

# Instructional Design & Development (IDD) Blueprint

Name and Date: Jonathan Greer – December 14<sup>th</sup>, 2025

Topic or Title: Introduction to Studio One: A Hands-On Approach

## Section 1: Instructional Problem

Aspiring music producers and artists often lack the skills and confidence to transition to a full featured DAW like Studio One. Many have used open source or free audio editing software, but don't know how to begin utilizing or applying that knowledge in a professional work environment.

## Section 2: Target Audience, Subject Matter Expert(s) (SMEs), and Design Models/Frameworks/Theories

Target Audience: Beginner/aspiring music producers and artists. Merrill's FPI will serve as the underlying framework guiding the development of the training. Since not all learners will have access to the Studio One software or are still considering purchase, the training will utilize software simulation, allowing them to have, as an SME, Kaysi (2025) states, "dynamic and interactive learning experiences that enhance student engagement and understanding". A second SME, Paul Wilson, will provide guidance in building the Adobe Captivate simulation.

## Section 3: Knowledge Gap, and Learning Outcome that Addresses the Knowledge Gap

The primary objective: Learners will set up a multitrack mixing session in Studio One utilizing FX plugins, FX buses using a given set of audio files to import. It is expected that the learners will have a basic understanding of what tracks, FX and buses are prior to starting the training. A desired outcome is that the learners will be more confident in their skills and knowledge with Studio One, allowing them to integrate their newly learned workflow into their own recording projects.

## Section 4: Media Asset that Addresses the Learning Outcome

The media asset will consist of several short, focused skill demonstration videos with embedded questions/reflections, followed by single-skill software simulations for each video. Finally, the culminating activity will be a simulation in which learners will create a complete mixing session from scratch. This 'hands-on' approach will allow learners to view, then practice the skills in a tactile way, promoting retention and confidence.

## Section 5: Delivery Method for the Media Asset

The media asset will be delivered/accessed through a SCORM compliant package, hosted on an off-the-shelf LMS (Canvas/TalentLMS)

## Section 6: Assessment of the Learning

Learners will be evaluated on their performance in the final software simulation. It will assess their knowledge of Studio One project creation: Adding tracks and plug-ins, creating FX and mix buses, and signal flow/routing.

## References

Kaysi, F. (2025). Investigating the impact of simulation software on students' learning processes. *International Journal of Technology in Education and Science (IJTES)*, 9(1), 35-53. <https://doi.org/10.46328/ijtes.606>

Wilson, P. (2023, August 31) *All-New Adobe Captivate Software Simulations* [Video]. YouTube. <https://www.youtube.com/watch?v=KbYzN1KjhUs>