

## **Instructional Design for High School Students: Making complex content accessible.**

**Abstract:** This is a demonstration of an online, introductory course for high schools students interested in Instructional Design. The project was developed primarily for students who are constrained by location in their ability to access concurrent enrollment classes and are interested in pursuing careers in multimedia and instructional design. The CD and website were created to meet an expressed need by state high school multimedia teachers who felt overwhelmed teaching instructional design content at a high school level to meet state standards.

**Proposal:** As high school students excitedly embrace multimedia, the old systems of delivery aren't encouraging them to see new possibilities for how to teach and how to learn in a technology mediated society. Too often it is prohibitive for these young people to commute long distances while in high school. As result of these geographical constraints and the desire for pedagogically-sound technological delivery, it has become a priority of the governor of Utah to encourage the development of quality online concurrent enrollment classes.

In an attempt to provide a solution to local problems of geography and high school multimedia teachers not trained to teach instructional design, a best-practice multimedia, online introduction to Instructional Technology concurrent enrollment class for high school students was developed. This class meets the local Applied Technology Education Standards under Multimedia 1: Design & Development. In conjunction with an instructional project they develop at their schools, they receive feedback from masters students in instructional design as a part of the larger instructional system designed to introduce them to the field of instructional technology in a one-credit concurrent enrollment course.

The material covered in the course is similar to that covered by masters-level project

classes in top instructional design programs in North America but at a greatly simplified, novice level. Beta testing of the materials by a few selected high schools indicates that generally the materials are just what they need. Weakness highlighted in the formative evaluation have been addressed and revised for the current version.

Whenever you help young people gain skills there is a ripple effect in the surrounding community. We are fortunate to have many local start-up companies in our state in online instruction who need workers with technical and design skills. Many of these companies allow their technical workers to tele-commute for a portion of their time. Those who choose to go to college have the opportunity to jumpstart their college experience with concurrent enrollment and advanced technical skill. However you look at it, there is significant impact for a single course for high school students in instructional technology which does not require them to move or commute.

Developing an online course with a variety of methods for content delivery intended to meet the needs of a wide spectrum of learners is long overdue. The demand for a course of this nature by high schools across the state and potentially nation wide is such that I expect it to be broadly available in the near future. With the rapid growth of the internet this interest can only be expected to grow. Already there has been enquires from schools in surrounding states for information on how their students can participate in this instructional design concurrent enrollment course.

I believe that EdMedia would be an ideal venue for the first public demonstration of this project outside of Utah. Feedback from a larger network of educators and instructional designers would help us further improve our materials and generate additional interest in making instructional design concepts accessible to a younger audience.