ISD 2: Prototype

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Interaction

In consideration of cognitive overload, there is an emphasis on the simplistic design on the resources, jargon, and overall framework. The goal is to have stakeholders and learners be motivated to engage.

Intention

The concept of crafting an effective framework for feedback, is not always the most exciting, but doesn't have to be an immensely time consuming process. The success comes from breakdown of all of the steps in manageable pieces much like the concept in micro learning to chunk information.

Introspection

From my experience in education and as an employee, I understand there is a commonality for giving and receiving feedback. It's a challenging aspect to master as little emphasis outside of making sure to remain calm and use appropriate language has been the focal point of my training. The process should be streamlined with accessible references that mimic the real world environment.

Sections

Click the links below to access content

- **[ISD 2 Stakeholder Package](#)**

- **ISD Learner Package**

  - *[How to Give Feedback: Basics](#)*
  - *[Effective vs Ineffective Feedback](#)*
  - *[Feedback Checklist](#)*