

Abstract

This tutorial will examine instructional designs for online learning and teaching in particular designs that stand to take greatest advantage of the unique attributes of online educational

afford because of their time, place and pace independence; and b) electronic and flexible access to multimedia based resources. We will begin with an overview of contemporary

innovative instructional designs such as: *Distributed problem-based learning*; *Computer-based role play simulation*; and *Learning by designing*. This part of the session will comprise demonstrations and critical of innovative instructional designs from a range of subject areas including *ng for Entry-*

Practice, International Politics, and studies. The focus of this demonstration and discussion will be on both the *pedagogical* and the *architecture* models. The most of the workshop will be the creation of online learning designs by participants that will be developed into articles to be published in a *Special Edition* of the *-reviewed "Distance Educ* <http://www.usq.edu.au/dec/decjournal/demain.htm>

Intended Audience

This tutorial will be suitable for a range of skill levels (from novice to expert) from among:

1. Instructional designers, Educational developers.
2. Teachers involved in online learning and teaching.
3. Computer programmers and Web designers and developers.

Note: I confirm that I will be present at Ed-Media 2001 to run this Tutorial/Workshop.

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