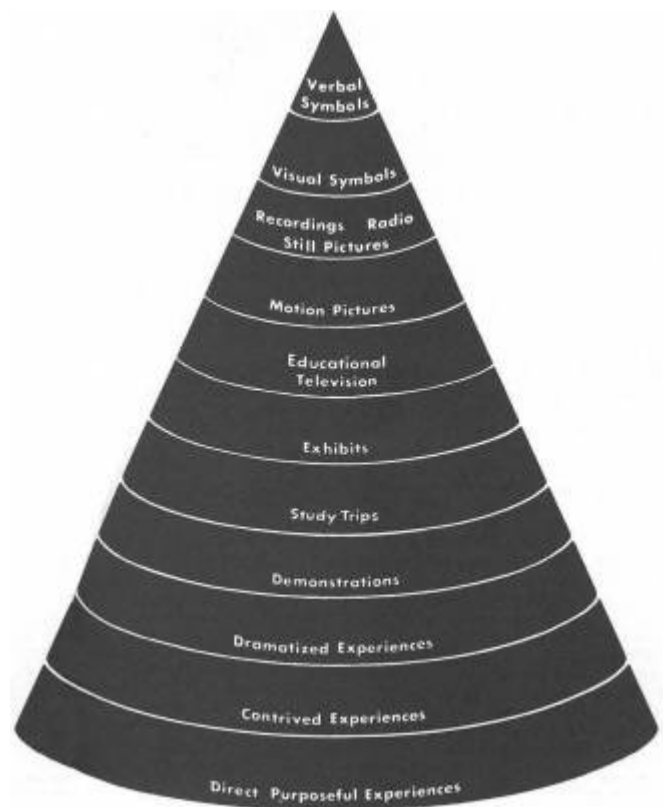


Cone of Experience



[Edward Dale's Cone of experience](#) was first introduced in his book "Audio-visual methods in teaching" published in 1946. It is an image describing **benefit of different types of learning experiences**. The Cone was organized by starting with **most abstract experiences from its top**, changing to **most concrete experiences at its bottom**. In later editions of the book it was subjected to some minor changes, but the original cone image can be found [here](#).

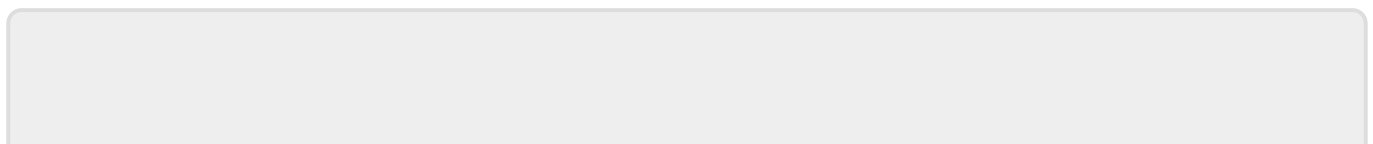
The importance of Dale's cone of experience is in its assumptions of **how we learn more efficiently** and in **appliance** of such resources or activities **during the educational process**. Assumptions stated in this cone have been of interest to many later psychologists and [cognitivist theories](#).

NOTE: Bogus percentage numbers have later been added to Dale's cone. They aren't however in any way related to the original Cone. A collection of bogus cones often used can be found in [presentation](#) of Betrus and Januszewski.

Bibliography

[Molenda, M. "Cone of experience." Educational Technology: An Encyclopedia \(2003\).](#)

["Selecting and Using Instructional Resources to Enhance Instruction - Section D."](#)



From:
<https://learning-theories.org/> - **Learning Theories**

Permanent link:
https://learning-theories.org/doku.php?id=instructional_design:cone_of_experience&rev=1299246423

Last update: **2023/06/19 15:49**

