

ROLE OVERVIEW

Job Title	Instructional Designer I	FSLA Status	Hourly Non-Exempt
Department	Operations	Base Range	
Reports To	Operations Manager	Last Amended	January 2023

DESCRIPTION

An Instructional Designer I (ID I) uses learning theory, design best practices, writing skills, creativity, and performance improvement techniques to create customized training solutions for clients, including job aids, training plans, curriculum maps, instructor-led training, eLearning, and/or blended training that solves client knowledge and skills gaps. An ID should be able to successfully identify scope creep, ensuring that projects remain within agreed-upon assumptions and scope. They must work successfully with client subject matter experts, project managers, and sponsors at all levels of a client organization to create deliverables that meet client needs and expectations.

REQUIRED EDUCATION AND EXPERIENCE

- Bachelor's degree in Instructional Design, Instructional Technology, or a related field
- A minimum of five years of experience

PREFERRED EDUCATION AND EXPERIENCE

- Bachelor's degree in Instructional Design, Instructional Technology, or a related field
- A minimum of seven years of experience

PREFERRED CERTIFICATIONS

ATD Certified Professional in Talent Development (CPLP)

SOFTWARE AND EQUIPMENT SKILLS

- Microsoft Office Suite (Word, PowerPoint, etc.)
- Articulate Storyline or Adobe Captivate
- Snaglt or Adobe Photoshop

OUTPUTS

The Instructional Designer is responsible for producing these quality outputs.

- Analysis Report
- Design Document
- Prototype
- Storyboard
- Published eLearning course
- Facilitator Guide
- Participant Guide



PERFORMANCE PROFILE

OUTPUT AND STANDARDS

Design Document

- □ Includes completion of all applicable sections
- $\hfill\square$ Is completed by the deadline
- □ Is completed within the scope
- □ Meets the criteria of the QA Checklist
- □ Has a file name that meets proper naming
- conventions

PROCESSES INVOLVED

- Managing the Project
- Quality Assurance
- Creating the Product: Training

KEY TASKS

Trigger: Completion of the project kick-off meeting

- 1. Review source materials.
- 2. Create the performance objectives.
- 3. Determine the structure of the content.
- 4. Map the performance objectives to the topics/tasks.
- 5. Identify the instructional strategies.

ENVIRONMENT

Expectations are set by:

- ID Guidebook
- Onboarding

Feedback is provided by:

- Project Manager
- QA review

Tools and resources:

- QA checklist
- Design Document templates and examples
- Software: Microsoft Word, SharePoint, Zoom

Incentives include:

Bonus provided if evaluation score is above 90

DIFFICULTY

DIFFICULTY

most difficult
difficult
difficult
low difficulty

MEASURES
A score of 80+ on
evaluation

BUSINESS RESULTS

Customer Success

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- Quality
- Employee
- Success
- Operational Efficiency

INTERACTIONS [WHO AND WHAT]

- Radcom Project Manager
- Client Project Manager/Stakeholder
- QA Specialist
- Subject Matter Expert (SME)
- SharePoint project site

BEST PRACTICES

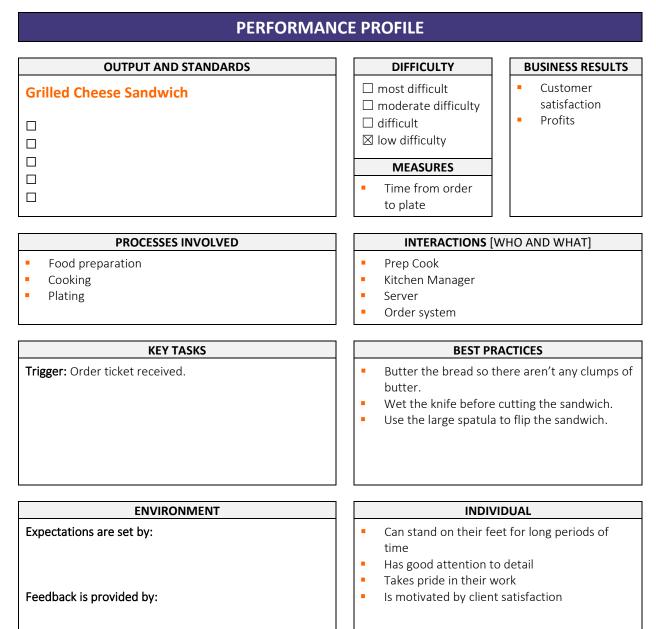
- Provide the SME with an agenda before the meeting to discuss the project.
- Send assignments and follow up with SMEs inbetween meetings.
- Explain the process to the SMEs at the beginning of the project.

INDIVIDUAL

- Enjoys interviewing and working with SMEs
- Shows good attention to detail
- Stays on schedule
- Builds relationships with client personnel

SKILLS AND KNOWLEDGE	GAINED THROUGH
 Using instructional design models 	 Formal education: college courses, certificates Informal education: books, webinars On-the-job training, coaching
Conducting a Performance Analysis	 Performance Thinking Practitioner Certification
 Conducting a Task Analysis 	 Formal education: college courses, certificates Informal education: books, webinars On-the-job training, coaching, experience





Tools and resources:

Incentives include:

SKILLS AND KNOWLEDGE	GAINED THROUGH
Using a commercial grill	 On-the-job training
Following a recipe	On-the-job training