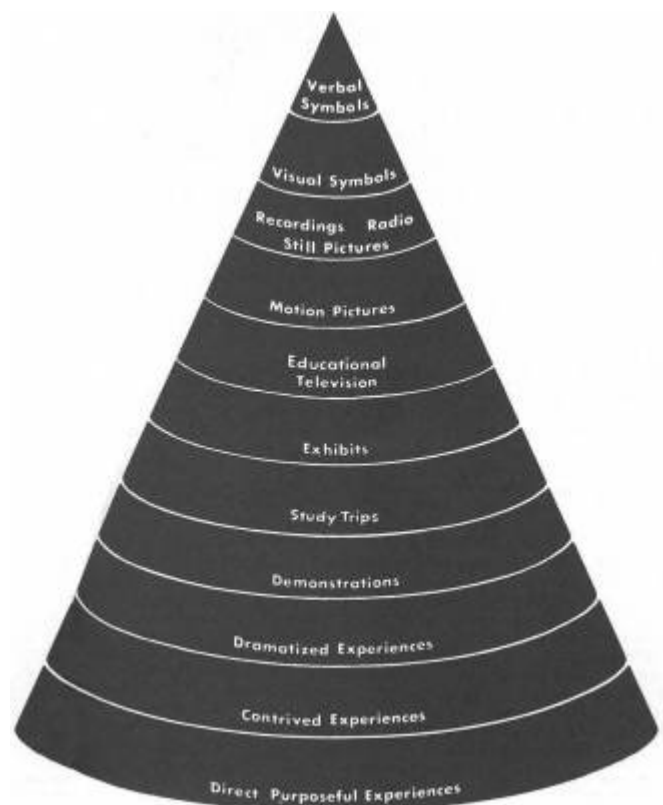


Cone of Experience

General

Cone of experience is an image describing **contribution of different types of learning experiences** introduced by [Edward Dale](#) in 1946.

What is 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.

Keywords and most important names

- ***Cone of experience*
- [Edward Dale](#)

Bibliography

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

[Development Modules: 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=1299596722

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

