Logic Models for Project Foresight and Planning in Instructional Design Project Management

by
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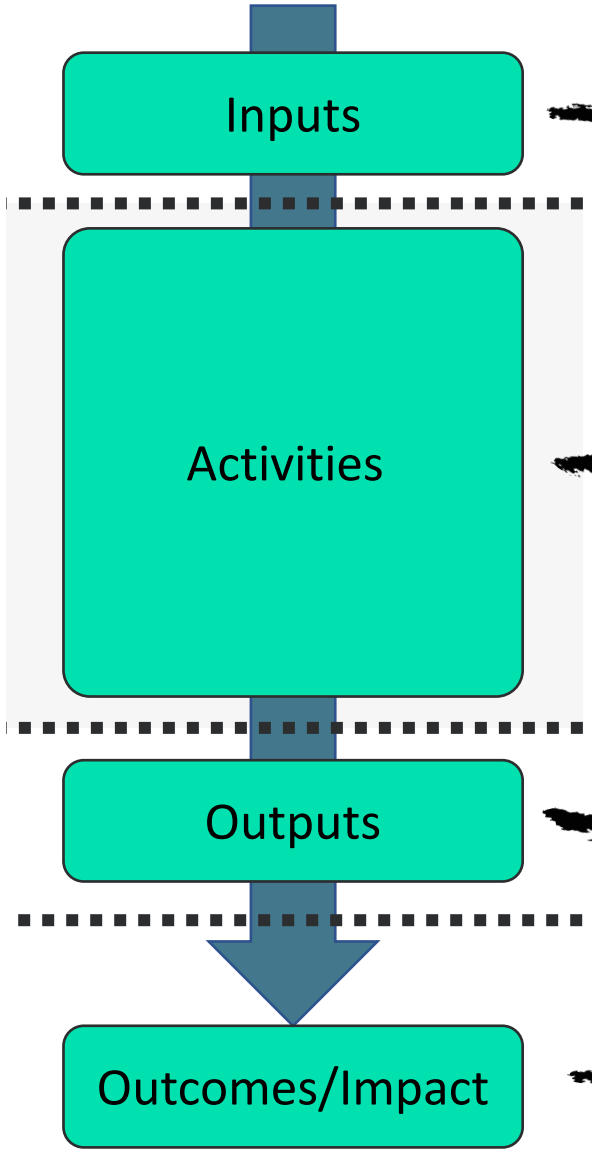
A logic model is a picture of how your program works – the theory and assumptions underlying the instructional design proposition.



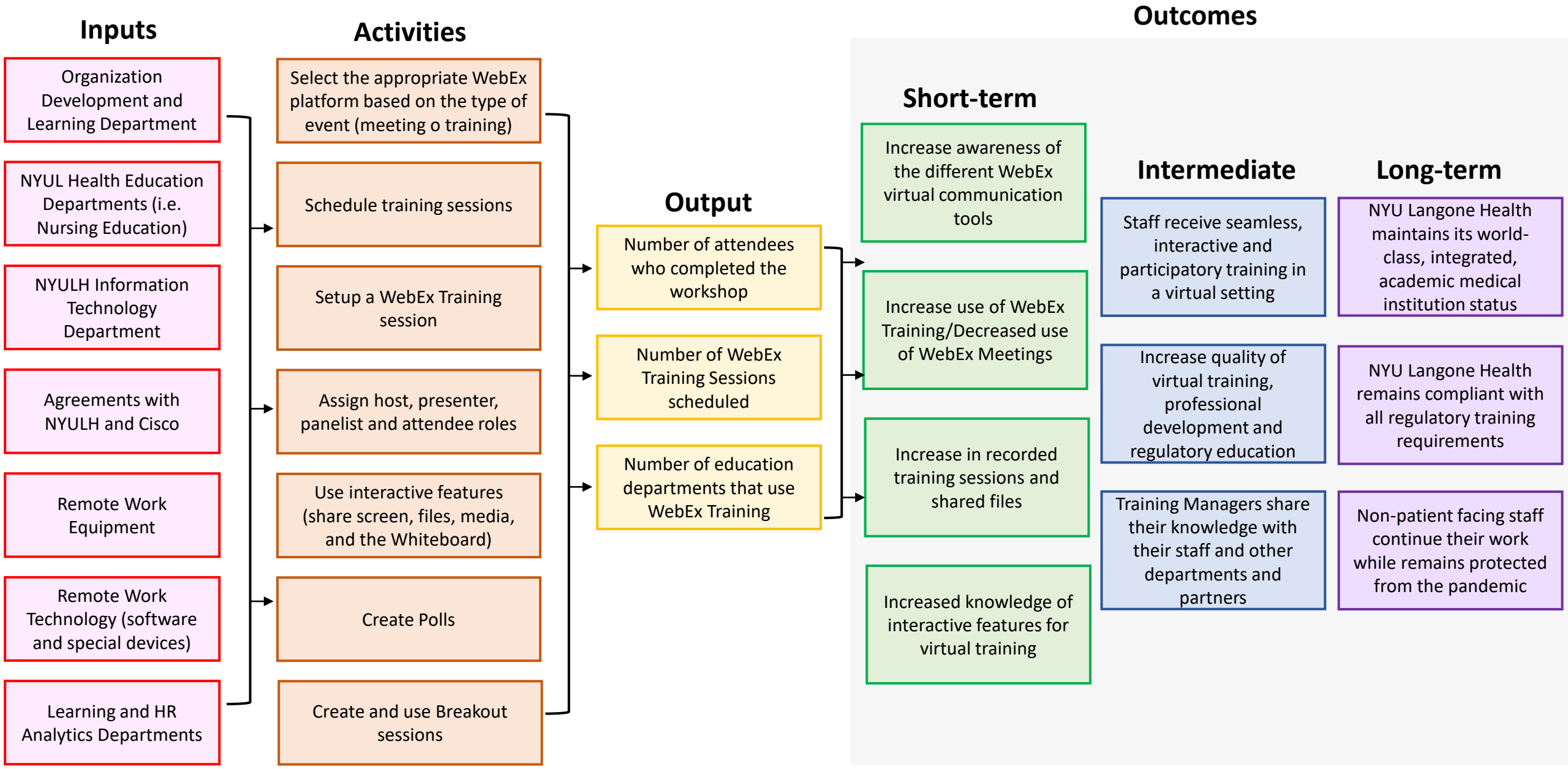
Resources that are available to direct toward doing the work.

Processes, tools, events, technology, and actions that are an intentional part of the learning implementation.

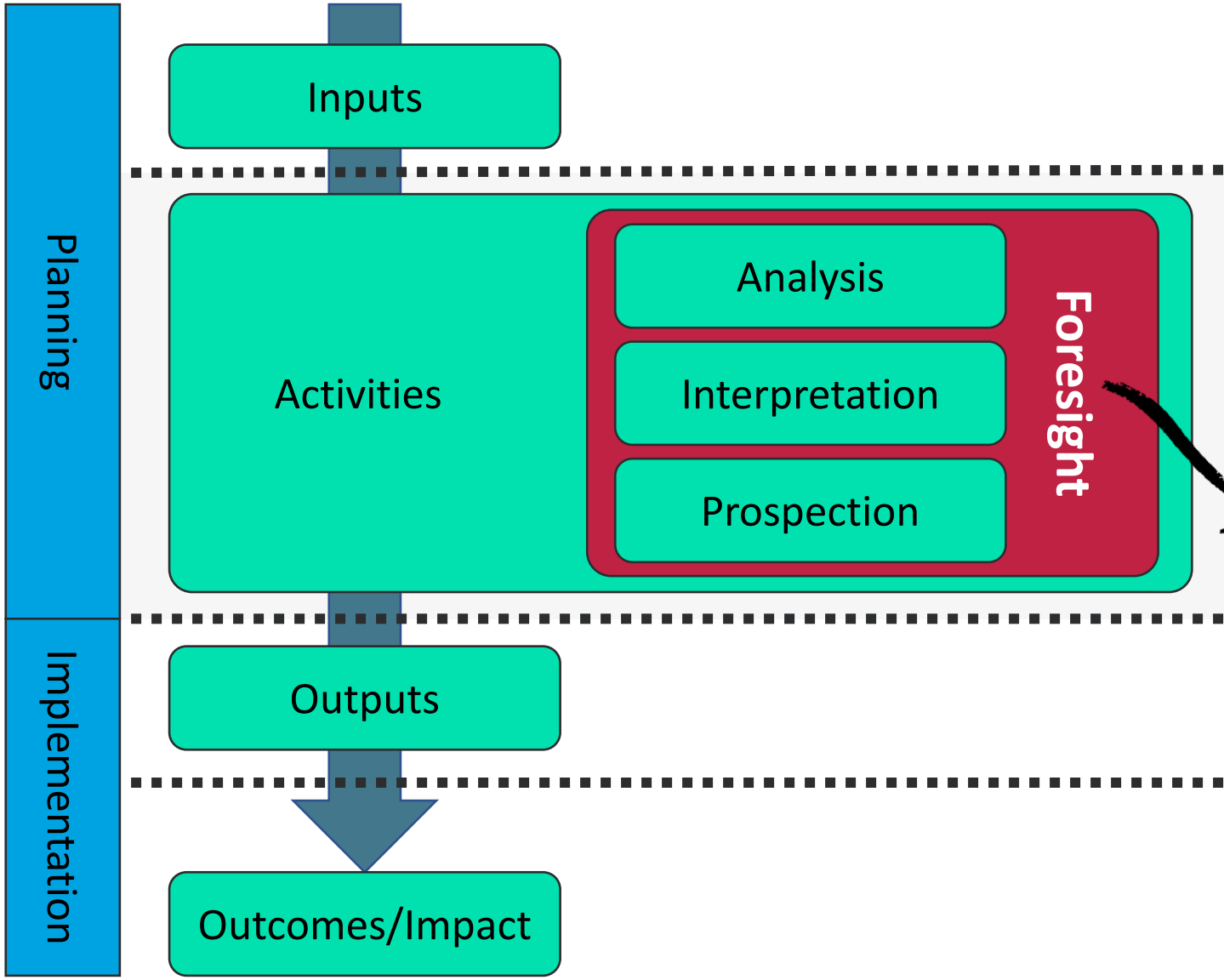
Direct learning activities and may include types and levels of learners to be serviced by the learning event.

Short-, intermediate- and long-term specific changes in learners' behavior, knowledge, skills, status and level of functioning. Intended or unintended change occurring in the organization.

Logic Model Example: Cisco WebEx Training Workshop



Foresight Planning within a Logic Model



Opportunities for foresight are available during the course of the activities involves in preparation and implementation phases of learning and instructional design.

Analysis: What seems to be happening?

Interpretation: What is really happening?

Prospection: What might happen?

What will we do?

How will we do it?

Did it work?

Will it work gain?

Adapted from Joseph Voros Framework. Voros, Joseph. (2003). A generic foresight process framework. Foresight. 5. 10-21. 10.1108/14636680310698379.

References

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