



## Roundtable Discussions

Friday, April 5, 2024

8:30 - 9:30 AM

Room 208

### Table 1: Using the Work Environment as the Learning Classroom

Doretta Gordon, State Farm

This session will discuss an approach we use at State Farm to optimize the work environment as a learning classroom and implications for thinking differently about the holistic experience and the role those in the learning discipline play in this flipped approach.

### Table 2: Transitioning ID Careers from Higher Ed/Government to Corporate Learning

Michelle Futo, Johnson & Johnson

This roundtable will discuss how alumni have transitioned their careers from one sector to another. Led by Michelle Futo, who transitioned from Higher Education Instructional Design at the University of Tampa to Corporate Learning at Johnson and Johnson, learn how to shape your career and position yourself for success in any industry.

### Table 3: Artificial Intelligence and Augmented Learning Design

Chih-Pu Dai, University of Hawai'i at Mānoa

In this roundtable, we will discuss the roles artificial intelligence (AI) played and its transformative impacts on learning design. We will discuss how AI can be used to augment learning design in the forms of AI-powered tools, personalized learning, with ethical considerations and the future of learning design and education.

#### Table 4: Beyond ISLT: Benefits to Non-traditional ISLT Careers

Kim Barber, Rebekah Dorn, William Hunkapiller, Florida State University

Three ISLT doctoral graduates discuss applications of ISLT concepts in non-traditional ISLT careers. How are interventions applied to improve organizational and individual performance? Join the University Registrar, Senior Director of Strategy & Outreach, and the Chief Information Security Officer at FSU to think outside the box on your career.

#### Table 5: Using Your Instructional Systems Transferable Skills to Master Mobility and Own Your Career Moves

Tena M. Vozenilek, JP Morgan Chase

We hear the term “transferable skills” as we progress through our career. We see how we can stretch into a new role or new direction. The fundamentals learned in the Instructional Systems and Learning Technologies programs allow you to take on diverse roles and move in new directions all by embracing your transferable skills. In this roundtable discussion, we will explore different career paths you can take using your skills.

#### Table 6: ID meet AI: The evolution of learning design continues

Alison Moore, ETS

Instructional designers leverage tools, including learning theories, ID models, design principles, and content-authoring software. As technology progresses, AI is an exciting addition to our ID toolkit. This session will explore the role and impact of generative AI tools in ID work. Hands-on activities will encourage experimentation and curiosity.

#### Table 7: Game-Based Learning Research

Ginny Smith

This roundtable will be a discussion of how game-based learning research is conducted (e.g., lab, classroom, virtual) and how context can impact the study.

#### Table 8: Co-Design in Educational Research: Considerations, Decision Processes, and Systemic Implications

Lauren Bagdy, University of Georgia

This roundtable discusses a theoretical paper under review, responding to Reeves and Lin's (2021) call for a shift in educational research from studying technologies to solving problems with them. Topics include co-design, experiences, and best practices for moving from product to process-oriented research.

## Table 9: Training Challenges - Tips for Increasing Trainee & Staff Engagement in Mandatory Training

Caity Bente, Florida State University

In this session, we will explore some common learner/staff barriers to enthusiasm and engagement with mandatory training content through the lens of university-wide training for teaching assistants at FSU. For example, how can we increase staff motivation regarding training requirements? What techniques can we use to create content that is interesting and engaging for many different types of learners?

## Table 10: Learning Theory for Instructional Design

Kerry Burner & Marcy Driscoll, Florida State University

This roundtable will focus on the updated chapter included in the fourth edition of Trends and Issues in Instructional Design and Technology. The chapter offers instructional design professionals a contemporary overview of topics such as behaviorism and memory. Further, it discusses the application of these theories by way of presenting frameworks and models for developing instruction. The authors will explore the updates in this chapter and in their widely adopted and newly revised textbook, Psychology of Learning for Instruction.