Some suggestions on what the questions will look like:

These questions are intended to assess your comprehensive understanding of the fundamentals and salient issues of instructional technology. A rule of thumb for comprehensive examinations for graduate degrees is that a generic response to a generic question, from whatever discipline, should make sense to a well educated person, but NOT a specialist in the field, 70% of the time. The other 30% of the response to that question should require an expert in the field to determine the accuracy of the response.

Personal opinions to comprehensive questions are allowed, but should be used in moderation. By no means should personal opinion constitute the bulk of a response. You are being asked to demonstrate a knowledge and application of the "essential elements" of IT. For the most part, your responses should be based upon what established experts have contributed, scholarly research journals you have read, text books you continue to use as references, and, when appropriate, your own observations based upon your experiences in a professional environment using instructional technologies.

1. (Current Issues in IT) The great media debate between Richard Clark and Bob Kozma is one of the critical issues in instructional technology. Please identify the key arguments of both sides and describe how those arguments impact the instructional design models.

2. (History of IT) Provide a definition of instructional technology OR instructional systems design. Who have been the major contributors to this field? Provide a history of instructional technology either chronologically or by major developments.

3. (Learning Theories) Cite your personal theory of learning, and show how it is supported (or possibly contradicted) by accepted experts in the field of learning theory or educational psychology. Is your learning theory important to how you approach your professional responsibilities in this field? If so, why? If not, why not? (Keep in mind that personal opinion is of minimal value in answering these types of questions if you cannot support that position with well grounded research.)

4. (Research in IT) You've just received a M.Ed. in Educational Technology from the University of Texas at Brownsville. One day you have this interesting conversation with a colleague of yours about this field. She says she has a consuming interest in Educational Technology all of the sudden and wants you to direct her to the best piece of research you have encountered in your years in graduate school, and years as a professional. Your listener asks for a description of that piece of research, explained in terms that she can understand. That is to say, you need NOT go into the details of the research design (quasi-experimental using three groups of randomly assigned subjects with four variables analyzed using a MANOVA method, for example...the variables being blahblahblahblah). You DO need to present an overview of that piece of research, and how that research relates to the field of IT, and your philosophical position in particular (At

this point, personal opinion is required...WHY do you value that particular piece of research?) Keep in mind that your continuing active readings in this field is absolutely critical if you are going to stay current in IT. You should be able to list several, reputable sources of information that you routinely use to keep your knowledge base current (and the National Enquirer is NOT an acceptable example).

5. (Web-Based Instruction) A significant aspect of IT these days is the migration of instruction to a Web-based or web-enhanced format. What are the factors that one considers when making the move to a web environment? To what extent does pre-selection of media contradict your instructional systems design principles? What types of interactions do experts look for? How do you keep the learner engaged? What do the experts say? What generic aspects of distance education are specifically applicable to web instruction?

6. (Instructional Systems Design/Development) And finally, know an instructional design model (your choice) inside out. Know how to apply it to a specific situation. If your elevator friend turned out to be the CFO (chief financial officer) for a Fortune 500 company, and she asked for you to describe a solution to the following problem, what would your solution look like, and how does it reflect, or follow, your ID model? A sample problem she presented could be:

   > The United States military has decided that all ground personnel, particularly the young men and women in daily contact with Iraqis, currently in Iraq need to have a basic understanding of the Islamic religion (origins, commonalities with Judaism and Christianity, various sects, etc.) Because of the wide dispersal of the troops in the region, a distance education format seems the only logical method for delivering instruction.

   You are a member of a team that is going to design and develop the instruction. Your role is instructional designer. Devise a plan for developing the distance education religion course.

Keep in mind your response should reflect to some extent to how you think people learn. Also, a good response will do more than mention the steps of an ID process, it will describe *significant* details (but not IN DETAIL) oh how those steps are implemented.