UP Open University • Faculty of Education
ASSOCIATE OF SCIENCE IN INSTRUCTIONAL DESIGN AND TECHNOLOGY

The Associate of Science in Instructional Design and Technology (ASIDT) is a pre-baccalaureate program, which aims to equip students with a broad foundation of knowledge and skills necessary for further study and/or immediate employment. The program is intended to enable the students to enter the world of education work in Instructional Design without compromising their opportunity for further higher studies at the baccalaureate level. The program emphasizes instructional design of learning experiences within organizational contexts. This allows the ASIDT graduate to join the workforce as entry-level instructional design assistants, training associates, members of a performance management team, and other similar occupations. The ASIDT Program can be "ladderized" towards baccalaureate programs such as the two existing programs in the UPOU – Bachelor of Education Studies (BES) and Bachelor of Multimedia Studies (BAMS).

Program Goals

The program aims to:

- Exhibit knowledge and skills that are mainly theoretical and/or abstract with significant depth in some areas together with wide-ranging, specialized technical, creative, and conceptual skills
- Perform work activities demonstrating breadth, depth, and complexity in the planning and initiation of alternative approaches to skills and knowledge applications across a broad range of technical and/or management requirements, evaluation, and coordination
- Demonstrate personal and professional ethical responsibility and inclusive citizenship
- Demonstrate effective communication skills
- Integrate different knowledge domains to form multifaceted interpretations of social and living systems.
- Evaluate information in the context of digital or networked problem domains
- Generate creative and appropriate solutions through effective and respectful collaboration with diverse groups

In addition, graduates of the ASIDT program should be able to:

- Apply knowledge of instructional theories and concepts when providing solutions to authentic and non-authentic instructional design problems
- Analyze the characteristics and appropriateness of use of the existing and emerging technologies in designing instructional environments and materials
- Integrate the contexts for learning and users' needs in designing learning spaces and instructional materials
  - Collaborate with team members and stakeholders
  - Create text and multimedia instructional materials based on learning experience design.

Admission Procedures

Step 1: Apply for admission and upload the admission requirements through the Online Application System. Monitor the progress of your application through the OAS.

Step 2: As soon as the online application is accomplished, mail the complete and valid admission documents to the address below:

> The Admission Section
> Office of the University Registrar
> UP Open University
> Los Baños, Laguna 4031
> Philippines

Refer to the UPOU Academic Calendar for the deadline for submission of application documents.

Step 3: If required, take the Undergraduate Assessment Test (UgAT). Details of the UgAT will be emailed by admissions.

Step 4: Complete the DE Readiness Module (DERM). The link to the DERM will be emailed by admissions.

Step 5: Wait for an email from the OUR for the admission results. Results of the evaluation will be released after the evaluation of the respective Admissions Committee and before the registration/enrollment period of the applied term.

Mode of Instruction

All courses are taught online following the principles of guided independent study and collaborative inquiry.