

Instructional Design & Development

The purpose of the UAB Instructional Design and Development (IDD) program is to train qualified instructional designers who effectively analyze, design, develop, evaluate, and implement quality online, blended, and on-ground instruction. This fully-online program follows and achieves the International Board of Standards for Training, Performance and Instruction (IBSTPI) competencies and performance standards for instructional designers.

Instructional design and development is the practice of systematically creating instructional experiences that make the acquisition of knowledge and skill more efficient and effective. The process consists broadly of determining the current state and needs of the learner, defining the end goal of instruction, and creating some "intervention" to assist in the transition. The process is guided by pedagogically-tested theories of learning and may take place in many different learning environments. As a field, instructional design and development is historically and traditionally rooted in cognitive and behavioral psychology, though recently, constructivism has influenced thinking in the field.

The study of instructional design and development includes the study of learning theory and trends in educational technology, instructional design principles, universal design and usability for effective design, development, and delivery of learning materials across a wide range of learning environments.

M.S. Instructional Design & Development

Requirements	Hours
IDD 600 Trends and Issues in Instructional Design	3
IDD 610 Instructional Design	3
IDD 620 Universal Differential Instructional Design and Development	3
IDD 630 Performance System Technology	3
IDD 640 Learning, Cognition, and Instructional Design and Development	3
IDD 650 Alternate Instructional Design and Development Models	3
IDD 660 Assessment and Evaluation in Instructional Design & Development	3
IDD 670 Multimedia Design and Development for Instruction and Training	3
IDD 680 Instructional Design and Development Elective	3
IDD 690 Research Practicum	3
Total Hours	30

Courses

IDD 600. Trends and Issues in Instructional Design. 3 Hours.

This course defines the field of instructional design and technology by exploring its history, current trends and future issues in the field. The course provides insights from leaders in the field, case studies on instructional design in different fields, and interactive activities on the systematic approaches to instructional design.

IDD 610. Instructional Design. 3 Hours.

Instructional Design is a project-based course that includes step-by-step strategies to create instruction using design models, instructional strategies, and technology applications. Learners will study the processes of analysis, design, development, implementation, and evaluation in order to apply real-world training solutions to instructional challenges.

IDD 620. Universal Differential Instructional Design and Development. 3 Hours.

This course gives students an experience in research-based instructional methods and alternative assessment strategies designed to meet the varied instructional needs and preferences of all learners in today's educational environments.

IDD 630. Performance System Technology. 3 Hours.

This course provides students with practical methods of analyzing and solving human performance problems with an emphasis on development of both non-instructional and instructional interventions. An overview of concepts and current issues related to the design and development of training and performance systems at the macro-level is also provided, allowing learners to explore learning and performance from a broad organizational perspective.

IDD 640. Learning, Cognition, and Instructional Design and Development. 3 Hours.

This course surveys the cognitive science literature that is especially relevant for instructional designers. The course covers major theoretical perspectives in cognitive science and has students read original empirical research. The goal is to prepare IDD students to utilize cognitive science literature in their careers.

IDD 650. Alternate Instructional Design and Development Models. 3 Hours.

This course affords students the opportunity to apply a variety of well-established and emerging instructional design and development models.

IDD 660. Assessment and Evaluation in Instructional Design & Development. 3 Hours.

Students will learn how to assess human attitudes, knowledge and performance, analyze practical data, and evaluate training and human performance programs.

IDD 670. Multimedia Design and Development for Instruction and Training. 3 Hours.

This course will present techniques for the integration of instructional design theory and practice with the current and emerging delivery systems. Students will acquire skills and explore software necessary to develop and produce an original interactive instructional product.

IDD 680. Instructional Design and Development Elective. 3 Hours.

Content will be diversified opportunities to take advantage of specific areas of expertise of faculty, availability of experts in areas not covered in other course work, or original projects that become available.

IDD 685. Project Management in Instructional Design. 3 Hours.

Basics of project management as applied to instructional/learning design projects; introduction of standard terminology, description of typical project phases, and common deliverables expected in each phase.

Prerequisites: [IDD 600](#) [Min Grade: C] and [IDD 610](#) [Min Grade: C] and [IDD 620](#) [Min Grade: C] and [IDD 630](#) [Min Grade: C] and [IDD 640](#) [Min Grade: C] and [IDD 650](#) [Min Grade: C] and [IDD 660](#) [Min Grade: C] and [IDD 670](#) [Min Grade: C]

IDD 690. Research Practicum. 1-3 Hour.

The research practicum is a supervised learning experience in an actual or similar setting to that which instructional designers are employed.