

Philosophy of Instructional Technology

My philosophy of instructional technology is informed by the work of Jean Piaget and cognitive constructivist philosophy. I believe learners cannot simply be given knowledge; they must “construct” knowledge through personal experiences. Learners will retain much more knowledge if they are actively engaged, and working toward a product that has significance for them.

As an instructional designer, I always look at ways to actively engage the learner, and assist him/her in connecting new material with prior knowledge. I also strive to encourage the learner to take responsibility for his/her own learning. I incorporate authentic and real-world scenarios, into the design of my instruction whenever possible. I believe interaction is the core of knowledge construction process. Thus, in designing courses I build in activities that require a large amount of interaction among the participants and foster a safe environment for sharing varying perspectives.

The instructional design principles and processes are what guide my practice. I believe it is imperative to first understand the operating system, environment, and learners before any instruction can be designed.