Exploring Student Learning Characteristics in the Online Environment: Implications for Instructional Design

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Instructional Design vs. Learners

- Task Analysis
- Learner Analysis

Analysis

Evaluation

Design

Development

Implementation
GMU Sample (N=187)

Gender

- Male: 21%
- Female: 79%

Classification

- Freshman: 3
- Sophomore: 11
- Junior: 50
- Senior: 75
- Graduate: 47
GMU Sample (N=187)

Course/Discipline

- Game Design: 7
- Environmental Science2: 34
- Environmental Science1: 24
- Psychology (Blended): 38
- Psychology (Online): 37
- Nutrition: 33
- Education: 14

Online Courses Have Taken

- 3+ Courses: 33%
- None: 24%
- 1-2 Courses: 43%
Learning Characteristics based on Factor Analysis

- Unexplained, 31.40%
- Group Preference, 19.60%
- Instructional Preference, 16.00%
- Time Management, 13.50%
- Example Favorite, 10.50%
- Computer Competency, 9.00%
More Areas to Explore...

• Learning characteristics vs. demographics
• Learners vs. instructional design vs. environments
• Learning outcomes vs. learning characteristics