<p>These artifacts demonstrate my knowledge and skills of developing and applying instructional technology to a curriculum at both a micro and macro level.</p>
<p>Demonstrate knowledge and ability to design and produce self-instructional</p>	<p>Demonstrate experience developing training courses, job aids, creating and maintaining information on web sites</p>	<p>MIT 500 – ROC'D: Rapid Online Course Development – Self-Instructional Module</p> <p>MIT 511 – How to Create a Free</p>	<p>These artifacts illustrate my ability to produce a self-instructional module, a job aid, and curriculum that integrates technology that is complete with instructor's guides and student guides.</p>

<p>modules, training manuals, instructor's guides and job aids.</p>	<p>Produce instructional materials that will serve as “how-to” guides</p>	<p>Social Network Using Ning.com – Job Aid Design</p> <p>MIT 542 – Penguins: Past and Present – Second Grade Curriculum and Fourth Grade Curriculum</p>	
<p>Design and produce mediated instruction.</p>	<p>Design, plan, and manage production of training materials in video, slide, audio, computer, and print formats to meet instructional objectives</p>	<p>MIT 500 – ROC'D: Rapid Online Course Development – Self-Instructional Module</p> <p>MIT 542 – Penguins: Past and Present – Second Grade Curriculum and Fourth Grade Curriculum</p>	<p>These artifacts are designed to deliver instruction through the use of computer technology and other formats, as mediated instruction.</p>