Agile Instructional Design for Learning: A Case Example of Agile Master Course (AMC) Development

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**Background and Purpose**

Today’s higher education institutions need to “produce quality and relevant learning materials, capable of being reused and adapted in different learning situations” (Arimoto & Barroca, 2015). Agile principles and practices are being used by instructional design teams and are geared toward being adaptive and creative.

**Concept**

**One** developed master course and facilitators guide
- Agreed upon course objectives
- Suggested course materials
- Suggested perspectives and examples to utilize
- Suggested implementation model

**Three** possible instructional modalities
- Face to Face (F2F)
- Hybrid (HY)
- Web-based (WB)

**Benefits of Agile Instructional Design Approach**

1. Produces consistent high quality instruction and learning deliverables in multiple modalities.
2. People-centered.
3. Encourages and prioritizes effective collaboration and involvement of users (e.g. learners, faculty, etc.) in the development.
4. Allows colleges choices in course delivery (F2F, HY, WB).
5. Focuses on learners and their interactivity with the course.
6. Allows for greater collaboration and flexibility.

**Adoption**

- A pilot Agile Master Course (AMC) is being developed with School of Public Policy and Leadership
- The pilot AMC will consist of 10 modules with instructional materials and activities for traditional in-class, hybrid, and full online format.
- The pilot AMC utilize the adaptability and flexibility of Canvas.

**Resources and where to find them**

- Articles:

- Videos:
  - The Agile Approach to Learning Design: https://www.youtube.com/watch?v=RCwPKY2OnM

**The Master Module**

- In-Class Module
- Hybrid Module

Example of Agile Master Course module on Canvas