## Part II

## **Instructional Design Knowledge**

Bulding upon the foundation of instructional design practice, we now turn to the sources of knowledge instructional designers rely on to carry out their practice. Instructional design uses both academic sources of knowledge as well as practical forms of know-how. Both are needed to successfully solve instructional design problems or address instructional design challenges. Some design knowlege is personal to the designer, while other forms are codified into processes or other techniques.

After reviewing some of the explicit and tacit sources of design knowledge upon which instructional designers rely, we then address instructional design processes as forms of design knowledge. We also include chapters that summarize the practical knowledge invovled in designing different kinds of instructional activities. We conclude with knowledge that is useful for designers to develop and sustain the working relationships they need for the challenges they address. Each of these four subsections contains between 3 - 8 chapters.

Sources of Design Knowledge
Learning Theories
The Role of Theory in Instructional Design
Making Good Design Judgments via the Instructional Theory Framework
Using Theory as a Learning and Instructional Design Professional
The Nature and Use of Precedent in Designing
Standards and Competencies for Instructional Design and Technology Professionals
Instructional Design Processes
Design Thinking
Robert Gagné and the Systematic Design of Instruction
Designing Instruction for Complex Learning
Curriculum Design Processes
Agile Design Processes and Project Management
Designing Instructional Activities

Designing Technology-Enhanced Learning Experiences
Designing Instructional Text
Audio and Video Production for Instructional Design Professionals
Using Visual and Graphic Elements While Designing Instructional Activities
Simulations and Games
Designing Informal Learning Environments
The Design of Holistic Learning Environments
Measuring Student Learning
Design Relationships
Working With Stakeholders and Clients
Leading Project Teams
Implementation and Instructional Design



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