

## **Instructional Design and Digital Development Circle**

### **What are some critical Academic Planning principles?**

Applying principles of Instructional Design and Development to program, course, and/or software development. Instructional design (Instructional Systems Theory) is a field of study that blueprints instruction based upon needs assessment, learner analysis, instructional strategies, media attributes, interactive user response, and assessment and evaluation strategies.

### **What about some ideas about possible innovative academic structure to meet the needs of UBC Okanagan (academic programs, research and students)?**

The creation of an Instructional Design and Digital Development Centre at UBCO. The "I3-D Centre" would be an innovative initiative that could serve as a resource for program and course development, as well as instructional software creation. Clients would include faculty members and business partners.

### **What are the distinctive qualities that we should be emphasizing at UBC Okanagan?**

The I-3D is an original initiative that would ensure that digital development is based upon sound instructional theory. It would create a synthesis of theory and practice and would establish UBCO as a leader in working in this area in partnership with software developers.

### **What graduate programs make sense?**

A graduate program in Educational Technology would prepare students in digital applications as well as instructional design and development (instructional systems theory).

### **What about co-op programs, mentoring, service learning, work experience and other "hands-on" experiences for students?**

An applied practicum portion of the degree in Educational Technology could be undertaken in the I3-D Centre (Instructional Design and Digital Development Centre).