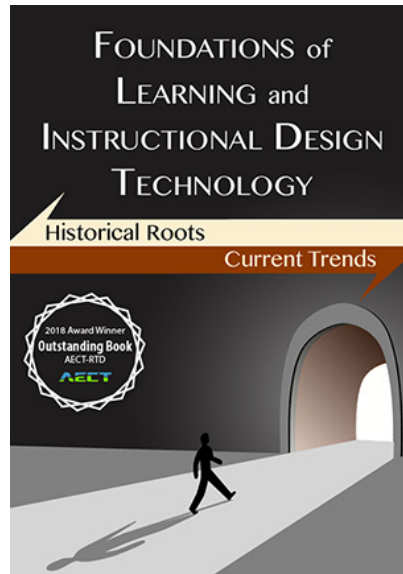# Final Reading Assignment

Now that you are concluding this book, you should know . . . that you still know very little about the field of Learning and Instructional Design Technology. This is a "meta" field after all! One of the best pieces of advice I received as a student was to "read everything." As you progress in your studies, you will need to focus your reading specifically on the body of literature influencing your own work. However, take time to also read broadly, because often we need to step outside of our narrow research and design agendas to spark our creativity. The following are some recommended readings for you (with link addresses provided for those reading this book in pdf form), although any person in the field will have a different list—so ask them what they have read that influenced them, and you will be led down a fruitful path.

Open-access

- The Design of Everyday Things by Donald Norman
- Surviving Change: A Survey of Educational Change Models: http://files.eric.ed.gov/fulltext/ED443417.pdf
- LIDT open access books available on http://edtechbooks.org/-sD.
- An Open Education Reader: https://opened.pressbooks.com
- Teaching in a Digital Age (http://edtechbooks.org/-qL)
- Seminal Papers in Educational Psychology: https://3starlearningexperiences.wordpress.com/2017/02/28/seminal-papers-in-educational-psychology/
- Psychological Science by Mikle South (an open text for Psychology 101, but also useful for revisiting classic psychological ideas) http://edtechbooks.org/-Rz
- Trends and Issues Podcast (http://trendsandissues.com/) by Abbie Brown and Tim Green, and their accompanying Flipboard magazine.
- Interaction and User Experience Design articles from interaction-design.org. This is an excellent collection of openly available articles by leading scholars in the areas of user experience design, research methods, and innovation research.
- Video Interviews with senior "legends" within AECT. http://aectlegends.org
- Learning-theories.com — brief summaries of many different theories
- *How People Learn* — grant-funded summary of learning theories by leading learning scientists
- The Cathedral and the Bazaar — Famous essay by Eric Steven Raymond that is widely regarded as the essay that launched the Mozilla foundation and open source movement.

West, R. E. (2018). *Foundations of Learning and Instructional Design Technology* (1st ed.). EdTech Books. Retrieved from http://edtechbooks.org/lidtfoundations