

**L. Kevin Newsome**

Using both classical instruction and advancements in modern technology, Learning Design and Technology is the process of creating and designing learning environments using up-to-date learning models that enhance the learning experience for the learner, improve learner outcomes, and provide overall performance improvements, using appropriate technology and teaching methods that best suit the learners and the environment of instruction. This can be done through in person instruction or through distance learning using ever advancing technology such as, but not limited to: Youtube/Google, Videos, Discussions, Online Courses, Smartboards, Computers, Internet, Tablets or Cell Phones, Video Meetings, Lectures, Vocational Training, Performance Support Systems, etc. However, each piece of technology should be relevant to the instruction and be evaluated for effectiveness in improving learner outcomes.