Student Teachers as Instructional Designers: A First Experience

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Participatory Design, which enlists the end-users of computer programs in the project design, was the cornerstone for a study conducted with students teachers involved in their first computer skills course. Under the guidance of the instructional designer/researcher, student teachers were given the task of designing the class tutorial for word processing skills encountered in the course.

Utilizing a participatory, recursive design process (Schuler & Namioka, 1993), in which small groups were organized to provide product design input, the instructional designer/researcher constructed the tutorial in HyperStudio per design specifications provided by the student teachers, which was then critiqued by the whole group. The recursive design process continued, incorporating changes that the student designers required, until whole group feedback sessions indicated product satisfaction. The documentation of the evolution of sophistication of student product in relation to increasing computer skill competencies is apparent in the end product, *Word Processing Wizardry.*

References

Schuler, D., & Namioka, A. (Eds.). (1993). *Participatory Design: Principles and Practices*. Hillsdale, New Jersey: Lawrence Erlbaum Associates.

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