

Initial Definition

Learning design is the process of creating a deliberate, planned educational environment. This environment enables students to utilize the fundamental strengths of varied delivery models, ranging from live instructor-led training, to hands-on activities, to static content that can be accessed in whatever manner best enables the learner. It is the responsibility of the learning designer to create learning experiences that inspire and excite students to want to seek out more knowledge, while providing a space that enables them to find the information they need.

Revised Definition

Learning design is the way in which educational materials are architected for use in a variety of situations. It is based strongly in theory and on marrying it to real-life, practical methodologies of learning, evaluation, and recall strategies. Technology is a key component of learning design - as technology is in a rapid state of development, so too must learning be designed to create immersive, memorable experiences.