

# LEARNING DESIGN AND TECHNOLOGIES, M.ED.

## Program Description

The Master's Degree in Learning Design and Technologies is designed to provide advanced professional studies in graduate level coursework to develop capabilities essential to the effective design, evaluation, and delivery of technology-based instruction and training (e.g., software development, multimedia development, assistive technology modifications, web-based development, and distance learning). The program that consists of 33 hours is intended:

1. to prepare educators to assume leadership roles in the integration of educational technology into the school curriculum, and
2. to provide graduate-level instructional opportunities for several populations (e.g., classroom teachers, corporate trainers, educational software developers) that need to acquire both technological competencies and understanding of sound instructional design principles and techniques.

All courses are offered in web-based format.

## Learning Outcomes

- Design. Candidates demonstrate the knowledge, skills, and dispositions to design conditions for learning by applying principles of instructional systems design, message design, instructional strategies, and learner characteristics.
- Development. Candidates demonstrate the knowledge, skills, and dispositions to develop instructional materials and experiences using print, audiovisual, computer-based, and integrated technologies.
- Utilization. Candidates demonstrate the knowledge, skills, and dispositions to use processes and resources for learning by applying principles and theories of media utilization, diffusion, implementation, and policy-making.
- Management. Candidates demonstrate knowledge, skills, and dispositions to plan, organize, coordinate, and supervise instructional technology by applying principles of project, resource, delivery system, and information management.
- Evaluation. Candidates demonstrate knowledge, skills, and dispositions to evaluate the adequacy of instruction and learning by applying principles of problem analysis, criterion-referenced measurement, formative and summative evaluation, and long-range planning.

## Examinations/Curriculum

For the comprehensive exam, students complete a Web-based professional portfolio and present to program faculty at the end of their degree program.

## Admission

To be considered for admission, all of the Graduate School application requirements and a letter of intent detailing your rationale for proposed study in Learning Design and Technologies must be submitted to the Graduate School. Completed files are forwarded to the College of Education and reviewed as they are received.

## Degree Requirements (33 Hours)

Course	Title	Credits
EDET 603	Design and Development Tools I	3
EDET 709	Applications of Learning Principles <sup>1</sup>	3
EDET 722	Instructional Design and Assessment	3
EDET 735	Technological Applications for Diverse Populations	3
EDET 746	Management of Technology Resources	3
EDET 755	Design and Evaluation of Information Access and Delivery	3
EDRM 700	Introduction to Research in Education	3
<b>Select 1 course as approved by advisor from the following:</b>		<b>3</b>
EDET 780	Research Seminar in Educational Technology	
EDET 793	Advanced Instructional Design and Development	
<b>Select 2 courses as approved by advisor from the following:</b>		<b>6</b>
EDET 650	Internship in Educational Technology	
EDET 703	Design and Development Tools II	
EDRM 710	Educational Statistics I <sup>2</sup>	
EDRM 711	Educational Statistics II <sup>2</sup>	
<b>Select one of the following electives or other as approved by advisor:</b>		<b>3</b>
EDET 652	Design and Evaluation of Games and Simulations	
EDTE 731	Integration of Technology and Instruction	
SLIS 706	Information Organization and Access	
TSTM 790		
MGMT 722	Labor Relations	
EDRM 736	Program Evaluation	

<sup>1</sup> or another course in learning theory as approved by advisor

<sup>2</sup> or another course in educational statistics