Advanced Instructional Design
EDIT 732 – 3 credits (pre-requisite EDIT 705)
Course Syllabus
Fall 2009

George Mason University

http://courses.gmu.edu

General Information

Time: Tuesdays, 4:30 PM – 7:10 PM
Location: Commerce II 100
Instructor: Dr. Nada Dabbagh
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Course Objective

This course provides students with the knowledge and skills for designing highly contextualized and engaging learning environments based on the principles of constructivism, situated cognition, open-ended learning, and learner-centered instruction. The readings expose students to current and emerging theoretical perspectives as evidenced by instructional design literature and applications. The focus is on grounded or theory-based design, which differs from the systematic process of instructional design (ADDIE model) as discussed in EDIT 705. However, many principles of systematic instructional design will be fundamental to understanding and implementing this design approach. Additionally, the course emphasizes the design of e-learning environments using a variety of constructivist-based pedagogical models.

Delivery Approach: The course will be conducted through a mixture of lecture, in-class discussions and learning activities, online discussions, and individual and collaborative project-based activities.

Learning Outcomes

1. To develop an understanding of epistemological approaches to learning and cognition such as objectivism, cognitivism, and constructivism.
2. To be able to compare and contrast constructivist and objectivist approaches to learning and instruction.
3. To develop an understanding of constructivism and situated cognition as a foundation for a comprehensive view of learning and instruction.
4. To develop an applied understanding of the implications of constructivism and situated cognition for instructional design.
5. To explore alternative constructivist pedagogical models and their implications for the design and evaluation of technology-supported learning environments.
6. To appreciate the importance of the linkage between theories of learning and instructional design practice.

Instructional Resources

Required Texts:


Additional readings will be in PDF format on the Blackboard LMS or provided as handouts in class. The LMS course website will also have a variety of instructional resources organized according to the learning modules in the timeline below and should be visited with each module. To access the LMS, go to courses.gmu.edu and login using your GMU email userid and password. If you miss class, it is your responsibility to check on what you missed and make up the work.
Learning Activities and Grading Policy

Compare and Contrast Assignment (C&C) 30% of grade
In groups of two, students will identify and compare and contrast two technology supported learning environments (or instructional applications) that are rooted in two opposing learning paradigms or epistemologies (objectivist and constructivist). Students will demonstrate contrasting characteristics of the selected learning environments to the class in an oral presentation. Students should justify or support these characteristics using the theoretical principles of each learning paradigm and citing class readings/resources and additional resources as appropriate. The presentation, characteristics of the applications, theoretical principles, and references/resources used, should be uploaded to the course website. More detail about this assignment is provided on the course website.

Online and In-Class Participation 30% of grade
This course will adopt a distributed or blended delivery approach allowing for online and in-class discussions and activities. Online discussions will center on the readings and will be primarily facilitated by the instructor. Discussion questions will be posted before the discussion begins to allow students time to formulate responses. Rubrics for evaluating participation in online and in-class discussions and activities are provided on the course website. Students will also be required to post reflections and commentaries on the readings and resources.

Designing a Constructivist Learning Environment 40% of grade
Each student will select a constructivist pedagogical model based on the modules of the course and design a prototype of a learning environment for a specific audience and learning content based on the instructional characteristics of the selected model. This final project should include the following elements:

- A short paper depicting your understanding of constructivism and its implications on teaching and learning. The paper should begin with (a) a discussion of constructivism, (b) a discussion of why the pedagogical model you selected for this project is based on constructivist principles, (c) a general description of the context of your learning environment and why the pedagogical model you selected is a good fit for this context, and (d) a conclusion describing how your prototype can be extended to different learning contexts (e.g., different learner population or different skills/content). (APA style required).
- A matrix (table) demonstrating the mapping or alignment of the learning outcomes to the instructional strategies (i.e., the instructional characteristics of the pedagogical model that you selected), the learning activities (what the learners will do), and the assessment criteria.
- A prototype of the learning environment showing all instructional parameters and learning activities. The prototype can be web-based, or, it can be done in PPT or a technology tool of your choosing (e.g., a wiki).

Grades are based on the successful completion of course requirements and on the scope, quality and creativity of the assignments. To get an A in this course, students must demonstrate critical thinking skills through active synthesis of reading material, integration of prior knowledge and experience, and through problem-solving, argumentation, and reasoning skills.

Grade distribution is as follows: A + = 97 - 100 (exceeds expectations on all requirements); A = 93 - 96 (meets expectations, excellent performance); A- = 90 - 92 (meets expectations, very good performance), B+ = 86 - 89 (meets expectations, good performance), B = 83 - 85 (meets most expectations, good performance); B- = 80 – 82 (meets some expectations, average performance); C = 70 - 79 (notably below expectations).

The instructor reserves the right to deduct up to 10% of an assignment grade per day for late submissions without a valid excuse. Missing more than 2 classes over the semester can also result in grade reduction.
Course Timeline  
(subject to change)

Module 1: Learning Paradigms and Instructional Design

**Tuesday September 1**  
- Course Intro  
- General discussion on learning theories and epistemologies  
- Post bios and initial idea for final project to BB main discussion area  
- Complete icebreaker activity and begin exploring module 1 resources (e.g., Take the C Test)  

Readings/resources to be completed by **Tuesday September 8**  
- Jonassen (1991). Objectivism versus Constructivism: Do We Need a New Philosophical Paradigm? (BB)  
- Merrill (1996). Reclaiming the Discipline of Instructional Design. (BB)  
- Jonassen (1996). There is No Need to Reclaim the Field of ID: It's Just Growing. (BB)  
- Continue exploring module 1 online resources  
- Read bios and project ideas and post comments as appropriate

**Tuesday September 8**  
- Discuss module 1 readings/resources, complete related class activities  

Readings/resources to be completed by **Tuesday September 15**  
- Chapter 1 (Wilson text)  
- Chapter 1 (Dabbagh & Bannan-Ritland text)  
- Continue exploring module 1 online resources

**Tuesday September 15**  
- ASSIGN TEAMS FOR C&C  

**Tuesday September 22**  
- Discuss module 1 readings/resources, complete related class activities  

**Module 2: Situated Cognition, Anchored Instruction, Cognitive Apprenticeships**

Readings/resources to be completed/explored by **Tuesday September 22**  
- Dennen – Cognitive Apprenticeship article (BB)  
- Chapters 4&10 (Wilson text)  
- Explore module 2 online resources

**Tuesday September 22**  
- Discuss module 2 readings/resources, complete related class activities

**Module 3: Instructional Design for Online Learning**

Readings/resources to be completed/explored by **Tuesday September 29**  
- Duffy & Cunningham (1996). Constructivism: Implications for the design and delivery of instruction (BB)  
- Chapters 4 (Dabbagh & Bannan-Ritland text)  
- Chapters 2&6 (Wilson text)  
- Explore module 3 online resources

**Tuesday September 29**  
- FIRST ONLINE DISCUSSION  

Online discussion begins Sunday September 27th at 5 pm and ends Sunday October 3rd at 5 pm. Discussion questions will be posted on Friday September 25.

**Tuesday October 6**  
- Recap online discussion, work on C&C presentations

**Tuesday October 13**  
- COLUMBUS DAY RECESS
Tuesday October 20  
**C&C PRESENTATIONS**  
**f2f Class**

Readings/resources to be completed/explored by **Tuesday October 27**
- Chapters 5 & 6 (Dabbagh & Bannan-Ritland text)
- Continue exploring **module 3** online resources

**Tuesday October 27**  
**f2f class**

- Discuss **module 3** readings/resources, complete related class activities

Readings/resources to be completed/explored by **Tuesday November 3**
- Chapter 7 (Dabbagh & Bannan-Ritland text)
- Chapters 3, 15 & 16 (Wilson text)
- Continue exploring **module 3** online resources

**Tuesday November 3**  
**ONLINE DISCUSSION #2**  
**f2f class**

- Online discussion begins Sunday the 1st at 5 pm and ends Sunday the 8th at 5 pm. Discussion questions will be posted on Friday October 31st or earlier.

**Module 4: Cognitive Flexibility Hypertexts, Case-Based Learning, and Goal-Based Scenarios**

Readings/resources to be completed/explored by **Tuesday November 10**
- Kim, Hannon, & Thomas (2004). Case-Based Reasoning. (BB)
- Chapter 5 (Wilson text)
- Godshalk, Harvey, & Moller (2003). The Role of Learning Task on Attitude Change using CFH. (BB)
- Explore **module 4** online resources

**Tuesday November 10**  
**FINAL PROJECT PROPOSAL DUE**  
**f2f class**

- Recap online discussion, discuss **module 4** readings/resources, complete related class activities

**Module 5: Games, Simulations, and Computer-Based Microworlds**

Readings/resources to be completed/explored by **Tuesday November 17**
- Gredler – Games and Simulations (BB)
- Rieber – Microworlds (BB)
- Chapter 7 (Wilson text)
- Explore **module 5** online resources

**Tuesday November 17**  
**FEEDBACK ON FINAL PROJECT**  
**f2f class**

- Discuss **module 5** readings/resources, complete related class activities

**Tuesday November 24**  
**WORK ON FINAL PROJECT**  
**No Class**

**Module 6: Problem-Based Learning**

Readings/resources to be completed/explored by **Tuesday December 1**
- Dabbagh paper on PBL (BB)
- Barrows chapters on PBL (handout)
- Chapter 11 (Wilson text)
- Explore **module 6** online resources

**Tuesday December 1**  
**f2f Class**

- Discuss **module 6** readings/resources

**Tuesday December 8**  
**GUEST SPEAKERS**  
**f2f class**

**Tuesday December 15**  
**FINAL PROJECT DUE**  
**f2f class**
COLLEGE OF EDUCATION AND HUMAN DEVELOPMENT STATEMENT OF EXPECTATIONS:

All students must abide by the following:

Students are expected to exhibit professional behavior and dispositions. See http://gse.gmu.edu/facultystaffres/profdisp.htm for a listing of these dispositions.

Students must follow the guidelines of the University Honor Code. See http://www.gmu.edu/catalog/apolicies/#Anchor12 for the full honor code.

Students must agree to abide by the university policy for Responsible Use of Computing. See http://www.gmu.edu/facstaff/policy/newpolicy/1301gen.html. Click on responsible Use of Computing Policy at the bottom of the screen.

Students with disabilities who seek accommodations in a course must be registered with the GMU Disability Resource Center (DRC) and inform the instructor, in writing, at the beginning of the semester. See http://www.gmu.edu/student/drc/ or call 703-993-2474 to access the DRC.