A practical	guide	to	instruction	nal	design

Tabl	le O	f Co	ntent:

Section 1. Basic principles of instructional design

Chapter 1. The systems approach to instructional design

Chapter 2. Determining the design aims for an instructional system

Chapter 3. Developing the overall plan for an instructional system

Chapter 4. Converting the plan into a viable instructional system

Chapter 5. Evaluating the effectiveness of the resulting system

Bibliography

Section 2. Three detailed case studies on instructional design

Case Study 1:

A case study on course and curriculum development

Case Study 2:

A case study on the design and adaptation of educational games

Case Study 3:

A case study on the development of a multimedia package

Appendix A

Appendix B

Appendix C