

A blue decorative border at the top and bottom of the slide features various icons: a pencil holder with pens, a pair of scissors, a flip phone, a mobile phone, paper clips, a CD, and a computer mouse.

Instructional Systems

Chapter Outline

- Instructional Systems
 - Components of an Instructional System
 - Characteristics of an Instructional System
 - Categories of Instructional Systems

Chapter Outline cont.

- Cooperative Learning
 - Advantages
 - Limitations
 - Integration
 - Computer-Based Cooperative Learning
 - Online Collaborative Learning

Chapter Outline cont.

- Games
 - Advantages
 - Limitations
 - Integration
 - Adapting the Content of Instructional Games

Chapter Outline cont.

- Simulations

- Advantages
- Limitations
- Integration
- Simulation and Problem-Based Learning
- Simulators
- Role Plays

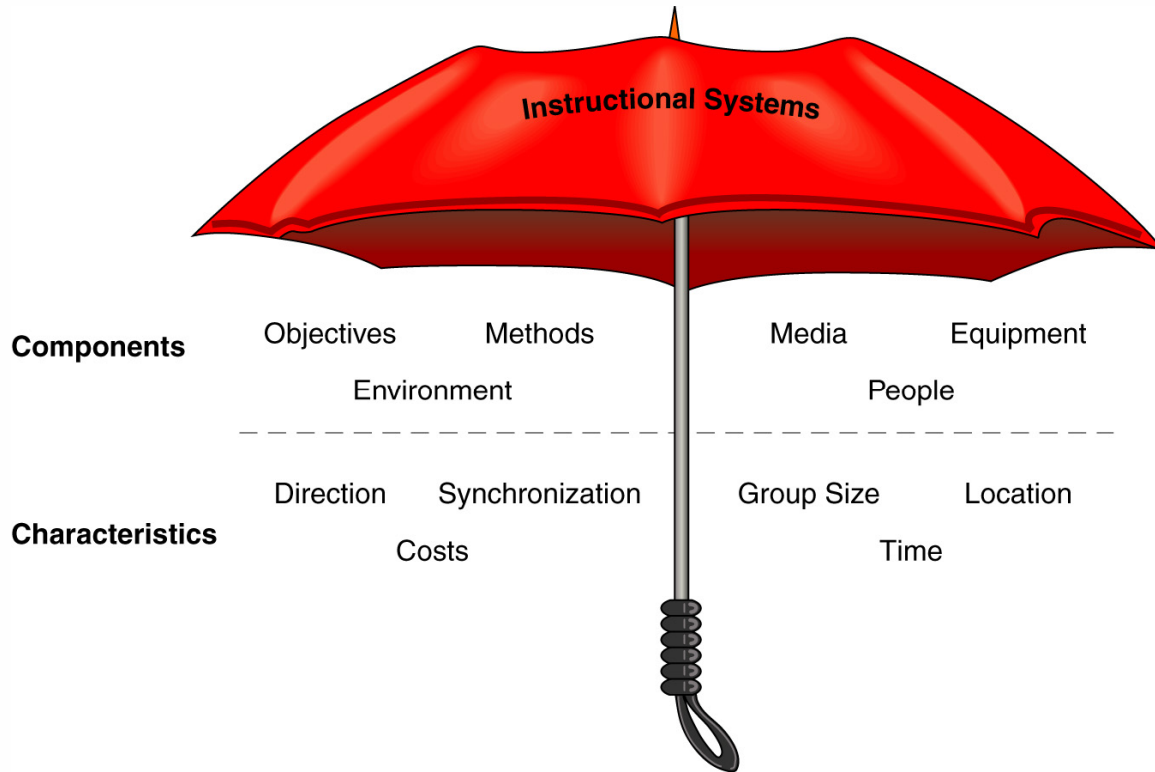
- Simulation Games

- Integration
- Cooperative Simulation Games

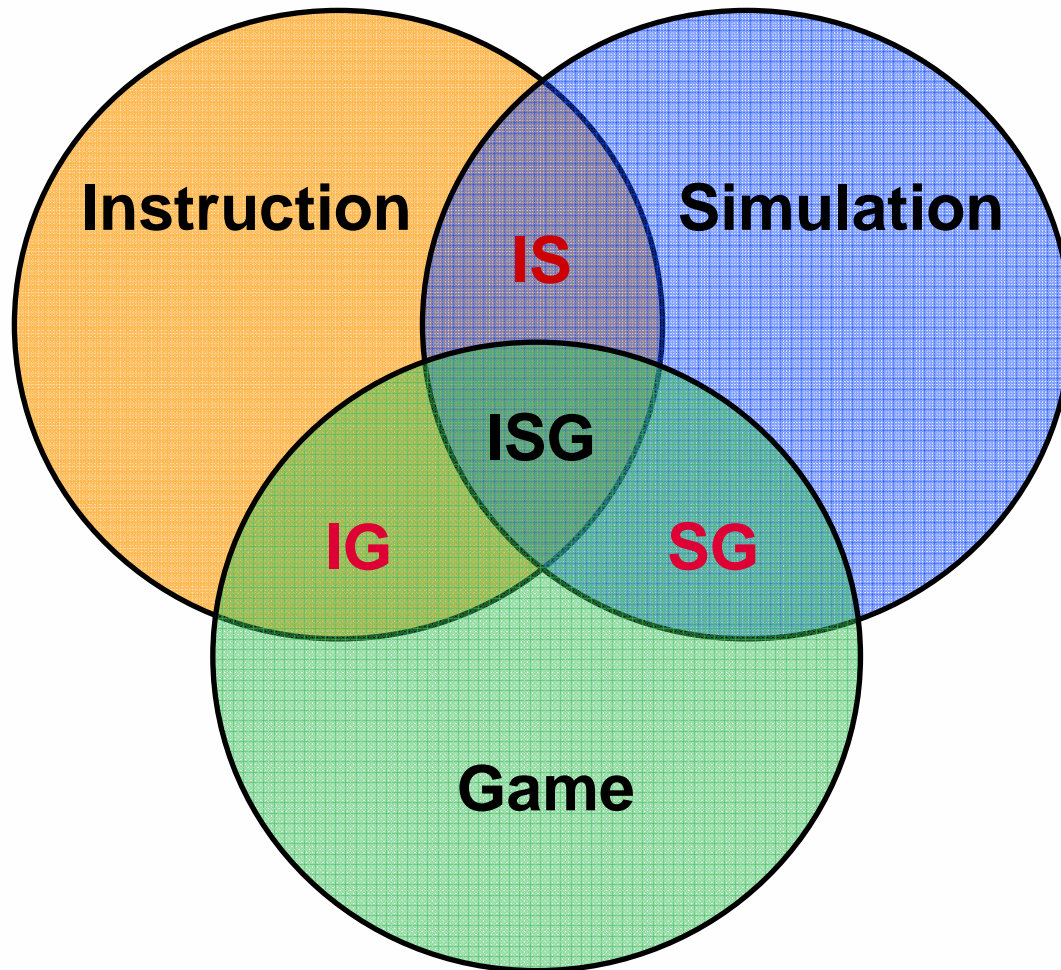
Chapter Outline cont.

- Programmed Instruction
 - Advantages
 - Limitations
 - Integration
- Programmed Tutoring
 - Advantages
 - Limitations
 - Integration

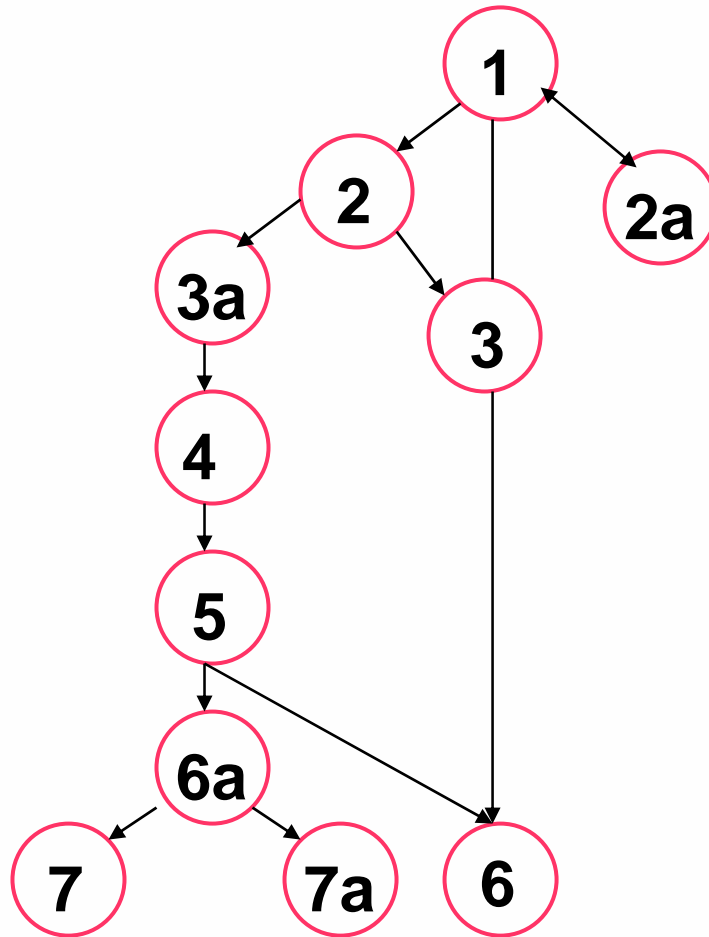
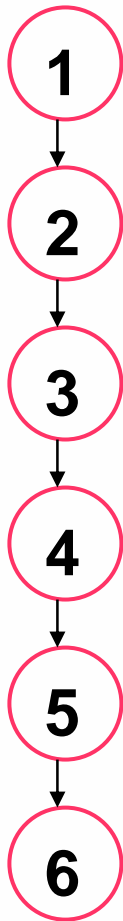
The Components and Characteristics of Most Instructional Systems



Concepts: Instruction, Simulation, Game



Linear and Branching Programs



Simulation/Gaming and ASSURE Model

Analyze Learners

State Objectives

Select Media and Materials

Select

- relevant practice of skills stated in objectives?
- valid representation of reality?

Modify

- see frame games

Simulation/Gaming and ASSURE Model

Utilize Media and Materials

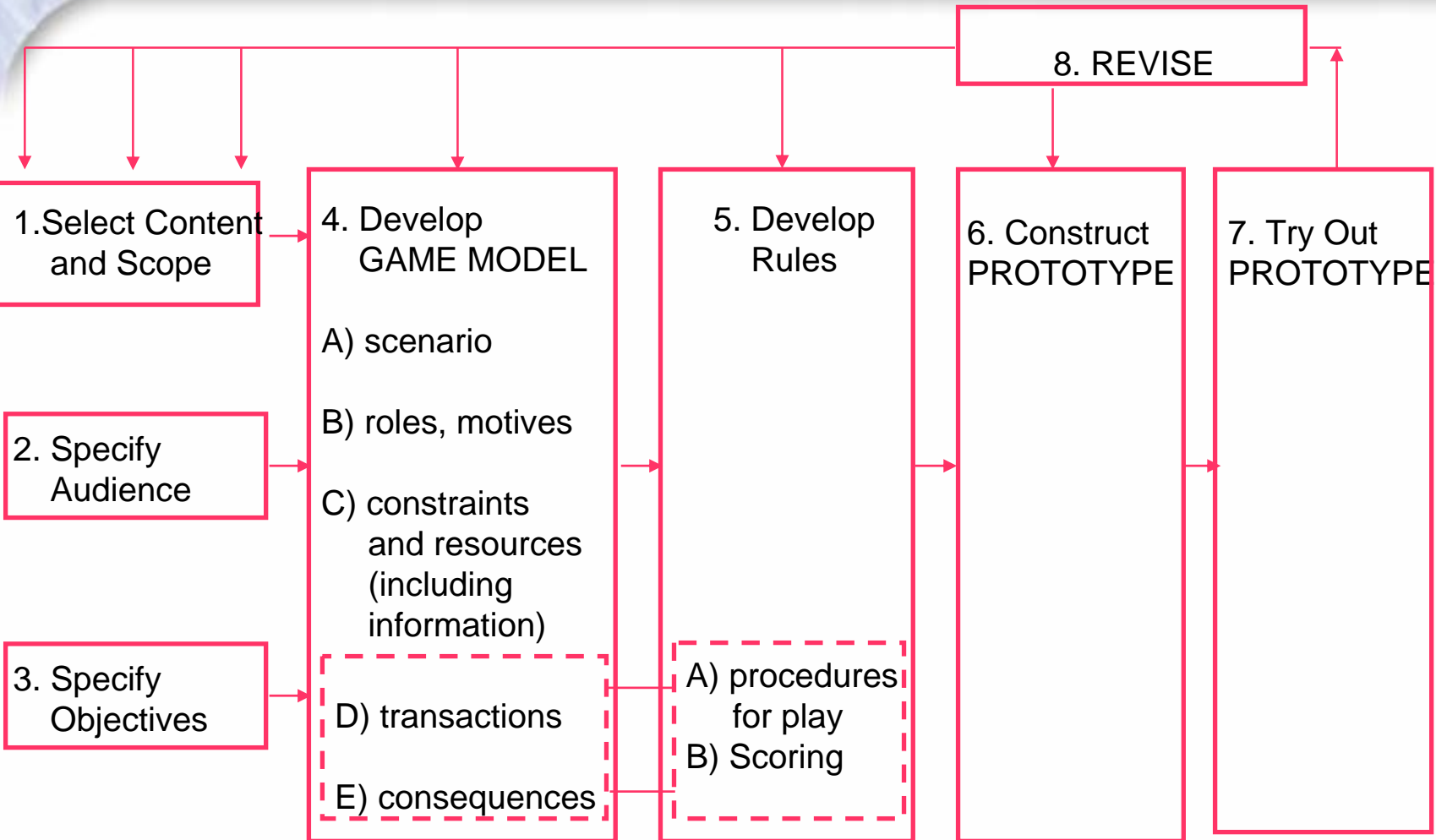
- preview
- prepare the environment
- prepare the audience

Require Learner Participation

- see “How to...Conduct Debriefing”

Evaluate/Revise

How To . . . Design Instructional Simulations/Games



How To . . . Conduct a Debriefing: The Four-D Procedure

Step 1. Decompressing (Feelings)

“How did you feel when . . . ?”

Step 2. Describing (Facts)

“What happened when you . . . ?”

“What real-life situation does this resemble?”

Step 3. Drawing Comparisons (Transfer)

“How does the scoring system compare with real life costs and payoffs?”

Step 4. Deriving Lessons (Application)

“How can you apply these learnings to real life?”