

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 30 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

1. 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.
2. Development. Candidates demonstrate the knowledge, skills, and dispositions to develop instructional materials and experiences using print, audiovisual, computer-based, and integrated technologies.
3. 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.
4. 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.
5. 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 (30 Hours)

Course	Title	Credits
EDET 603	Design and Development Tools I	3
EDET 700	Foundations of Learning Design and Technologies	3
EDET 703	Design and Development Tools II	3
EDET 705	The Learning Experience	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
EDET 780	Research Seminar in Educational Technology	3
EDET 793	Advanced Instructional Design and Development	3
Total Credit Hours		30