# Process modeling in instructional design

Peter Reimann

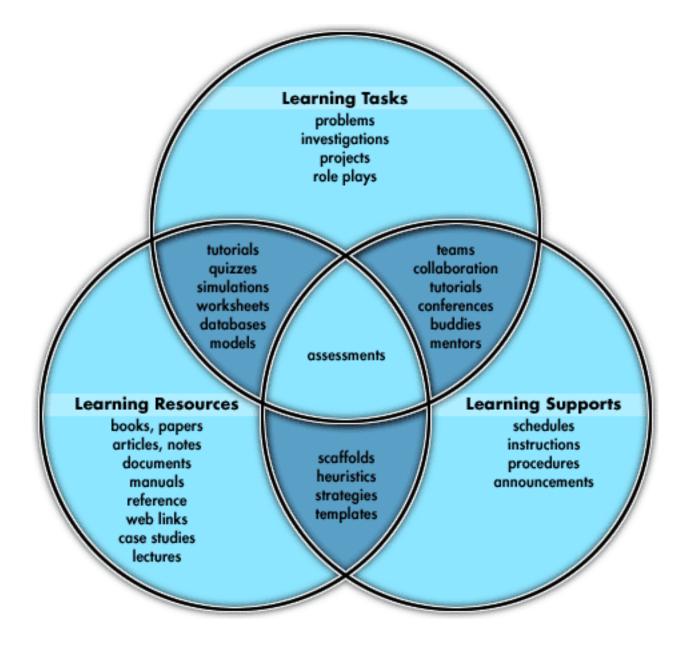
CoCo

University of Sydney

peter.reimann@sydney.edu.au

## Learning Designs

- Formally: (IMS) Learning design is a specification for a meta-language that enables the modeling of a learning or teaching process.
- Informally: representations of pedagogical practices that can be used to communicate and instantiate those practices.



http://www.learningdesigns.uow.edu.au/project/learn\_design.htm#usingsite

## **GENERAL APPROACHES**

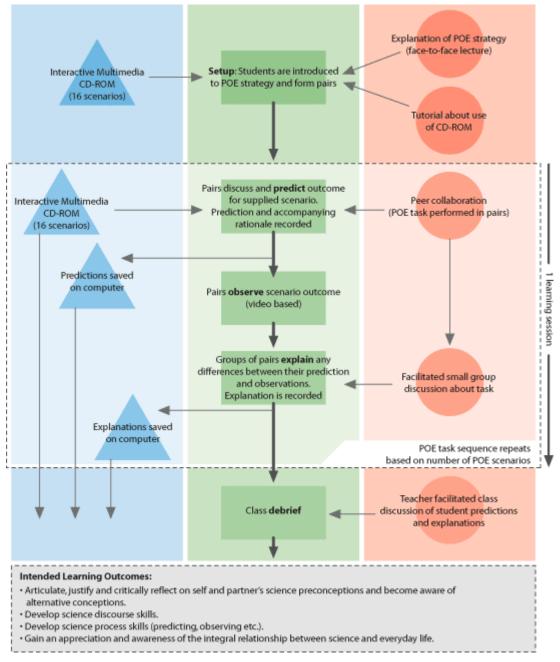
# In what forms are pedagogical designs communicated?

- Case studies
- Video case studies
- Controlled vocabularies
- Matrices/tables/templates
- Patterns
- Concept maps
- Temporal sequences
- Flow diagrams
- Executable sequences (LAMS, IMS LD)

## Computational work on LD

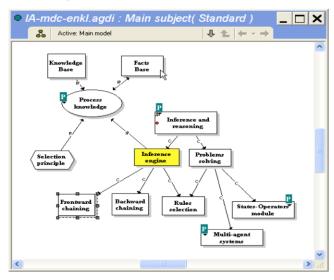
- IMS LD specification
- E2ML Educational Environment Modelling Language
- Diverse applications of UML, such as coUML (modeling cooperative environments)
- MOT+ a visual language for knowledge-based instructional design
- LDL Learning design language
- Etc.

	Tutor	Student	Resources	Resources	Assessment/
	Role	Role	(Content)	(Services)	Feedback
Online	Divide students into groups; Introduce students to task and article;	Review task and download article	Online article – link to university library (.pdf file)		
Offline	Moderate discussion; Offer feedback and encouragement to students	Group discussion face-to-face One group member summarizes discussion		Discussion board	Feedback from peers within the group
Online	Comment on summaries; Post feedback to discussion board	Submit summary to discussion board Group should comment on summaries of 2 other groups	Summaries generated by each group (.doc);Feedback comments from tutor can be reused across student groups	Discussion board	Group summaries are formatively assessed Feedback from peers and tutor

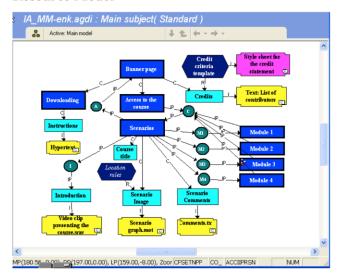


http://www.learningdesigns.uow.edu.au/project/learn\_design.htm#usingsite

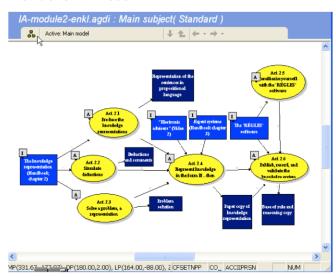
#### **Knowledge Model**



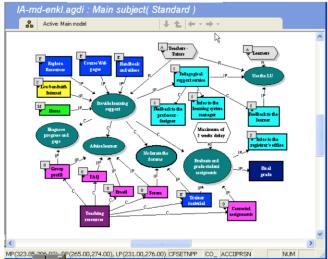
#### Resource Model



#### **Instructional Model**



#### **Delivery Model**



### **LAMS**

#### Welcome to LAMS

#### About LAMS

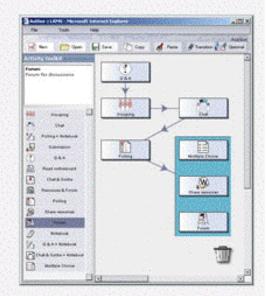
LAMS is a revolutionary new tool for designing, managing and delivering online collaborative learning activities. It provides teachers with a highly intuitive visual authoring environment for creating sequences of learning activities. These activities can include a range of individual tasks, small group work and whole class activities based on both content and collaboration.

If you want to trial LAMS, click here to get an account on one of our demonstration servers.

#### About LAMS International

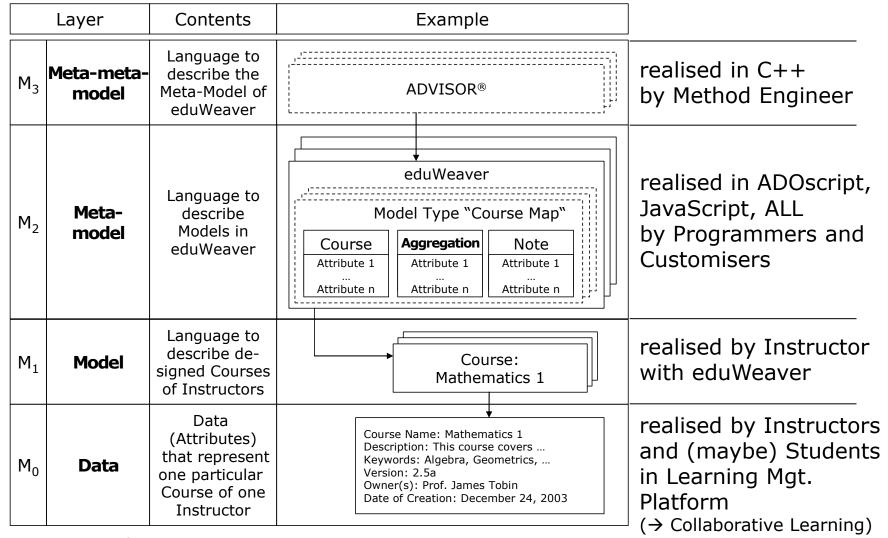
LAMS International is the organisation that provides a range of services built around the LAMS software. These services include; technical support, hosting, training, integration and software development.

Click here for more information about these services.



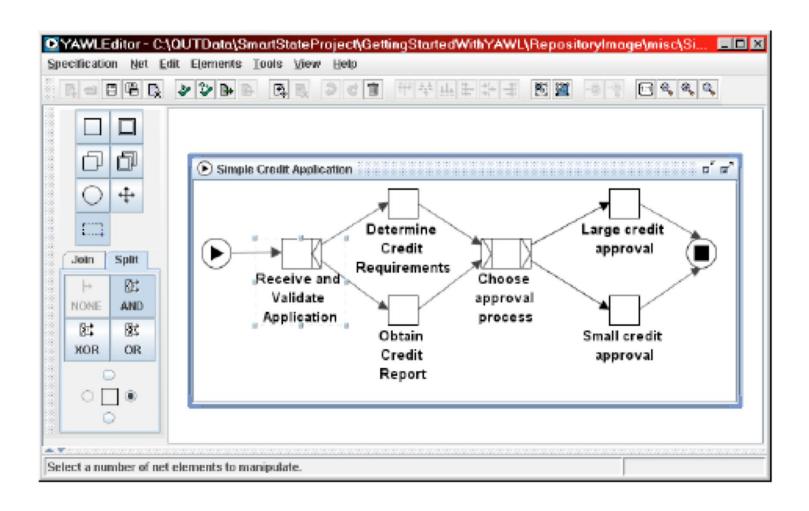


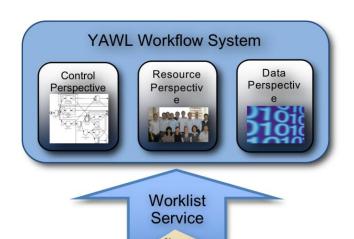
## eduWeaver

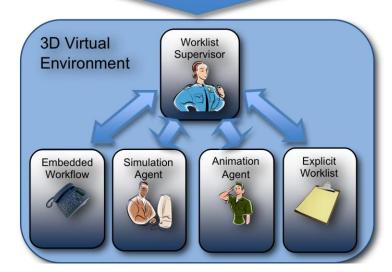


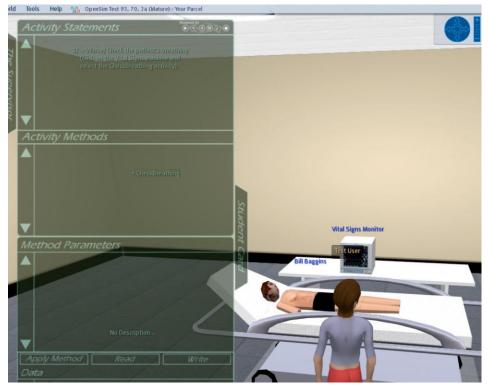
### SOME OF OUR OWN WORK

# Workflow based (e.g. Yawl)







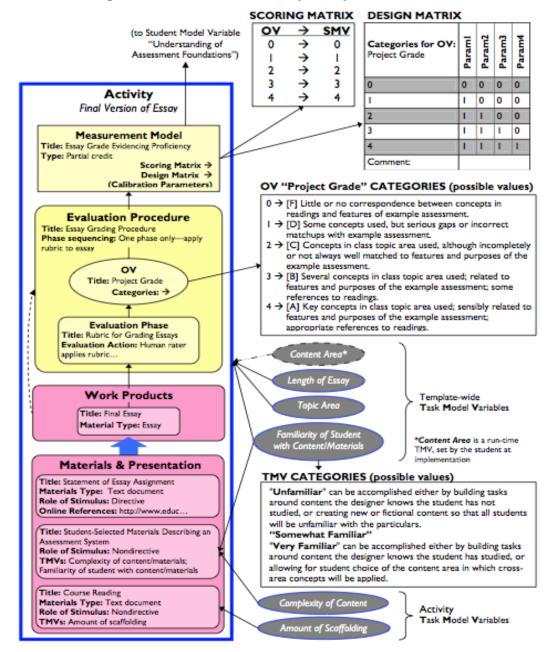


# NEXT-TELL – A new IP with focus on assessment

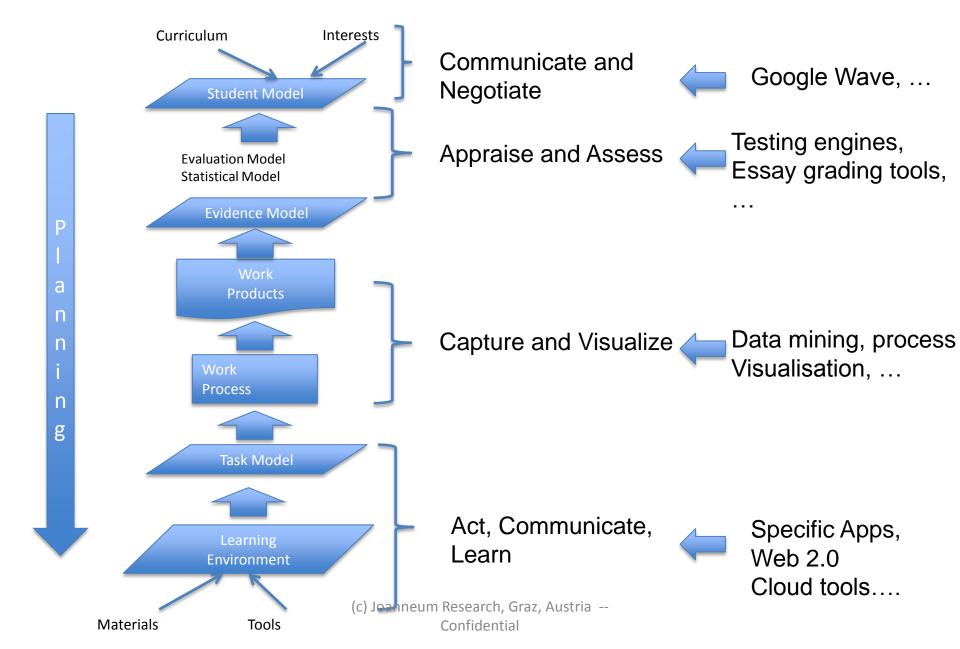
- Main objectives:
  - Model assessment methods
  - Model the process of developing assessment methods
  - Integrated 'lesson' design: activities and (formative) assessments
- Builds on existing work on modeling assessment methods: ECD, PADI

Figure 9. Details of "Final Version of Essay" Activity





## **ECAAD Methodology**

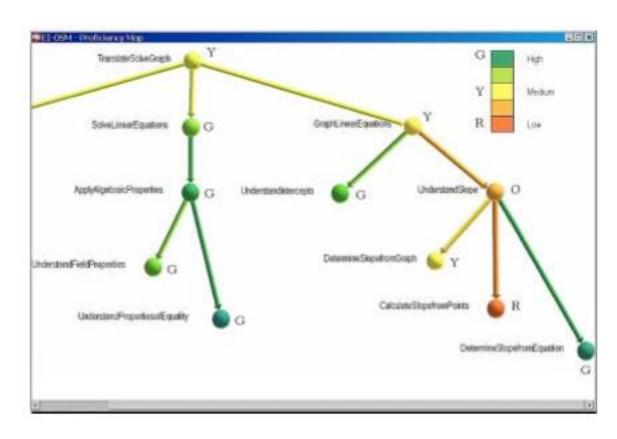


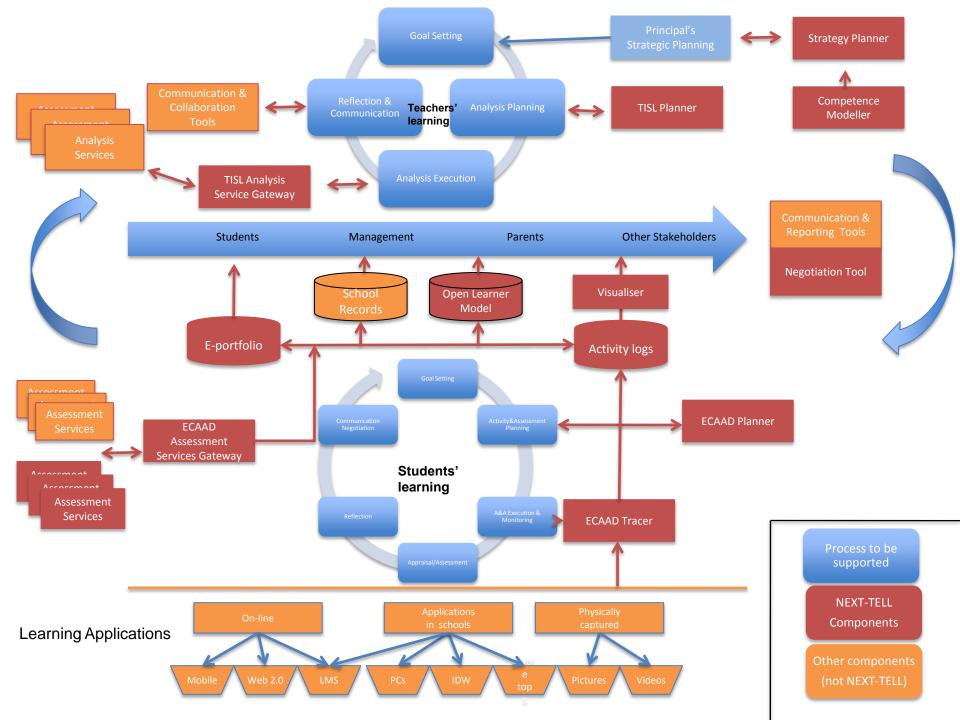
## Information on students' learning



Will be provided in form of e.g. "dashboard" overviews....

... and in form of detailed knowledge, skill and competencies graphs:





## Non-technical challenges for LD

- Aspiration vs implementation
  - How to capture pedagogical knowledge in form that invites engagement and change?
- Teaching is a highly reactive practice routine frequently interrupted by ad-hoc intervention
- Teaching does not have a tradition of externalizing knowledge
  - E.g. shared notational systems
- Teaching is seen as an "art"

### Potential Issues

- Granularity:
  - Are workflows the right level? Too detailed?
  - Process models instead?
  - Teachers think more in terms of constraints.
- Aspirational? Motivating?
- Usability
- Who are the users, anyway?
- Organisational acceptance