RECOMMENDED BOOK RESOURCES

Dirksen, Julie. *Design for How People Learn*. (2nd Ed.) Berkeley, CA: New Riders, 2016.

Barksdale, Susan, and Lund, Terri. *Rapid Needs Analysis*. Alexandria, VA: ASTD, 2001.

Charron, Daniel. *Analyze the Training Need*. Las Vegan, NV: 2021.

Kogon, Kory, Blakemore, Suzette, and Wood, James. *Project Management for the Unofficial Project Manager*. Dallas, TX: BenBella Books, Inc., 2015.

McDonald, Jason K., and West, Richard E. *Design for Learning: Principles, Processes, and Praxis*. EdTech Books, 2021.

Moore, Cathy. *Map It: The Hands-on Guide to Strategic Training Design*. Montesa Press, 2017.

Provence, Scott. *Fail to Learn: A Manifesto for Training Gamification*. Coppell, TX: Provence, 2020.

Slade, Tim. *The Elearning Designer's Handbook: A Practical Guide to the eLearning Development Process for New eLearning Designers*. (2nd Ed.) Middletown, DE: Slade, 2020.

Torrance, Megan. *AGILE for Instructional Designers: Iterative Project Management to Achieve Results*. Alexandria, VA: ATD Press, 2019.

WEBSITE RESOURCES

(active at the time of posting)

https://elearningacademy.io/

https://elmlearning.com/blog/instructional-design-addie-model/

[J. Clark Gardner - YouTube](#)

https://www.youtube.com/@KevinStratvert/videos

https://www.youtube.com/@LeilaGharani/videos

https://www.youtube.com/@leveluppowerpoint9815/videos

https://www.instructionaldesign.org/models/addie/

https://waterbearlearning.com/addie-model-instructional-design/