

# **Model-Model Desain Pelatihan**

## **Desain Program Pendidikan dan Pelatihan**

### **Tim Dosen Desain Program Pendidikan dan Pelatihan**

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# Model IDI (1973)

I  
DEFINE

## 1. Identify Problem

Assess needs  
Establish  
Priorities  
State problem

## 2. Analyze Setting

Audience  
Condition  
Relevant  
Resources

## 3. Organize Management

Tasks  
Responsibilities  
Time Lines

II  
DEVELOP

## 4. Identify Objectives

Terminal (TO)  
Enabling (EO)

## 5. Specify Methods

Learning  
Istruction  
MEdia

## 6. Construct Prototypes

Instructional  
materials  
Evaluation  
materials

III  
EVALUATE

## 7. Test Prototypes

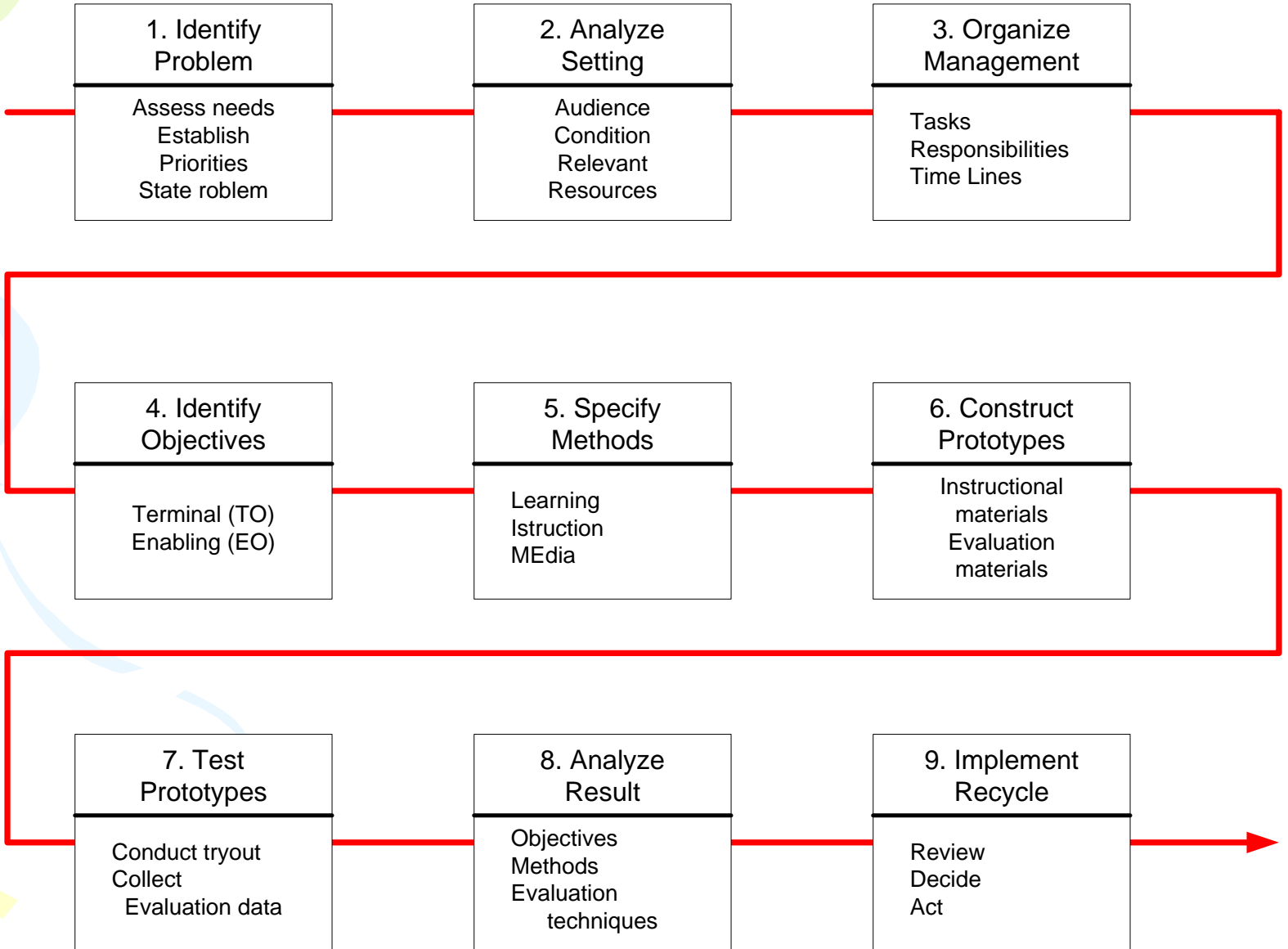
Conduct tryout  
Collect  
Evaluation data

## 8. Analyze Result

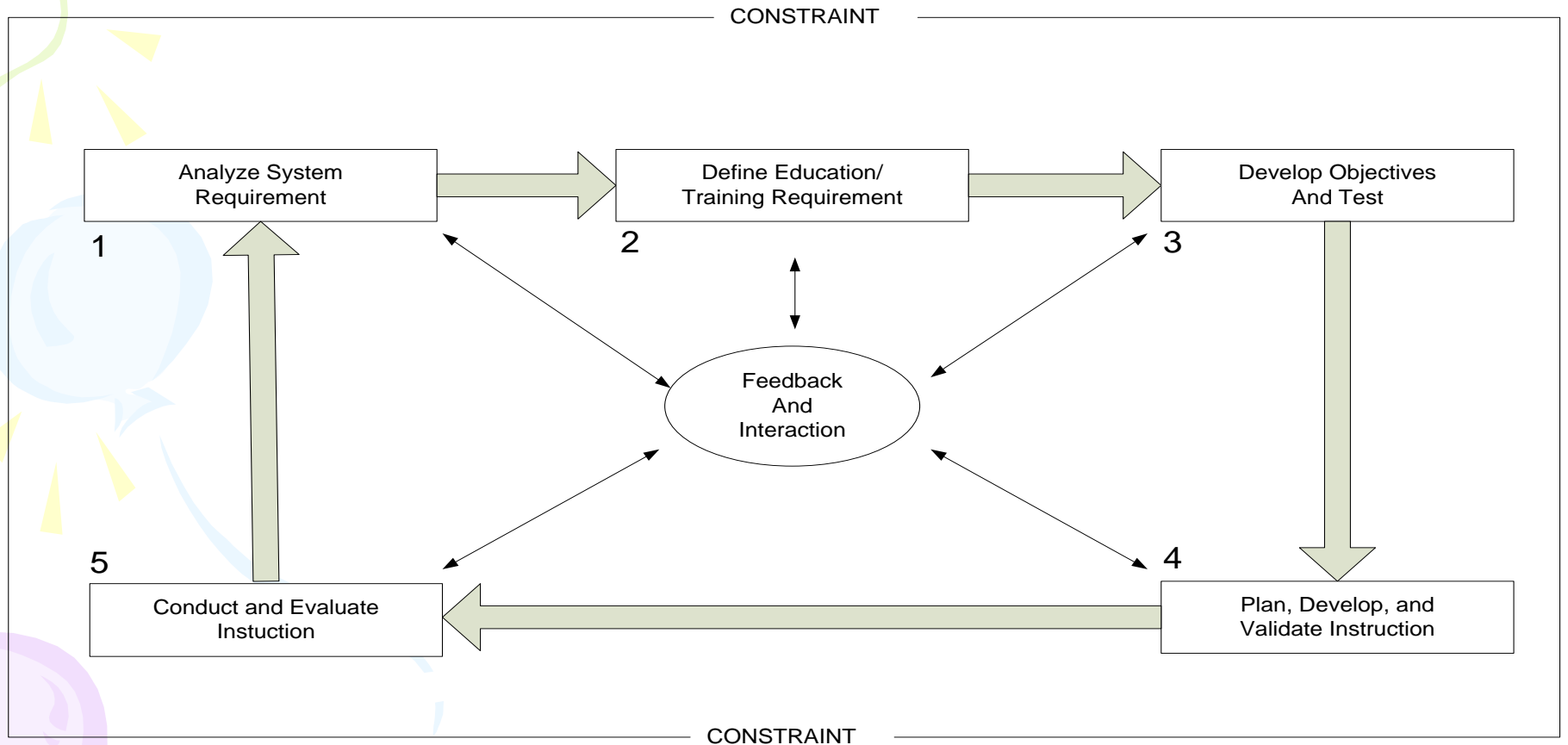
Objectives  
Methods  
Evaluation  
techniques

## 9. Implement Recycle

Review  
Decide  
Act



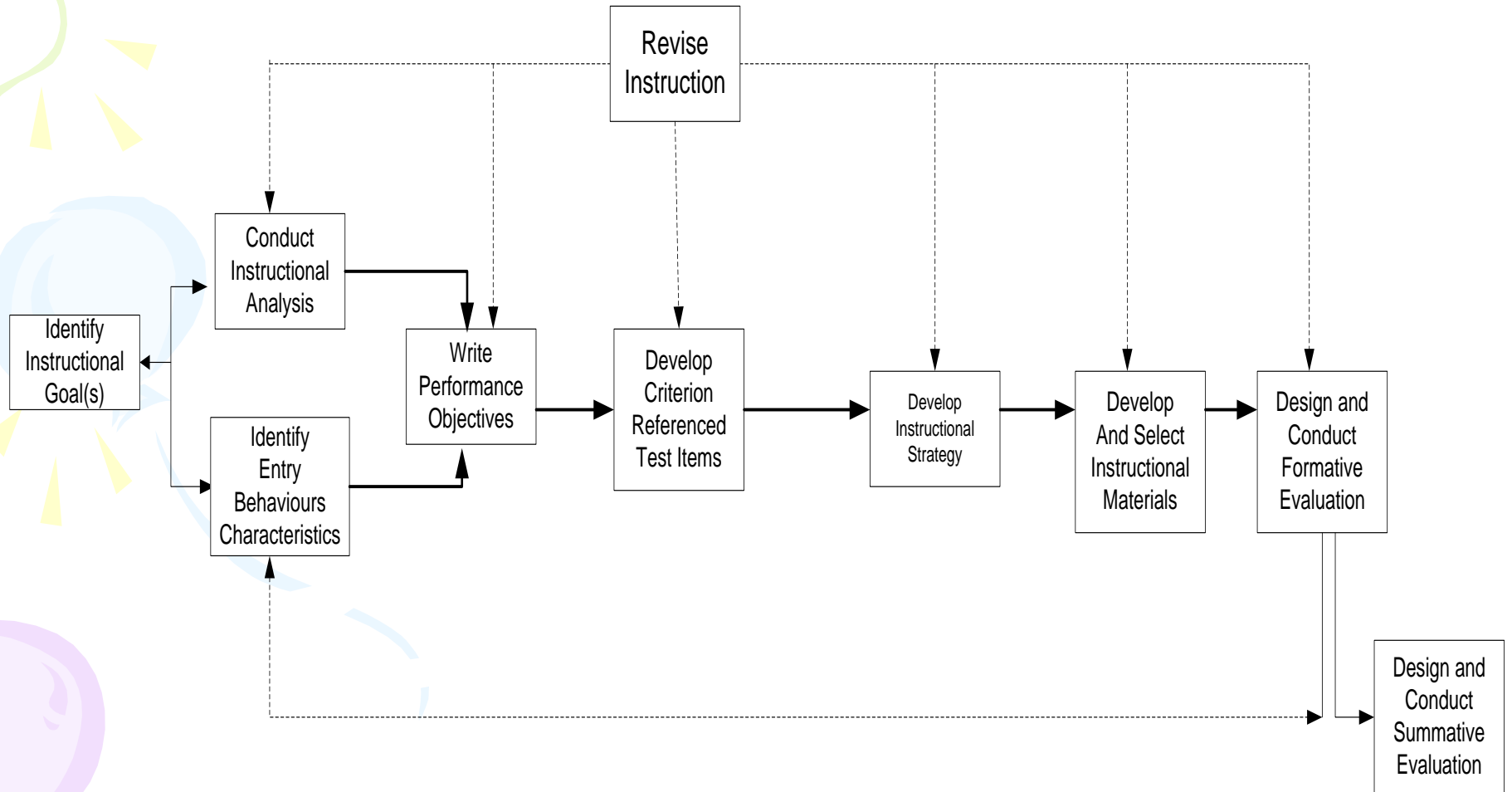
# Model Air Force (1975)



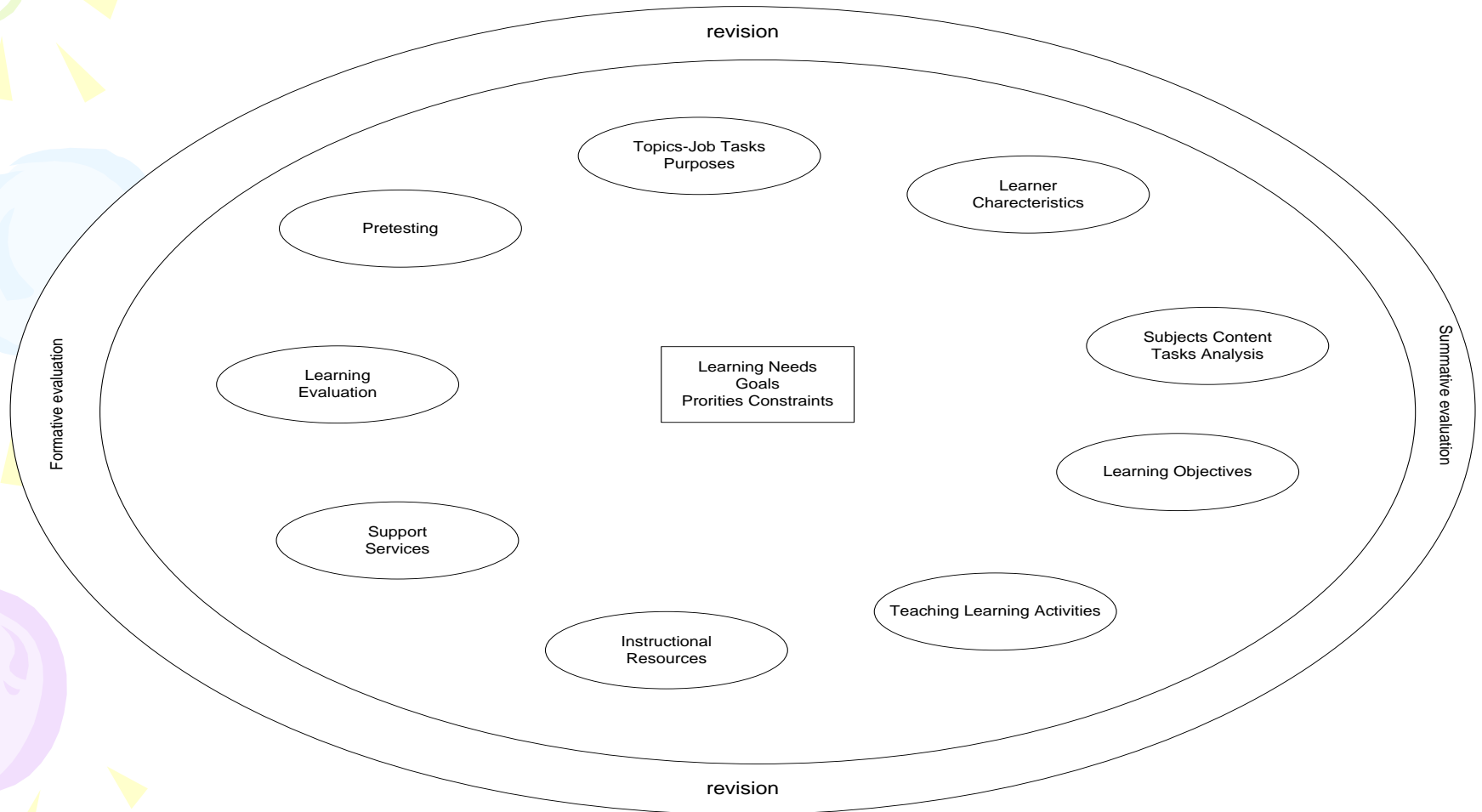
Legend : Curriculum Loop

Feedback and Interaction LOOP

# Model Dick and Carey (1985)



# Model Kemp (1985)



# Model Seels and Glasgow (1990)

