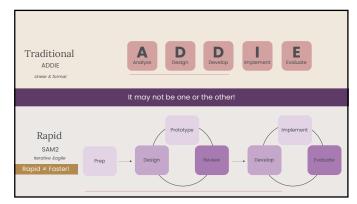


5

Understanding Your Development Defaults





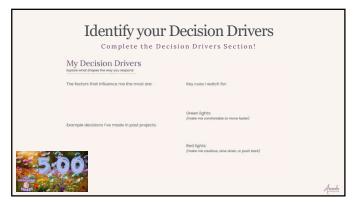


_	r Development Defaults  My Default Drivers Section!
My Development Des	faults
My gul instinct when a project starts is	to: Lesselly think first about:  □ Timeline  □ SMC credibility  □ Solid credibility  □ Other:
When non-negaticals for me?	What are my red flags or early constraints?

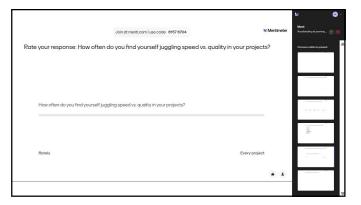
## Decision Drivers

11

Common Influencing Drivers			
Driver	Description		
Timeline	How close is the go-live? Days, weeks, months?		
Scope	Is this training small and targeted or large and complex?		
Complexity	Is the content straightforward or are there moving parts/processes?		
Learners	What happens if learners don't get it right? Low stakes vs. high stakes		
Stakeholders	Who's asking? Do they expect speed, thoroughness, or visibility?		
Content Readiness	Is the process/tool/policy already defined or still changing?		
Feedback	Do you have easy access to SMEs, reviewers, or pilot learners?		
Culture	Is your workplace more "ship it now and fix later" or "slow down, get it right"?		



## Balancing Speed & Quality



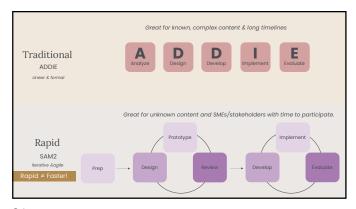


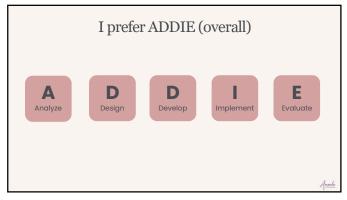
Key Trade-Off Areas				
	Prioritize	Flex		
Feedback Timing	Early feedback on critical content	Delay or reduce minor feedback cycles		
Scope Prioritization	Critical learning outcomes	Push non-essential elements to later phases		
Content Depth vs. Breadth	Key topics	Provide lighter coverage on the rest		
Interactivity	Interactions essential to learning objectives	Reduce "nice-to-have" interactions		
Templates & Tools	Use proven templates and tools	Adapt or simplify tools		
Testing / QA	Functionality & mission critical items	Save lighter reviews for the end		

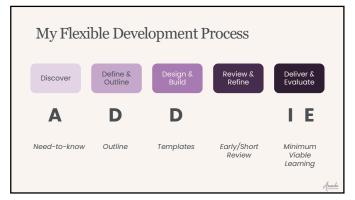
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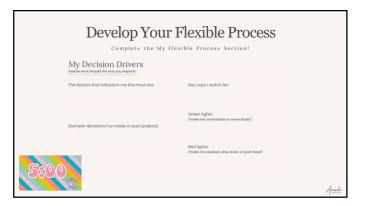


















## Takeaway Truths

No instructional design model needs to be adhered to 100%.

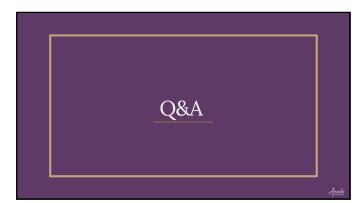
Speed isn't about skipping quality. It's about focusing on quality where it matters most.

Find areas to be flexible or iterate to ensure you are on the right track.

Determine your non-negotiables as a designer and what matters at your organization.



28



29

