Instructional Design, Development, and Evaluation Standards of Practice Updated: August 2020

NAME: Paola M. Delarosa-Lloret Date: 20 May 2025 page 1 of 2

These standards are based on ADDIE and professional practice quidelines for instructional designer work. Please honestly and critically rate your level of competence in each statement. Add notes to support self-rating. LOW - you are aware of this standard through readings, presentations, and other information in/outside of course work MEDIUM - you have experience practicing much of this standard & are building knowledge & skills to become HIGH - you are currently practicing this standard regularly, at a high level, in all course work and related ID efforts (full competence applying to any situation) Medium High Low Add short note listing specific examples or experiences that support your rating 1.0 ONGOING PROFESSIONAL DEVELOPMENT 1.1 Enhance *communication* skills (e.g.,  $\boxtimes$ writing, oral, visual/graphic design) 1.2 Enhance *Interpersonal* skills (e.g., meeting Xpresentation, selling, negotiation, instructor, supervising) 1.3 Develop multiple theory perspectives (e.g., learning, instructional design, media, and visual  $\boxtimes$ design theories) 1.4 Participate in *professional development* and *reflection* (e.g., literature/ workshops/  $\boxtimes$ networking/ International trends/ new tech tools) 1.5 Enhance <u>research/ evaluation</u> practice skills (e.g., literature review/ research & Xevaluation design, data analysis, data interpretation) 1.6 Practice evidence-based design decision-XП making (e.g., given context, literature, data) 1.7 Maintain *professional*, *ethical*, and *legal* Xpractices (e.g., fair use, copyright) 2.0 PLANNING AND ANALYSIS [ADDIE] 2.1 Acknowledge performance gaps and *plan*  $\boxtimes$ analysis process (e.g., time line, people) 2.2 Validate performance gaps through multiple analysis techniques (e.g., interview, Xobservation, iob/task/document analysis) 2.3 Identify and describe target learners using  $\boxtimes$ multiple analysis techniques 2.4 Describe working and learning environments for target audience using Xmultiple analysis techniques 2.5 Describe required *content/ prerequisites* for performance and identify instructional Xcontent required to close knowledge, skill, attitude gap (e.g., content analysis) 2.6 Describe types/level of knowledge and  $\boxtimes$ **skills** to be learned (e.g., learning analysis) 2.7 Identify *characteristics of technologies* and their use to support different types of Xinstruction and learning 2.8 Create needs assessment report on Xperformance gap based on analysis data Additional Notes as necessary:

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