Quest
Qualifying for the Ultimate Engaging Smart Training

Profiling the Instructional Designer: Towards a Systematisation of the Profession
Curriculum for the European Instructional Designer Qualification

Problem

01 Remote teaching and learning at a global scale

- Need to rethink the way education and training in every discipline are designed to meet the demands of the digital transformation
- Issues related to the use of technologies for teaching and learning
- Lack of experience in teaching and learning online

02 The green transition in education

- COVID19 restrictions
- Need to improve alternative forms of education, which are flexible and promote lifelong learning
- Need to adapt existing curricula to include sustainable development goals

03 The quality and inclusiveness of education and training

- Need to promote teaching and learning experiences with lower–carbon emissions
- The need to systematise and implement learning experiences and digital skills for all citizens

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General Objective

- To contribute to the skilling of all educators in using digital technologies effectively in their teaching and training process by qualifying them for high-quality Instructional Design

Specific Objectives

- The harmonisation of the Instructional Designer profession skills
- To facilitate the mobility of Instructional Designers at the European level
- The qualification of professionals with previously acquired knowledge and skills in Instructional Design
- To increase the capacity to develop attractive eLearning solutions