

Learning Experience Design

Task Analysis & Development Framework

A structured performance-solution workflow spanning content development, review, testing, pilot, and final approval.



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From task analysis to a repeatable development system

Reframed as a portfolio sample to demonstrate learning architecture, process design, and quality governance.

THE CHALLENGE

Create a consistent way to move learning solutions from approved design through development, testing, pilot, and release.

THE FRAMEWORK

A 19-step workflow defining what happens, how each activity is completed, why it matters, and who owns the work.

THE VALUE

A common operating model that supports consistency, stakeholder alignment, technical quality, and learner readiness.

Core design principle

WHAT → HOW → WHY → WHO

Every activity is connected to execution guidance, business rationale, and accountable ownership.

End-to-end learning development lifecycle

Grouped from the original 19-step task analysis into six portfolio-friendly phases.



One framework, multiple learning modalities

The workflow accommodates instructor-led learning, digital learning, and performance support.

INSTRUCTOR-LED

- Training presentation
- Instructor/facilitator guide
- Participant guide
- Activities & handouts
- Train-the-trainer

DIGITAL LEARNING

- Storyboards
- Interface/template design
- Audio, animation & images
- Reference materials
- Published course package

PERFORMANCE SUPPORT

- Job aids
- Reference cards
- Intranet content
- Embedded resources
- Point-of-need support

Design intent

Use common standards and templates to create a consistent learner experience across formats.

Built-in review, ownership, and decision points

Quality is managed through defined roles and deliberate checkpoints—not left to final-stage inspection.

Instructional Designer

Content synthesis • templates • material development • reviews • pilot

Course Owner / SMEs

Content validation • feedback • approval • decision-making

Programmer / Developer

Digital authoring • publishing • revisions

Testers / Support Partners

Technical validation • environment testing • launch readiness

QUALITY GATES

-  Draft review
-  Dry run
-  Material approval
-  Informal QC
-  Formal technical test
-  Pilot
-  Final approval

Testing the experience before release

The original framework includes both learning validation and technical validation for digital delivery.

LEARNING VALIDATION

Dry run

Validate delivery consistency and whether the training need is being addressed.

Pilot

Verify that the learning is appropriate for the target audience and collect feedback.

Refine

Review feedback with the course owner and SMEs, update, and secure final approval.

TECHNICAL VALIDATION

- ✓ Content and navigation match the storyboard
- ✓ Course functions across target machines/settings
- ✓ Concurrent users can access the course
- ✓ Required connection scenarios work
- ✓ LMS launch and SCORM completion data are validated

What this work sample demonstrates

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|----|------------------------------------|--|
| 01 | Learning architecture | Turning a complex development process into a structured, repeatable workflow. |
| 02 | Cross-functional leadership | Clarifying ownership across instructional design, SMEs, course owners, developers, testers, and support teams. |
| 03 | Quality governance | Embedding review, approval, testing, pilot, and revision checkpoints throughout development. |
| 04 | Multi-modal design | Supporting ILT, digital learning, and performance-support deliverables within one operating model. |
| 05 | Operational thinking | Connecting learning design decisions to logistics, technology, learner readiness, and release. |

Source: Task Analysis Worksheet — “Develop Performance Solution,” reframed and visually redesigned as a professional portfolio case study.