

Glossary

Instructional System Design (ISD): the systemic (holistic) and systematic process approach to analysis, design, development and evaluation of a complete system of instruction.

Instructional Design: a process that applies the general principles of learning and teaching to the development of a lesson or course.

Measurement: the process of quantifying the degree to which someone or something possesses a given trait.

Assessment: the process of collecting, analyzing and synthesizing data related to students' performance.

Evaluation: the systematic process of collecting and analyzing data in order to form judgments which in turn are to be used to make decision.

Performance Analysis: Performance analysis involves gathering formal and informal data to help customers and sponsors define and achieve their goals. Performance analysis uncovers several perspectives on a problem or opportunity, determining any and all drivers towards or barriers to successful performance, and proposing a solution system based on what is discovered.

Needs Analysis: part of the instructional design process that determines what needs to be taught, the characteristics of the learners, the contexts in which the instruction will be delivered and knowledge/skills will be transferred.

Task/Job Analysis: the systematic process of identifying specific tasks and subtasks to be instructed or trained in terms of frequency, complexity and importance. It sequences and describes observable, measurable behaviors involved in the performance of a task or job.

Instructional Analysis: the process of identifying the tasks that must be learned by instruction and what types of learning.

Instructional Development: the process of building functional prototype for the design specifications and testing prototype

Formative Evaluation: type of evaluation which occurs during the development stage and allows for changes based on both objective and subjective data

Deliverables: tangible and usable products which are produced during a project

Innovation: a new idea, training, practice, or product.

Diffusion: a process by an innovation the process is communicated through certain channels over time among the members of a social system .

Change Agent: the person who intervenes or launch in the problem-solving efforts of a social group or organization.

ID (Instructional Design/Development) Project Management: the means by which all the planning, analysis, development, implementation, and evaluation actions involved in the instructional system development process are coordinated and controlled.

Project Scope: a systematic set of plans that prescribes goals, deliverables and delivery options for directing the development efforts of a project (Murdock, 2006).

Summative Evaluation: the process of collecting data and information to make decisions about the acquisition or continued use of some instruction or a product.