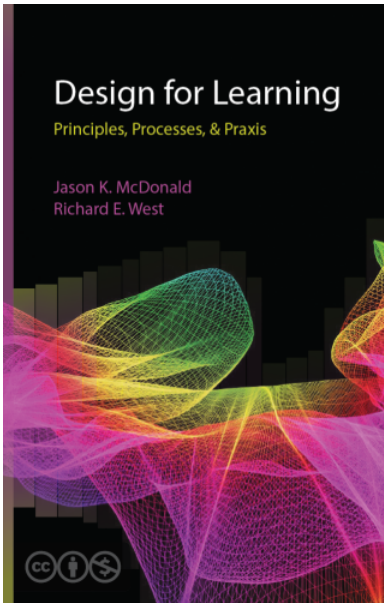


# Exploring

*Exploring* activities are what instructional designers do to investigate the shape of the design space in which they are working. Given what they understand about learners, stakeholders, and a situation, what kinds of problems should designers solve? What are the most important contributions they can offer?



McDonald, J. K. & West, R. E. (2021). *Design for Learning: Principles, Processes, and Praxis (1st ed.)*. EdTech Books. <https://edtechbooks.org/id>



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