[**Instructional Design & Development**](Port%202.docx)

Competencies

These competencies involve applying instructional design models, concepts and skills to solve instructional problems in Distance Education. Examples of these competencies are listed below.

* 1. Discuss the implications of personal perspectives and epistemological orientations for the teaching-learning process.
	2. Apply systems theory and systems analysis techniques to instructional design situations in distance education.
	3. Describe and apply a range of learning and motivational theories to instructional design situations in distance education.
	4. Describe the activities of the instructional design process and the advantages and disadvantages of using them in distance education.
	5. Develop instructional products or learning objects in distance education.
	6. Discuss the common criticisms and controversies relating to the use of traditional and emerging instructional design models in distance education.
	7. Apply instructional design principles and models in distance education, in your workplace, or in other instructional contexts.