# The Many Roles of Instructional Designers

# **Data Analysts**

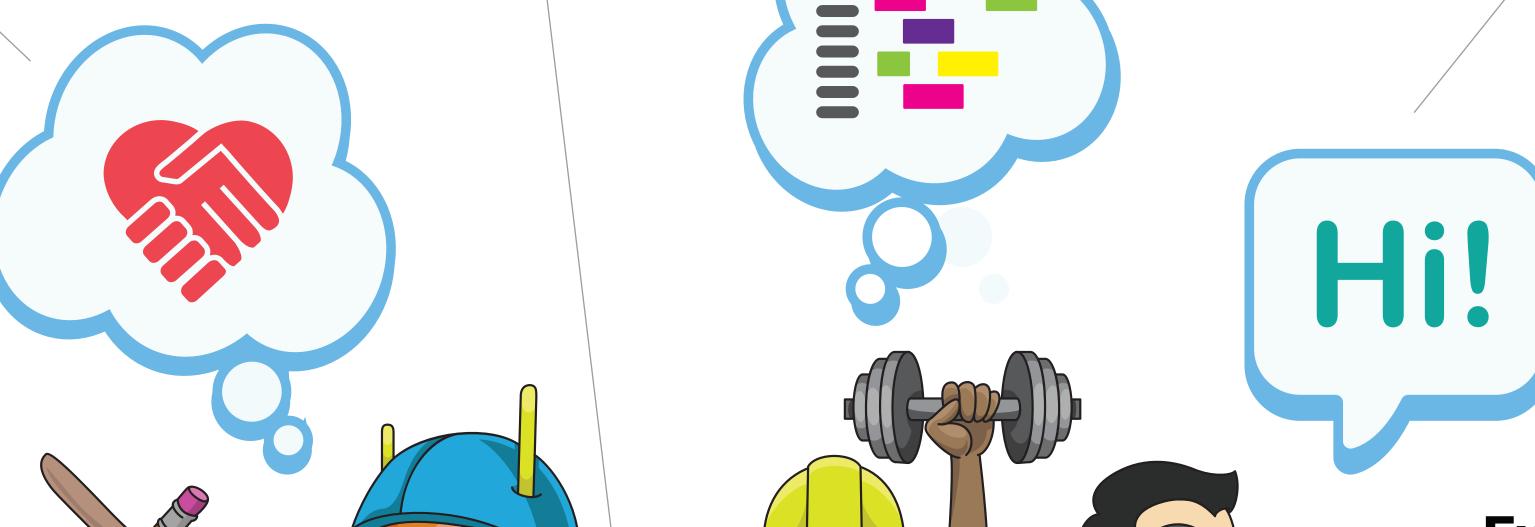
#### Data-based decision making is part of what we do.

### **Project Managers**

We talk about projects and project management constantly. It frames how we think about work.

#### Communicators

We collaborate with faculty to ensure course content is communicated clearly and succinctly.



# **Designers**

Relationship

We are skilled at building

relationships and rapport

with faculty, staff and

**Builders** 

clients.

We design engaging and meaningful learning experiences. At the heart of the matter is often the alignment of objectives, activities and assessments.

## **Explorers**

We explore emerging research and tools to promote student learning and engagement.

#### Consultants

We consult faculty on course mapping. We provide expert advice on pedagogy and instructional strategies.

# Superheroes

Look! Up in the sky! It's a media producer! It's a collaboration expert! It's an ID! We do great things!

#### **Trainers**

We provide resources and training on course design, tools and technology.

#### **Evaluators**

We design, develop and evaluate content/instructional materials.

#### **Thinkers**

We brainstorm. We experiment. We look for new and better all the time. We think about human psychology. We think about aesthetics, design, user experience, flow, look/feel. We think about the different senses and how they come into play.

#### **Builders**

We bring a systematic approach to constructing learning experiences that includes analysis of the audience, environment, objectives, content, technologies, etc. Planning maps, guides, templates, process docs, outlines and storyboards are all part of the way we approach projects.



