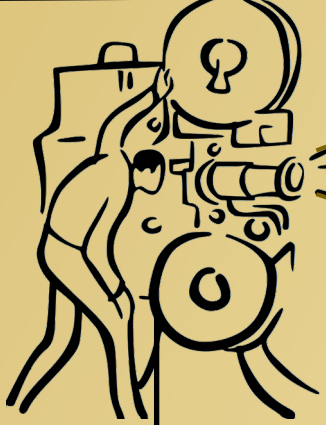# Events and Developments in Instructional Design through the Decades

Nathanial Hilliard
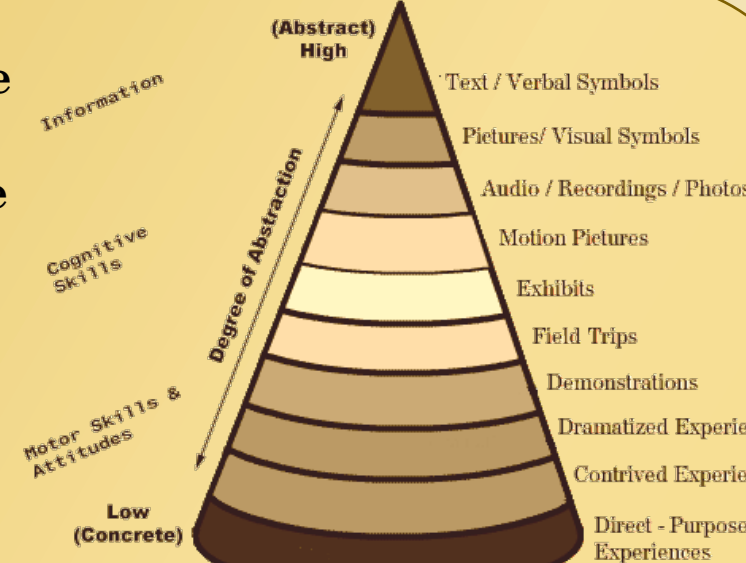
1940s

Educational Films

Heavily used in military training operations

Dale's Cone of Experience

(Abstract) High
Information — Text / Verbal Symbols
Cognitive Skills — Pictures / Visual Symbols
Audio / Recordings / Photos
Motion Pictures
Exhibits
Field Trips
Demonstrations
Dramatized Experiences
Motor Skills & Attitudes — Contrived Experiences
Low (Concrete) — Direct - Purposeful Experiences

Graphic courtesy of Edward L. Counts, Jr.

1950s

Television poised to be next revolution in educational media

Federal government establishes foundations for educational (public) television

Unfortunately, television never really reaches its full educational potential due to technical and adoption issues

IBM develops early computer assisted instruction (CAI)
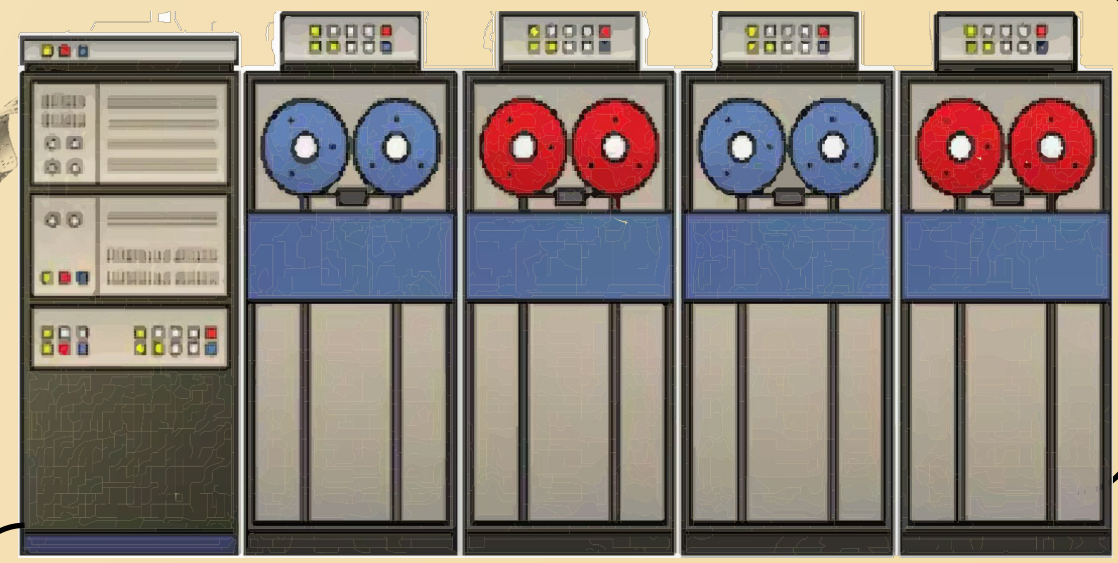
1960s

Early implementation of CAI and adaptive teaching machines in public schools and universities
Richard Atkinson, Patrick Suppes, Gordon Park

1962, Robert Mager popularizes writing learning objectives in "Preparing Objectives for Programmed Instruction"

F D C B A becomes F D C B A

1963, Robert Glaser discusses Criterion-Based measures to better assess learner skills acquired through instruction

1957, Soviet Sputnik launches and spurs United States government to invest millions into education and instructional materials development
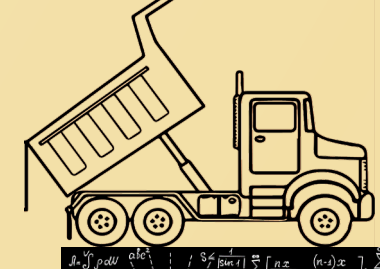
Developed materials suffer from little evaluation before implementation and were often ineffective for learning

1970s

Rapid growth and implementation of instructional design models and systematic approaches in military, industry, academic, and international settings

Many instructional design graduate programs and instructional improvement centers established

1980s

Funding loss, political and administrative conflicts, and professional animosity lead to closure of many instructional improvement centers

ID in military, industry, and international sectors continue to thrive

IMPROVED AVAILABILITY AND FAMILIARITY WITH PERSONAL COMPUTERS YIELD INCREASED ENTHUSIASM FOR THEIR USE IN EDUCATION

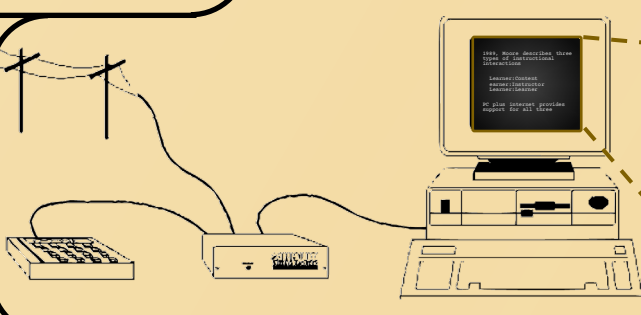USE OFTEN LIMITED TO DRILL AND PRACTICE HOWEVER
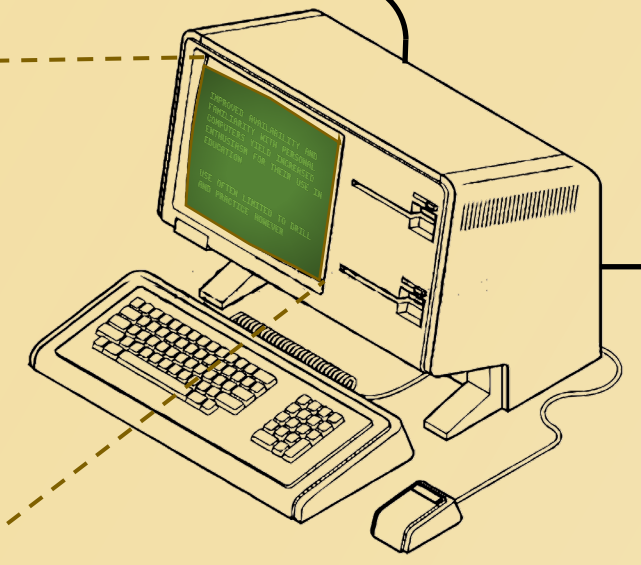
Need arises for new ID models to accommodate interactive capabilities of PCs

1990s

WWW
Born, 1989

1990s sees rapid growth and commercialization of world wide web (WWW)

Wi-Fi (1997)

1989, Moore describes three types of instructional interactions
- Learner:Content
- Learner:Instructor
- Learner:Learner

PCs plus internet provides support for all three

2000s

Increased use of informal learning through participation and knowledge creation activities, especially in the workplace

Instructional design field broadens to include business results, job performance, and non-instructional solutions

Significant growth in online course offerings and enrollment

Wi-Fi continues to evolve, improving speed, reliability, and accessibility nationwide

2010s

Prompts increased availability and utilization of mobile platforms for low-cost, widely dispersed education and workplace training
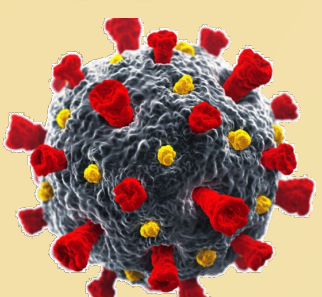
Approximately half of college students use a smartphone or tablet for schoolwork multiple times per week

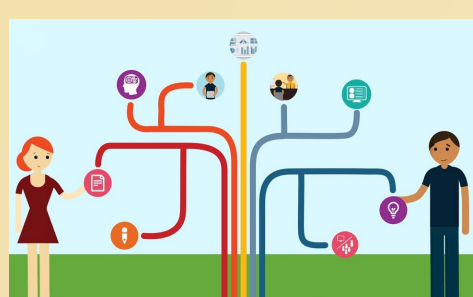Universities see online courses as potential additional revenue stream

2007, iPhone premieres as the modern smart phone

2020s

2020, Coronavirus

Worldwide coronavirus outbreak forces nationwide shift to online learning

Reception is mixed and efficacy not yet known

Expected Instructional Design Trends

Personalization of Learning
Enhance engagement and learning by focusing on the needs, skills, strengths and interests of each student

Focus on Soft Skills
Improved learning and work through building skills in teamwork, collaboration, and cooperation

Content Curation
Increase learning and design efficiency by evaluation and leveraging of existing instructional materials

Made with Microsoft PowerPoint, 2020