Handbook of Visual Languages for Instructional Design: Theories and Practices

By Luca Botturi

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The more complex instructional design (ID) projects grow, the more a design language can support the success of the projects, and the continuing process of integration of technologies in education makes this issue even more relevant.

The **Handbook of Visual Languages for Instructional Design: Theories & Practices** serves as a practical guide for the integration of ID languages and notation systems into the practice of ID by presenting recent languages and notation systems for ID; exploring the connection between the use of ID languages and the integration of technologies in education, and assessing the benefits and drawbacks of the use of ID languages in specific project settings.

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"This collection of 21 articles addresses the continuing growth of e-learning and other educational projects that use instructional design techniques dependent on specific design languagues and notation systems." -- Book News Inc. (2008)

"The Handbook of Visual Languages provides a different and very welcome look at the maturing field of instructional design (ID)." --Canadian Journal od Learning Technology, Vol. 34 (2)

About the Author
Luca Botturi holds a master?s degree in communication and technologies and a PhD in communication and instructional design from the University of Lugano, where he currently works. He has worked as an instructional designer and researcher in Switzerland, Italy, Austria, Canada and Spain. He is founder and project manager of Seed, a non-profit organization supporting training and educational projects in international cooperation.

Todd Stubbs is an instructional architect with Brigham Young University?s Center for Instructional Design. Dr. Stubbs has had a long interest applying technology to learning in both K-12 and higher education. At one time or another during his career, Dr. Stubbs has taught kindergarten through graduate school. He has written on the potential effectiveness of electronic distance education systems, on computer operating systems, and on Web design. His current research interests include instructional design processes, including the representations of designs in loose design drawings as well as more formal visual instructional design languages.

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