Chapter 9
Visuals for Teaching and Learning Research

ABSTRACT

Research of all types plays a critical role in instructional design. For example, instructional designers/developers require information about a number of disciplines, about their field, about human learners. They also conduct user research to pilot-test the learning designs. And, they also need to conduct research to better understand the teaching and learning dynamics. In any number of research approaches, visual stills (diagrams, photos, maps, data plots, and others) and moving visuals (video snippets, 4D simulations, and others) may be used to elicit information and discover new insights. This chapter addresses some of the visual ID related to research.

INTRODUCTION

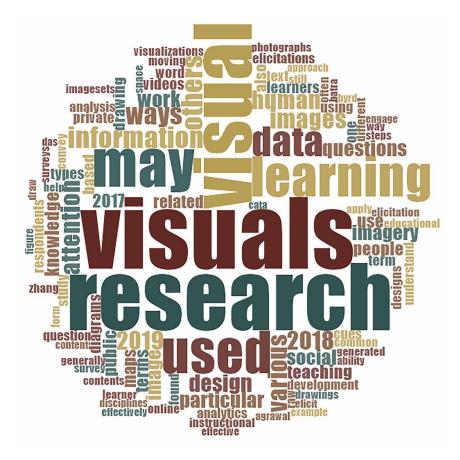This chapter will explore the following questions:

- How are visuals effectively used in research, generally speaking?
  - How are visuals used in back-end design? In raw ways? In private ways?
  - How are visuals used for public viewing and elicitations? In public ways?

- In terms of learning-related research, how can visuals be used to convey information,? Communicate branding? Differentiate between learning contents? Appeal to learners? Elicit information and feedback? Deal with spatiality? Engage with aesthetics?

Figure 1. A Word Cloud of Chapter 9

It is highly rare to begin an instructional design project with all necessary information at the beginning of the project. What is more typical is that there may be some authorizing documents and requests for the project, and then, one has to research information about the domain, relevant technologies, the learners, and other relevant targets. The research usually continues through the build, with focuses on pilot testing developed objects, and all the way

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