Instructional designer perspective v0.2

Changes:

1. Added the "Create Content" process (between design and assemble).
2. Added technology specific capabilities:
   a. Video capture
   b. Static resources (web pages, PDF's, graphics)
   c. Quizzes, tests
3. Collapsed "Assemble team" and "Collaborate" into one capability
4. Moved "Determine to build or buy" from the "Assemble" process to the "Design" process

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1. Determine value
   a. Capabilities
      i. Evaluate audience
      ii. Evaluate scope of use
      iii. Canvas similar objects
      iv. determine type of use
      v. Determine IP rights for design
      vi. protect IP rights
   b. Data Elements
      i. Initial Goals
      ii. Industry/Peer Surveys
      iii. Assets and Contents
      iv. Reposed Asset Catalog
      v. List of Asset Catalogs
      vi. Intellectual Property Law Cheat Sheets
      vii. Student Demographics
      viii. Current Course Analytics
2. Determine pedagogical goals
   a. Capabilities
      i. Analyse gaps
      ii. Specify competencies
      iii. Specify measurements
      iv. Determine learner characteristics
      v. Review existing catalogues of competencies
      vi. Formalize goals
      vii. Vet goals
   b. Data Elements
      i. Existing measures
      ii. External requirements
      iii. Courses
      iv. Competencies
         1. Internal
         2. Professional/external
      v. Gap analyses
      vi. Degree rules
      vii. Course/program catalog
      viii. Learner competency mappings
3. Designing activities
   a. Capabilities
      i. Assess modality (synch, asynch)
      ii. Assemble team, collaborate
      iii. Determine whether to build or buy (or adopt/adapt)
      iv. Develop learning map and sequencing
      v. Determine authoring platforms
      vi. Identify associated competencies
      vii. Select appropriate activity types
      viii. Design metrics and analytics
   b. Data elements
      i. Team roster and skill inventory
      ii. IP rules and policies
      iii. Modality list
      iv. Learner competency mappings
      v. Learning map & sequence
      vi. Competency catalogs
         1. Internal
         2. Professional/external
      vii. Inventory of learning tools
      viii. Analytics from previous courses
4. Create/develop content
   a. Capabilities
      i. Video capture
      ii. Static resources (web pages, PDF's, graphics)
      iii. Quizzes, tests
5. Assembling content

a. Capabilities
                i. Assessing quality of content (assets)
                ii. Test that it meets goals
                iii. Provide access to existing content repositories
                iv. Determine rights and entitlements
                v. Obtain rights for external content
                vi. Protect IP rights.
        b. Data Elements
                i. Modality list
                ii. Best practices for tools
                iii. List of delivery systems
                iv. Usage policies/best practices for content
                v. Previous analyitcs
6. Design Assessments
        a. Capabilities
                i. Match Outcomes to Assessment Types
                ii. Develop Assessment Criteria
                iii. Develop Assessments
                iv. Sequence with Activities and content
                v. Match assessments to competencies and goals
                vi. Validate efficacy
        b. Data Elements
                i. Design/pedagogical goals
                ii. Assessments
                        1. Rules (timed, retries, etc.)
                iii. Assessment types
                iv. Competencies
                v. Outcomes
                vi. Outcome descriptions
                vii. Learning map/sequence
                viii. Criteria
                        1. Evaluation Instructions
                        2. Rubrics
                        3. Scalars
7. Implement
        a. Capabilities
                i. Publish
                ii. Activate
                iii. Prepare consumers (train/educate)
                iv. Document practices/instructions
                v. Administer assessments
                vi. Collect outcomes
                vii. Entitle usage
                viii. Track usage/consumption
        b. Data Elements
                i. Documentation/training materials
                ii. Sequence map
                iii. Learning objects/assets
                iv. Usage data
                v. Usage policies
                vi. Learning context (class or other types, e.g., MOOC)
                vii. Outcomes
                viii. Formats
                ix. Assessments
                x. Asset catalog
                xi. Asset packages
                xii. Entitlements
8. Evaluate
        a. Capabilities
                i. Survey
                ii. Analyze outcome data
                iii. Conduct focus groups
                iv. Peer review
                v. Collect & analyze analytics
                        1. Learner
                        2. Usage
                        3. Instructional
                vi. Compare iterations
        b. Data Elements
                i. Surveys
                ii. Survey results
                iii. Outcomes
                iv. Competencies
                v. Peers
                vi. External assessments
                vii. External assessment results
9. Repose content
        a. Capabilities
                i. Store

ii. Retrieve
iii. Tag/manage metadata
iv. Abstract/reuse
v. Secure
b. Data Elements
    i. Assets
        1. Attributes
        2. Lifecycles
    ii. Asset catalog
    iii. Tag metadata
    iv. Package
    v. Maintenance Schedules
    vi. Versioning Scheme
    vii. Entitlements

ITANA Reference Architecture for Teaching and Learning
Instructional designer capability map (draft) version 0.2
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Determine value	Determine pedagogical goals	Design	Create content	Assemble content	Assess design	Implement	Evaluate (learning object)	Repose

Evaluate audience	Analyse gaps	Assemble team Collaborate	Video capture		Match outcomes to assessment types	Publish	Survey	Store
Evaluate scope of use	Specify competencies	Assess/determine modality	Static content PDF, html	Assess quality of content	Develop assessment criteria	Activate	Analyse outcome data	Retrieve
Canvas similar objects	Specify measurements	Determine whether to build or buy	Quizzes tests	Test that content meets goals	Sequence with activities and content	Train/educate consumers	Peer review	Tag, manage metadata
Determine IP rights for design	Determine learner characteristics	Assemble instructional and learning activities		Provide access to existing content repositories	Match assessments to competencies and goals	Document practices and instructions	Collect analyse anaytics (learner, usage, instructional)	Abstract, reuse
Determine type of use	Review existing competency catalogues	Develop map, sequencing		Determine rights and entitlements	Validate efficacy	Administer assessments	Comapare iterations	Secure
Protect IP rights	Formalize goals	Determine authoring platforms		Obtain rights for external content		Collect outcomes		
	Vet goals	Identify competencies		Protect IP rights		Entitle usage		
		Select activity types				Track usage and consumption		
		Design metrics and analytics						

Information layer

Intial goals	Existing measures	Team roster skill inventory	Modality list	
Industry, peer surveys	External requirements	IP rules and policies		
Current assets	Course program catalogue	Modality list	Usage policies	
Asset catalogue	External internal competencies	Learner competency mappings		
Catalogue of catalogues	Gap analysis	Learner map and sequencing		
IP rules	Degree rules	Competency catalogues		
Student demographics	Learner competency mappings	Inventory of learning tools	Best practices for tools	
Current course analytics		Analytics from previous course	Previous analytics	