MAINE Center for Innovation Course Development 
Faculty Role 
Instructional Designer

Our instructional designers collaborate with faculty to design high-quality educational experiences based on research in teaching and learning.

We work with instructors to:

- Engage in a data-informed course-design process
- Brainstorm collaborative, 21st Century assignments, projects, and assessments which meet pedagogical challenges
- Create informative digital content that is engaging, accessible, and reusable
- Establish actionable measures of student learning and student satisfaction

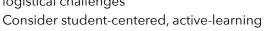
## **INITIAL PROJECT PLANNING (1-2 WEEKS)**

#### Review any existing materials, goals, and pedagogical approaches or challenges



Identify student characteristics and any

logistical challenges



**PROJECT APPROVAL (1 WEEK)** 

Meeting with Department & CITL for project review and sign off



Prepare draft course proposal Review draft project statement & approve

#### **PROJECT START (2 - 4 WEEKS)**

Design course and draft syllabus



- Finalize measurable learning goals Align student activities to learning outcomes
- Plan /Scope assignments & activities



Establish wireframe of course in Learning Management System Research relevant approaches & technologies

Review draft course proposal & approve

Develop project plan, budget, and reserve

Prepare draft project statement

### **PROTOTYPING (2 - 4 WEEKS)**

Select one unit of the course and produce models to test for use in the entire course



Provide existing course materials Create script & storyboard **Finalize syllabus** 



Review prototype lesson's course structure Provide suggestions and technical guidance Facilitate any necessary video production

### **PRODUCTION (8 - 12 WEEKS)**

Applying the finished course design model to the remaining course units



Write all scripts & prepare storyboards Create assignments & activities Provide feedback

# **COURSE FINALIZATION (1 WEEK)**

Review of final course design and sign off by faculty member

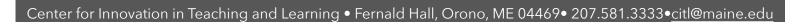


Sign off & deliver the course Identify any design concerns to ID



Provide communications templates Provide support documentation Assess any physical space or technology

Manages production in the Instructional Design Studio



Explain process and expectations Share examples of current trends Recommend training