Συνέδρια της Ελληνικής Επιστημονικής Ένωσης Τεχνολογιών Πληροφορίας & Επικοινωνιών στην Εκπαίδευση

Τόμ. 1 (2023)

13ο Πανελλήνιο και Διεθνές Συνέδριο «Οι ΤΠΕ στην Εκπαίδευση»

Popularization of instructional design in online courses with Artificial Intelligence

George Palaigeorgiou

Βιβλιογραφική αναφορά:

Palaigeorgiou, G. (2024). Popularization of instructional design in online courses with Artificial Intelligence. *Συνέδρια της Ελληνικής Επιστημονικής Ένωσης Τεχνολογιών Πληροφορίας & Επικοινωνιών στην Εκπαίδευση*, *1*, 002. ανακτήθηκε από https://eproceedings.epublishing.ekt.gr/index.php/cetpe/article/view/7238

Popularization of instructional design in online courses with Artificial Intelligence

George Palaigeorgiou
gpalegeo@learnworlds.com
LearnWorlds

The presentation focuses on the integration of AI in instructional design and education. It explains AI's capabilities, such as generating human-like language and assisting with complex tasks like coding, mathematical problems, and creating educational content. It highlights the transformative potential of AI in education, stressing the importance of critical thinking and intellectual engagement alongside technological advancements.

The presentation introduces the "9 Levels of AI for Instructors" framework which tries to categorize instructors' interactions with AI. The first three levels lay the groundwork for utilizing AI in education. At the first level, instructors can ask AI simple questions to recall generic knowledge, accessing vast databases to retrieve accurate information quickly. The second level involves simple actions on this knowledge, such as summarizing texts, extracting key points, or rephrasing content to suit different comprehension levels. The third level enables AI to generate educational artifacts, such as flashcards, timelines, and quizzes, streamlining the creation of diverse instructional materials to enhance student engagement and understanding. The fourth level, "Engineered Prompts," involves crafting specific and detailed prompts to optimize AI responses for tasks such as creating course content, generating detailed learner insights, and applying instructional theories effectively. The fifth level, "Engineered Prompts for Learners," involves creating detailed prompts to gather specific information about learners' characteristics and needs, enabling tailored instructional strategies. The sixth level, "Engineered Prompts for Instructional Design," focuses on applying instructional theories, like Bloom's taxonomy, to develop comprehensive learning objectives and effective course outlines. The seventh level, "Creative Prompts for Instructional Design," encourages instructors to use AI to generate unprecedented and inspiring responses, fostering creativity and innovation in educational content creation. The eighth level, "Use New AI-Powered Learning Tools," emphasizes employing advanced AI tools that require minimal prompting, streamlining the instructional design process. The ninth and final level, "A New Language of Instructional Design," integrates AI to create a cohesive instructional design language, combining knowledge recall, actions on knowledge, and creative instructional approaches to empower educators and enhance the learning experience. This level envisions a future where AI seamlessly supports and elevates educational practices across various domains.

Dr George Palaigeorgiou
LearnWorlds CEO

I. Kazanidis, A. Tsinakos (Eds.), Proceedings of the 13th Pan-Hellenic and International Conference "ICT in Education", International Hellenic University, Kavala. Greece, 29 September – 1 October 2023. ISSN: 2529-0916, ISBN: 978-618-83186-8-7