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. **Prerequisites:** LDTC or EDTC major.

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. **Prerequisites:** Graduate classification.

LDTC 613 Integrating Technology in Learning Environments

Credits 3. 3 Lecture Hours. Development of a broad understanding of what is involved in designing technology rich environments to support active learning; examination of 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 storyboarding. **Prerequisites:** Graduate classification.

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.

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.

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.

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.

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.

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, ID for international audiences, instructional materials and program evaluation; theories that contribute to the field. **Prerequisites:** Graduate classification; 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.

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.

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.

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.

LDTC 691 Research

Credits 1 to 23. 1 to 23 Other Hours. Research for thesis or dissertation.