

Using Instructional Technology to Advance Educational Goals

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ABSTRACT. Instructional Technology is the theory and practice of design, development, utilization, management, and evaluation of processes and resources for learning. The words Instructional Technology in the definition mean a discipline devoted to techniques or ways to make learning more efficient based on theory but theory in its broadest sense, not just scientific theory. Theory consists of concepts, constructs, principles, and propositions that serve as the body of knowledge. Practice is the application of that knowledge to solve problems. Practice can also contribute to the knowledge base through information gained from experience. Of design, development, utilization, management, and evaluation refer to both areas of the knowledge base and to functions performed by professionals in the field.

Technology is always changing. Given that instructional designers will always need to learn how to effectively handle new technologies, the profession should hold onto its underlying principles. In the future, the integrity of the field of instructional systems design may depend more on the emergence of leadership in the management domain of instructional technology rather than educational theory.

Instructional technology is a growing field of study which uses technology as a means to solve educational challenges, both in the classroom and in distance learning environments. Instructional technology promises solutions to many educational problems, resistance from faculty and administrators to the use of technology in the classroom.

Key words: Instructional Technology, Educational Goals, Body of knowledge, New Technologies.

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