Instructional Design is the meaningful use of design models in education to solve instructional and evaluation challenges and create innovative learning. The outcome of this process fully engages the learner in developing the critical thinking and analytical skills needed to gain the knowledge that makes learning meaningful to them.

Update:

I feel my definition of ID is very basic and does not capture the level of expertise required to be qualified for the title. According to Tracey and Morrison ( ), the role of the instructional designer is much more broad including, team leader, project manager, media producer, and consultant. The main responsibility of the Instructional Designer is more in-line with instructional systems design and performance improvement. The Instructional Designer usually works under the pressures of managing time and resources, working with current ID tools, educating clients on using these tools, balancing their own philosophy with their company and clients.

As ID’s become experts in their field, they need to develop “metacognition”, or the ability to recognize and understand their own limitations and find ways to correct for this. They must also develop adaptive expertise (Hatano and Inagaki, 1986), which is flexibility in approaching new experiences and the willingness to self-evaluate their own skills and knowledge.

