

EDUCATIONAL TECHNOLOGY (EDET)

EDET 603 - Design and Development Tools I (3 Credits)

Study of multimedia elements (e.g., graphics, animation, audio, and video) including the creation and editing of materials. Instructional applications, copyright issues, and technology limitations will be explored.

EDET 650 - Internship in Educational Technology (3 Credits)

Supervised field-based experiences in the design, development, evaluation, and implementation of technology-based instructional and training projects.

Prerequisites: EDET 603, EDET 703, and EDET 722.

EDET 652 - Design and Evaluation of Games and Simulations (3 Credits)

Application of instructional design criteria to computer and noncomputer interactions. Analyses include requisite cognitive processes, affective outcomes, and ethical standards. Design and formative testing of interactive exercises.