**Personas for the ILDT Master’s Program**

**Instructional Designer**

Someone who has their “boots on the ground” with respect to designing effective training, learning and online assets for adult learners. They are the ones designing the layout, user interface, interactivity, lesson delivery and assessment in online courses. They require some theory in adult learning but also the practical tools and techniques for effective learning design with instructional technologies.

Key Projects: Designing web pages, designing user experiences, building online learning environments, creating accessible and equitable learning assets.

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| Core Courses | |
| ILDT 5301 | Foundations of Instructional Design and Learning Technology |
| ILDT 5302 | Theories of Teaching and Learning with Technology |
| ILDT 5303 | Designing and Developing Meaningful Online Learning |
| ILDT 5304 | Assessment and Evaluation with Learning Technologies |
| Elective Courses | |
| ILDT 5350 | Multimedia Design Tools for Online Learning |
| ILDT 5360 | User Experience Design for Accessibility |
| ILDT 5370 | Program Planning and Implementation for Hybrid and Virtual Learning Environments |

**Training Manager**

The training manager oversees the work of the instructional designers, subject matter/content experts and the corporate trainers. They require a comprehensive understanding of the opportunities of teaching with instructional technology, as well as how to effectively plan online classes and programs. They need to understand how to advocate for online learning as well as how to identify the needs and respond to challenges of their online students.

Key Projects: Creating customized online learning frameworks, designing implementation plans, creating online learning programs, designing online simulations.

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| Core Courses | |
| ILDT 5301 | Foundations of Instructional Design and Learning Technology |
| ILDT 5302 | Theories of Teaching and Learning with Technology |
| ILDT 5303 | Designing and Developing Meaningful Online Learning |
| ILDT 5304 | Assessment and Evaluation with Learning Technologies |
| Elective Courses | |
| ILDT 5320 | Simulations and Gamification of Learning: Theories and Practice |
| ILDT 5370 | Program Planning and Implementation for Hybrid and Virtual Learning Environments |
| ILDT 5380 | Learning System Design and Implementation |

**Classroom (High School or Elementary) Teacher**

The classroom teacher’s primary concern is how to use instructional technology in the most engaging and efficient manner to improve the learning opportunities and outcomes of their students. They are more interested in the delivery of effective online learning, and the opportunities it provides for collaboration, reflection, motivation, and student success. They need to understand how to harness the power of instructional technologies so as to facilitate learning experiences for their students.

Key Projects: Creating assessments utilizing instructional technologies, identifying culturally responsive learning experiences, creating online facilitation guides, designing inclusive online lessons.

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| Core Courses | |
| ILDT 5301 | Foundations of Instructional Design and Learning Technology |
| ILDT 5302 | Theories of Teaching and Learning with Technology |
| ILDT 5303 | Designing and Developing Meaningful Online Learning |
| ILDT 5304 | Assessment and Evaluation with Learning Technologies |
| Elective Courses | |
| ILDT 5310 | Inclusive, Equitable and Culturally Responsive Online Learning |
| ILDT 5340 | Facilitation Strategies for Hybrid and Online Learning |
| ILDT 5360 | User Experience Design for Accessibility |

**Professor or Adult Educator**

The professor or adult educator must have a solid understanding of the relevant learning theories of teaching with instructional technologies. They must merge theory and practice to facilitate and model effective teaching methods to their higher education or adult students. They need to be on the cutting edge of recommended practices for online, hybrid and HyFlex design so they can help identify the future of online learning environments. The teaching and research they do will determine the education technology experiences for future generations of learners.

Key Projects: Creating adult online learning frameworks, designing open and informal learning experiences, identifying new facilitation techniques with instructional technology, planning the learning environments of the future.

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| Core Courses | |
| ILDT 5301 | Foundations of Instructional Design and Learning Technology |
| ILDT 5302 | Theories of Teaching and Learning with Technology |
| ILDT 5303 | Designing and Developing Meaningful Online Learning |
| ILDT 5304 | Assessment and Evaluation with Learning Technologies |
| Elective Courses | |
| ILDT 5330 | Creating Open and Informal Learning Environments with Technology |
| ILDT 5340 | Facilitation Strategies for Hybrid and Online Learning |
| ILDT 5370 | Program Planning and Implementation for Hybrid and Virtual Learning Environments |

**Senior Leader**

The senior leader must understand the many possibilities for teaching with instructional technology, as well as the processes and workflows for its effective implementation. This begins with an understanding of learning theory, and then continues system design and how to lead educational change through the adoption of instructional technologies. They require a “top down” understanding of how effective online learning can be incorporated into their organization.

Key Projects: Identifying educational opportunities for instructional technologies, designing online learning systems for their organization, creating a leadership plan for instructional technology, merging theory with practical application of online learning.

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| Core Courses | |
| ILDT 5301 | Foundations of Instructional Design and Learning Technology |
| ILDT 5302 | Theories of Teaching and Learning with Technology |
| ILDT 5303 | Designing and Developing Meaningful Online Learning |
| ILDT 5304 | Assessment and Evaluation with Learning Technologies |
| Elective Courses | |
| ILDT 5370 | Program Planning and Implementation for Hybrid and Virtual Learning Environments |
| ILDT 5380 | Learning System Design and Implementation |
| ILDT 5390 | Leadership in Instructional Technology |