

# LDTc - LEARNING DESIGN & TECH

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## 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 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.