

Instructional Design

From OG Methods to Next-Gen Tech



1930
1940

SEEING IS BELIEVING & BEHAVIORISM GROWS

- AECT formed in 1932.
- The use of sound, pictures and film, was created to help learners obtain and retain information through the stimulation of sensory experiences.
- **Theories:** Behaviorism (Pavlov, Watson, Skinner)
- **Technology:** Radios, Pictures, Slides and Film with sound.

1950
1960

3,2,1 ... INSTRUCTIONAL DESIGN TAKES OFF

- **WWII (1939-1950) led to a systematic approach to training**, combining psychology and education to improve military instruction
- **B.F. Skinner's Programmed Instruction (1954)**
- **Key ID Influences:** WWII Military Training Models, Behavioral Objective Movement
- **Theories:** Blooms Taxonomy (1956), Cognitive Load (Sweller, 1956)
- **Technology:** Early Computers, Television, Teaching machines and Headphones

1970
1980

LEARNING REWIRED & SYSTEMS APPROACH

- **The systematic approach to Instructional Design emerged**, focusing on structured, systematic learning models.
- **Key ID Influences:** ISD (Instructional System Design), Kemp Model (1977) and Gerlach & Ely Model (1971)
- **Theories:** Constructivism (Piaget, Vygotsky, Bruner), Andragogy (Malcom Knowles, 1973) and Gagné's Nine events of Instruction (1965, applied in 1970's)
- **Technology:** Early PC's, Computers, Calculators, Scantrons and Apple 1

1990
2000

CLASSROOM TO CLICK & CONSTRUCTIVIM

- **Learning had to replicate the actual complexity of a real-world environment**, moving beyond theoretical models.
- **The World Wide Web (1991) Transformed education** by enabling self-directed learning.
- **Theories:** Situated Learning (Lave & Wenger, 1991), Merrill's First Principles of Instruction (1990s) and
- **Key ID Influences:** SCORM (2000), Early LMS (Blackboard, WebCT, Moodle), Hypertext and Hypermedia
- **Technology:** WWW, Google Search and Multimedia Learning (CDs and Web-Based Learning)

2001
2010

THE RISE OF MOOC

- The rise of MOOC has influence ID in a way where it focused more on learner-centred, scalability and technology-driven education.
- **Theories:** Multimedia Learning Theory (Mayer, 2001), Self-determination Theory (Deci & Ryan, 2000) and Connectivism (Siemens & Downes, 2005)
- **Key ID Influences:** MOOCs (2008), Web 2.0 (Interactive, User-Generated Content) The rise of YouTube (2005)
- **Technology:** Smartphones, Mobile Learning (iPhone, 2007), Cloud-Based LMS and Learning Analytics (Moodle, Blackboard Expands)

2011
2020

THE RISE OF CONNECTIVISM

- **Where formal and informal learning takes place anywhere, anytime with just a click of a button.**
- **Theories:** Personalized Learning (Rose & Dalton, 2012), Microlearning (2010s)
- **Key ID Influences:** Gamification in Learning (Duolingo. Kahoot!, 2010s) Adaptive Learning (AI-Driven Learning Systems), MOOCs go Mainstream (Coursera. edX, Udacity, 2012+)
- **ID had to become more flexible, interactive and give a more personalized learning experience.**
- **Technology:** iPads, Tablets, and Laptops, AI-Powered Learning Tools, VR/AR, Tablets, Interactive Whiteboards

2025

SMARTER TECH, SMARTER LEARNING

- **Emerging Learning Theories:** AI-Powered Learning & Data-Driven Personalization, Blockchain Credentials & Decentralized, 5G & Edge Computing Enhancing Mobile Learning
- **Key ID Influences:** AI-Tutors and Chatbots for Personalized Assistance, Gamification and Immersive VR/AR Learning Environments and Blockchain-Based Digital Credentials for Skill Verification
- **Technology:** AI & NLP in ID and Quantum Computing's Potential