**LDTC - LEARNING DESIGN & TECH**

**LDTC 602 Educational Technology: Field, Theory and Profession**
Credits 3. 3 Lecture Hours.
Introduction to the field of educational technology, including media, instructional design, theory and research; exploration of the history and future direction of the field; careers in educational technology through interaction with professionals currently working in the field.
**Prerequisite:** Graduate classification; approval of instructor.

**LDTC 608 Online Course Design**
Credits 3. 3 Lecture Hours.
Application of systematic instructional design principles to the development of online instruction within a learning management system; experience designing and facilitating both asynchronous and synchronous e-learning environments according to evidence-based practices.
**Prerequisite:** Graduate classification.

**LDTC 613 Integrating Technology in Learning Environments**
Credits 3. 2 Lecture Hours. 2 Lab Hours.
Develops a broad understanding of what is involved in designing technology rich environments to support active learning; examines the integration of human learning theories with instructional design and development practices in the selection, preparation, evaluation, and ethics of instructional technology implementation.

**LDTC 621 Graphic Communication and Interface Design**
Credits 3. 3 Lecture Hours.
Effective communication using visual channel humans use to process information; application of research findings and design principles to the effective design of graphical displays to communicate functionality and structure; critical analysis of the interfaces of everyday objects and e-learning resources; includes flawed interfaces, elegant design solutions, user-centered design and usability.
**Prerequisite:** Graduate classification.

**LDTC 631 Educational Video**
Credits 3. 3 Lecture Hours.
Design and development of educational videos using choice of video edition program; experience the entire process of developing educational videos, from concept to finished project; emphasis on instructional message design, treatment, and storyboard.
**Prerequisites:** Graduate classification; approval of instructor.

**LDTC 641 Educational Game Design**
Credits 3. 3 Lecture Hours.
Formal and dramatic elements of successful non-educational games for principles of effective game design; application principles to the critique of existing educational games; examination commercial games originally designed for entertainment and their use to address educational objectives; games through the lens of multiple theories of learning and motivation, including situated cognition, flow, and systems theory.
**Prerequisite:** Graduate classification; approval of instructor.

**LDTC 642 Designing for Mobile Learning**
Credits 3. 3 Lecture Hours.
Introduction to basics of designing educational applications for mobile devices; emphasis on instructional, visual and human-computer interaction design principles; hands-on design and development work combined with a theoretical approach to designing learning experiences; previous programming experiences not required.
**Prerequisite:** Graduate classification; approval of instructor.

**LDTC 645 Emerging Technologies for Learning I**
Credits 3. 3 Lecture Hours.
Evaluation of emerging trends and technologies and their impact on learning and performance; emphasis on technologies currently being adopted in organizations and driving changes in education; hands-on activities examining multiple technologies and identifying best practices.
**Prerequisite:** Graduate classification; approval of instructor.

**LDTC 646 Emerging Technologies for Learning II**
Credits 3. 3 Lecture Hours.
Critical examinations of trends and technologies expected to have an impact on learning and performance over the next five years; educational futurist predictions; key factors to consider in adoption/integration decisions; theoretical and technological underpinnings; hands-on activities field of interest.
**Prerequisite:** Graduate classification; approval of instructor.

**LDTC 651 E-Learning Design and Development**
Credits 3. 3 Lecture Hours.
Design and development of stand-alone instructional programs for independent learning; consideration of research-based principles for the design of these programs, including guidelines for design decisions related to rich media, navigation, learner/program control, practice, interactivity and feedback; application of these principles to design and develop a program on a topic of choice; use of Adobe Captivate and image editing software.
**Prerequisite:** Graduate classification; approval of instructor.

**LDTC 654 Instructional Design: Techniques in Educational Technology**
Credits 3. 3 Lecture Hours.
Introduces systems approach to instructional design with focus on the functions of systems models in planning, developing and evaluating instruction; use of instructional development models which systematically assure proper instructional design; participants will develop instructional products individually and in groups; a strong theoretical foundation utilized.
**Prerequisite:** Approval of instructor.

**LDTC 655 Instructional Design II**
Credits 3. 3 Lecture Hours.
Preparation for leadership in instructional design through exploration of project management, needs assessment, goal analyses, rapid prototyping, problem-based learning, case-based learning, design of learning objects, I/0 for international audiences, instructional materials and program evaluation; theories that contribute to the field.
**Prerequisites:** Graduate classification; approval of department head; LDTC 654.
LDTC 660 Interactive Video/Multimedia: Production and Utilization
Credits 3. 3 Lecture Hours.
Principles and techniques of interactive video/multimedia design and production; practical applications of media (video, digitized video and audio) production techniques and instructional control programs utilizing authoring software; produce materials for interactive instructional programs involving features such as CD-ROM video and audio, simulations, interactive digital movies, web-based delivery, etc. 
Prerequisites: LDTC 645 or approval of instructor; approval of department head.

LDTC 683 Practicum in Educational Technology
Credits 1 to 3. 1 to 3 Other Hours.
Supervised experience in applied area of educational technology; student will plan and develop an integrative product relating to educational technology theory, practice and equipment.
Prerequisite: Approval of instructor and department head.

LDTC 684 Professional Internship
Credits 1 to 6. 1 to 6 Other Hours.
Supervised experiences in performing professional functions appropriate to career goals.
Prerequisites: Application one month prior to registration; approval of instructor and department head.

LDTC 685 Directed Studies
Credits 1 to 4. 1 to 4 Other Hours.
Directed individual study of selected problems in instructional technology not within thesis research and not covered by any other course.
Prerequisite: Approval of instructor and department head.

LDTC 689 Special Topics in...
Credits 1 to 4. 1 to 4 Other Hours.
Selected topics in an identified area of educational technology. May be repeated for credit.
Prerequisite: Approval of instructor.

LDTC 691 Research
Credits 1 to 23. 1 to 23 Other Hours.
Research for thesis or dissertation.
Prerequisite: Approval of major advisor and department head.