# The ADDIE MODEL



## **Analyze**

The **analysis phase** aims at identifying the instructional objectives and problems, the environment in which learning occurs and the existing knowledge and skills of learners.



#### **Evaluate**

The evaluation phase is the last phase of the model and many time it leads to various cascading circles of repetition various phases of the model (if needed!).



#### **Implement**

The **implementation phase** is the actual implementation phase of the (e-)learning project and consist of implementing the learning procedure in real conditions (even sometimes it is more preferable the implementation of the project in smaller proportions as a pilot project, before the full implementation!



# Design

The **design phase** is a systematic and specific phase aiming at identifying the required learning objectives, along with all the required activities, tasks, material, etc may be needed by the learners in order to achieve the specified learning objectives.



### Develop

In the **development phase** all the blueprints, objects, assets, graphics, etc. have been specified during the previous phase, are assembled and implemented by the development team in the form of learning units.

The **ADDIE MODEL** is a five-step approach for developing effective learning solutions.

It is "a framework that lists
generic processes that
instructional designers and
training developers use. It
represents a guideline for building
effective training and
performance support tools in five
phases." (Wikipedia: ADDIE
Model)

ADDIE is an instructional design model, aiming at providing a coherent framework of processes required for the development, maintenance, and evolution of any training process. For this reason is very useful, today, in the areas of e-Learning and blended learning!

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