

Instructional Designer

The Instructional Designer provides a systematic method for planning, developing, evaluating and managing the instructional processes to create highly interactive eLearning programmes, which enhance the knowledge and/or skills of a defined target audience. The Instructional Designer works with both a Subject Matter Expert to identify the educational requirements and an Educational Technology Team to design and develop the eLearning programmes.

Instructional Designers work as part of the Educational Technology team to design and develop educational programmes delivered via CD-ROM, Intranet, Internet, or combinations of some or all of these. The Educational Technology team comprises Instructional Designers, Graphic Designers, Media Developers and Programmers.

Key Responsibilities

- Work with Client Subject Matter Experts to identify instructional/educational problems and specify goals for meeting the requirements of the target audience.
- Create Instructional Storyboards comprising educational objectives and visualised content sequences to promote logical, effective and highly interactive learning, which meets the established needs of the target audience.
- Disseminate Instructional Storyboards to the Educational Technology team for design and implementation.
- Conduct staged reviews of the implementation of Instructional Design Storyboards to ensure target audience budgetary requirements are always met.
- Contribute to creativity and innovation in the on-going design of new ways to treat content to engage/motivate the target audience.
- Adhere and contribute to eLearning development standards ensuring the quality and efficiency of production processes.
- Work effectively with Graphic Designers, Media Developers and Programmers in the Educational Technology Team to solve project challenges in a timely, efficient and professional manner.
- Demonstrate continuous effort to improve operations, decrease turnaround times, streamline work processes, and work cooperatively and jointly to provide quality seamless customer service.

Qualifications

Essential

- Honours Degree in any of the following areas:

Education, Journalism, Instructional Design, Instructional Technology, Media, Marketing or Computer Science with a significant Human Computer Interaction component.

Desirable

- Post Graduate or Masters Qualification in Instructional Design.

Experience

- 2 - 3 years experience as an Instructional Designer, developing a range of eLearning programmes for CD-ROM, Internet or Intranet as part of a team of 3 or more people.
- 1-2 years experience in a teaching / training environment.
- 1-2 years experience writing computer system documentation or help manual.