

IT 521 Proseminar I: Instructional Technology as a Profession
Week 12 Breakout Room Activity
Last updated November 12, 2014

As a team read one of the assigned articles from the International Journal of Designs for Learning (IJDL) and discuss how aspects of the design activities in the article represent IT Online Portfolio sections including theoretical knowledge in the field, learning environments design, collaborative leader in the field, ethical practice, and assessment and evaluation. Identify specific examples of activities within the design case that fit one or more of the above areas and be prepared to provide a reason why your team decided it was a good fit.

As background information IJDL is “a multidisciplinary, peer-reviewed online journal dedicated to publishing descriptions of artifacts, environments and experiences created to promote and support learning in all contexts by designers in any field. The journal provides a venue for designers to share their knowledge-in-practice through rich representations of their designs and detailed discussions of decision-making.” Extracted from the journal about page at: <https://scholarworks.iu.edu/journals/index.php/ijdl/about/submissions#authorGuidelines>

The assigned articles for each team is listed below:

Team 1

Carroll, J. M. (2014). Creating Minimalist Instruction. *International Journal of Designs for Learning*, 5(2). Retrieved from <https://scholarworks.iu.edu/journals/index.php/ijdl/article/view/12887>

Team 2

Boling, E. (2014). “Making Alcatraz Amazing”: The Alcatraz Cellhouse Tour. *International Journal of Designs for Learning*, 5(2). Retrieved from <https://scholarworks.iu.edu/journals/index.php/ijdl/article/view/13141>

Team 3

Laffey, J. M., Amelung, C., & Goggins, S. (2014). Using Analytics for Activity Awareness in Learning Systems. *International Journal of Designs for Learning*, 5(2). Retrieved from <https://scholarworks.iu.edu/journals/index.php/ijdl/article/view/12886>

After you read/skim the article engage in the discussion with your team and prepare a team report to share to the class during whole class discussion. In your report include the following topics:

1. What was the article about and was the designed artifact?
2. In the discussions that the author(s) provide, find 3 design activities that would be a good fit to the IT Online Portfolio sections including theoretical knowledge in the field, learning environments design, collaborative leader in the field, ethical practice, and assessment and evaluation? For each design activity your team identifies provide a reason why you believe the activity was a good fit to one or more of the portfolio areas.

3. Identify any other aspects of the documented design activities that do not fit in any of the IT Online Portfolio areas, and describe the nature of those activities.

You will have 50 minutes to complete this activity; thus, you will have to be efficient and use your time wisely. It may be a good idea to set the agenda first and decide on a designated note taker and timekeeper.