

# EDUCATIONAL TECHNOLOGY (EDET)

---

## **EDET 215 - Introduction to Design Thinking and Computer Science Education (1 Credit)**

A survey of design thinking and computer science education topics and skills. Students will (a) use design thinking to solve problems and develop products and (b) explore a variety of technologies and their applications in the workplace, with hobbies, and within PK-12 schools.

## **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.