**Case Study 1 Cmap Project Design Rational**

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Feb 10 2010

My CMAP project includes two CMAP files and a few place holders. CaseStudy1.cmp is the overview of project design stage; GoCamping.cmp shows the instructional design of the “Let’s Go Camp” brief, which can be accessed from CaseStudy1.cmp. The place holders indicate what documents should be linked to certain nodes; creating those documents is beyond the scope of this project.

**CaseStudy1.cmp**

This page provides the overview of the design stage. It hides the details from viewer using nested notes and linked materials. For example GoCamping.cmp is linked to *Let’s Go Camping* node inside *Selected Briefs* node.

This overview page contains the following information:

* **Develop Stage flow chart**

This is the main item of the page.

* + Indicates Develop steps, including revision and review process
	+ Use different border color and node shape to indicate task owner and node type.
	+ This also serves as an index page to navigate to related materials

For example, selected briefs will be added to “Selected Briefs” node, each will linked to its detailed design document. Likewise, rejected briefs are added to the “Rejected Briefs” node, each will linked to its original brief and reject reason.

* **Develop team member**
* **Project Organization Structure**

Since different teams are mentioned in the Develop Stage chart, I include the information in the file. However this information is not essential to this file, I used clasped nested node.

\* I added representatives from each team to the Review panel, to address lacking cross-team communication issue and to avoid miscommunication among teams. This way issues like technical feasibility can be captured early during the design stage.

 **GoCamping.cmp**

This file contains the instructional design of the “let’s go Camping” activity. Since this projects requires to solve a real problem by small groups of young kids in limited time, Anchored Instruction approach is used.

This page contains the following information.

* Reason why the original brief was modified.
* Basics of the Let’s Go Camping project.
* Instructional design of Let’s Go Camping project

Let’s go Camping project is further divided into manageable related tasks. “Pack food for camping trip” is elaborated in detail in this file. Key features of the Anchored Instruction are in shaded blue notes, related items are linked to it.

Topics like Create series of related tasks to facilitate knowledge transfer and how to reuse this module for other age groups are briefly touched upon.

**Reference:**

<http://web.cortland.edu/frieda/id/IDtheories/41.html>