

***Use the discussion forum "Assignment 2.2: Instructional Design Models" to share which model(s) you prefer and why. Take time to respond to at least two of your classmate's suggestions as well.***

I didn't really see any presentation of different instructional design models in our assigned reading, unless we're counting the diagram of the Dick et al model as a second model, although it's based on ADDIE. Reiser and Dempsey essentially presented the ADDIE model as the de facto model and then stated that although there were variations of this model in which other "authors 'slice and dice' the five core ADDIE elements in many different ways and use a variety of terminology, careful examination will reveal that all contain the core elements [of ADDIE] in one form or another (p12). So I guess I would say I like the ADDIE instructional design model best. I first learned of ADDIE last semester and I do think it is insightful and succinct in its descriptions of the process. It reminds me a lot of the techniques we use in our systems analysis course at MSJC which is designed to teach students how to identify business needs and then analyze, design, and develop a systematic solution. An interesting part of that process is known as "gap" analysis which is when one identifies the "gap" between how things are and where they need to be in the end. In other words the system to be developed is what is needed to get you from point A to point B.