



Can hDAS Produce Tailored Instructional Design Methods, for the Design of Technology-Based VET Interventions?

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<https://doi.org/10.34074/proc.240121>

Abstract

Hybrid educational design-based agile software development (hDAS) for producing tailored instructional design has been applied in the development of multi-user virtual environments. hDAS is being developed and applied in three contexts that provide new feed into the design and implementation of hDAS processes. The first two contexts are the design and implementation of a short course that introduces AI using a pretrained AI model to implement gesture-based game control, and vine-pruning worker training for the Regional Skills Employer programme. The third context applies hDAS in the design of computationally theoretic graphs to model learning systems. Undertaking research on hDAS systems on relatively different projects triangulates the application of the designed systems and enhances hDAS. This paper presents a summary of those projects and presents a brief reflection on the ongoing development of hDAS.

Keywords: Instructional design, design-based research, agile software development, vocational education and training

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This publication may be cited as:

Cochrane, T. (2024). Can hDAS Produce Tailored Instructional Design Methods, for the Design of Technology-Based VET Interventions? In H. Sharifzadeh (Ed.), *Proceedings: CITRENZ 2023 Conference, Auckland, 27–29 September* (pp. 170–178). ePress, Unitec. <https://doi.org/10.34074/proc.240121>

An ePress publication

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ISBN: 978-1-99-118344-6