

Jury Guide:

Your jury portfolio will be assessed by your committee as Expert, Proficient, Developing, Beginning, or Not Addressed based on the program goals listed below.

Program Goal 1:

Demonstrates understanding of various theories and concepts that inform the practice of instructional technology (IT).

Sub-goal 1: Identify and describe several theories and/or concepts that have informed your design projects. In particular, explain why these theories/concepts are meaningful to you. **(You will be expected to cite at least one source per theory/concept to support your description.)**

Sub-goal 2: Describe how you have utilized these theories/concepts in your designs (or how you could have used them in your design). Specifically provide evidence from your design projects that show you have made design decisions that are grounded in the theories/concepts you have mentioned in Goal 1, sub-goal 1 above. **(You will be expected to cite at least one source per theory/concept to support your description.)**

Program Goal 2:

Employs appropriate approaches for envisioning, designing, producing, and evaluating a variety of Design projects.

Describe the processes you followed in a variety of experiences or projects to Envision, Design, Produce, and Evaluate.

Envision To demonstrate how you envision, you need to specifically describe instances from a variety of projects in which you followed decision making processes that envisioned (e.g. imagined, defined, analyzed, researched) the characteristics of the problem and its general solution.

Artifacts may include analysis of learner characteristics, content and environment, scope and constraints, and project goals.

Design To demonstrate how you design, you need to specifically describe instances from a variety of projects in which you followed design processes that described in detail the features of your solution.

Artifacts may include objectives, storyboards, strategy descriptions, assessment strategies, interaction strategies, personas, and scenarios.

Produce To demonstrate how you produce, you need to specifically describe instances from a variety of projects in which you employed production processes and created products that allow you to carry out your design ideas.

Artifacts may include prototyping, drafting, storyboarding, scripting, and creating instructional materials.

***Additionally, you must include artifacts that demonstrate your skills with a broad range of media production tools.**

Evaluate To demonstrate how you evaluate, you need to specifically describe instances from a variety of projects in which you evaluated the effectiveness of your designs.

Artifacts may include survey instruments and/or results, interview data, peer feedback, evidence from assessments of student learning, and usability testing data.

Program Goal 3:

Demonstrates critical, reflective, and metacognitive thinking.

This narrative is about you. Describe how you have changed as a designer. What has changed about how you approach design for learning as a result of this program? What have been your “ah ha” moments? How do you see design differently as a result of this program? How do you see yourself differently as a designer than you did prior to this program?

Program Goal 4:

Contributes productively to group-based design projects by showing a willingness to listen to other’s ideas and by extending professional courtesy and respect to others.

Discuss your role as a collaborator and team member. How have you demonstrated open mindedness with peers and professors? How have you demonstrated a willingness to listen? What evidence exemplifies your acceptance of diverse perspectives? How have you contributed to group decision making? Describe how you have expressed courtesy and respect for other group members in terms of communication and task completion.

Artifacts may include:

Evidence of brainstorming, peer responses to your feedback, discussion board postings, or a description of specific situations that otherwise lack evidence.

Program Goal 5:

Demonstrates a plan for continued professional development.

Describe how your experiences in this program will lead to ongoing professional development and lifelong learning. How do you plan to continue your professional development? What steps will you take to ensure that you reach your continued professional development goals?

Jury Rubric

The following rubric will be used by I.T. Program faculty to provide rankings and feedback for your Jury 1 and Jury 2 performances:

		E X P E R T	P R O F I C I E N T	D E V E L O P I N G	B E G I N N G	N O T A D E R E S S E D
Program Goal						
Goal 1: Demonstrates understanding of various theories and concepts that inform the practice of instructional technology (IT).	Sub-goal 1					
	Sub-goal 2					
Goal 2: Employs appropriate approaches for envisioning, designing, producing, and evaluating a variety of Design projects.	<u>Envision:</u>					
	<u>Design:</u>					
	<u>Produce:</u>					
	<u>Evaluate:</u>					
Goal 3: Demonstrates critical, reflective, and metacognitive thinking.						
Goal 4: Contributes productively to group-based design projects by showing a willingness to listen to other’s ideas and by extending professional courtesy and respect to others.						
Goal 5: Demonstrates a plan for continued professional development.						
Comments:						