



The Role of Instructional Design in Health Science Course Development

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Instructional Designers



Adult Learning
 Course Design
 Instructional Technology



Science Prerequisites for Health Professions SPHP

17 health science and math courses
 Non-matriculated students
 Fully online
 Self-paced
 Asynchronous
 16 weeks



Session Goals



Outline course development process
 Discuss design challenges
 Discuss strategies for active learning
 Show the value of Instructional Designers
 Illustrate research-based innovations



SPHP Course Development Process Overview

Subject Matter Experts

Medical Professionals
 Teaching Faculty (offline)
 Teaching Faculty (online)

Process Overview

32 Weeks (start to finish)
 Curriculum Standards
 Design and Development



Course Development Goals

Must be authentic/rigorous

- Pathophysiology = Pathophysiology

Challenges to authenticity/rigor:

- Defining the outcomes to make sure Anatomy I = Anatomy I
- Designing activities and assessments to authentically measure Anatomy I learning outcomes

Outcomes and Authenticity



Backward Design in a Self-Paced Health Science Course

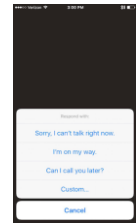


Challenges of Self-Paced: Customizable Experience

- Immediate Feedback
- Adaptive Release (Sequenced Progression)
- Self-Test and Practice Quizzes
- Study Guides

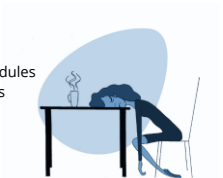


Challenges of Self-Paced: Peer Interactions

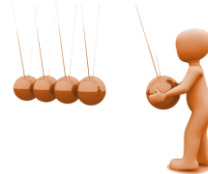


Challenges of Self-Paced: Time Management

- 16-week courses
- Suggested timeline in Syllabus and Course Modules
- Many students don't start at once, while others complete the course in a much shorter time
- Reminders about course pace in assignments



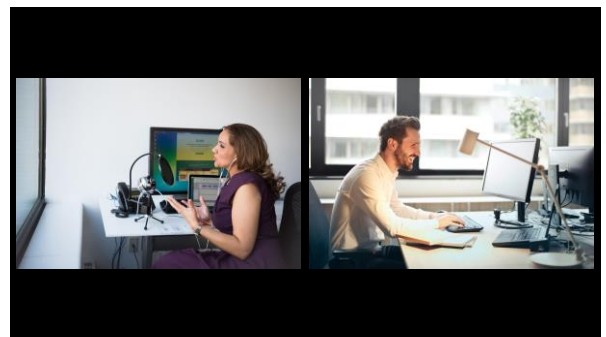
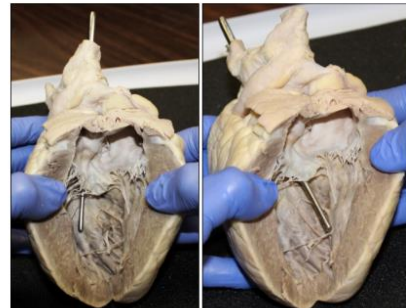
Challenges of Online Science Courses: Lab Experiences (Hands-on and Interactive Activities)



Engaging Activities



- Virtual, dynamic lab environments
- Physical lab experiments with materials delivered directly to students' houses
- Media-rich scenarios and case simulations
- Student presentations



Continuous Development Cycle

- Redesigns as opportunity for innovation
- Educational Technologist role
- Innovative research based solutions



Examples

- [Memory Palaces](#) and the Method of loci
- [Virtual Reality and 3D Space](#)
- Interactive Narratives



Macula

The light-sensitive layer of tissue lining the interior of the back of the eye



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Questions?

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