

Instructional Design and Technology- MA & MEd

The primary purpose of this degree is to prepare instructional designers and educational technologists for P-12 schools, government, health care, higher education and the military. This program is one program with two faces: a M.Ed. option and a M.A. option. Prospective students who have licensure in P-12 education will most likely pursue the Master of Education (M.Ed.) option. Prospective students who are interested in working as instructional designers for non-P-12 environments such as higher education, government, military and health care will pursue the Masters of Arts (M.A.) option. The core curriculum of the program will prepare graduates to design, develop and integrate technology-based instructional media, methods, and systems which integrate research in behavioral psychology, cognitive psychology, learning theories, constructivist and critical/cultural theoretical perspectives of teaching and learning.

Instructional Design and Technology (IDT) Program Objectives

The five program objectives include:

1. To prepare graduates to design, develop and integrate instructional media, methods and systems which integrate data-driven research in behavioral psychology, cognitive psychology, learning theories, constructivist and critical/cultural theoretical perspectives of teaching and learning.
2. To prepare graduates to design, develop and evaluate instructional media, materials, methods, and systems which integrate various types of technology and technology media for teaching and learning.
3. To prepare graduates to participate in research about the design, development, and evaluation of instructional media, materials, methods and systems.
4. To prepare graduates to provide leadership in the design, development, evaluation, and selection of instructional media, materials, methods and systems.
5. To prepare instructional design practitioners who continue to develop new models and methods of instructional design integrating emerging innovations in technology.

Curriculum

The master's program requires a minimum of 33 credit hours (including: 3 IDT core courses, 3 Educational Psychology core courses, 3 IDT track-specific courses, 1 elective course and the thesis/thesis project course. The three 3-credit IDT courses form the *core* of the proposed curriculum.

Instructional Design & Technology Core Course

1. *Introduction to Instructional Design and Technology (EDP 631)*: This introductory course provides an overview of the field of Instructional Design and Technology (IDT) including both the foundations and history of the field. Throughout the course, students will develop an understanding of how

instructional design is situated within the larger context of education. Additionally, students will be provided with an overview of the master's program and career options. Some software will be introduced.

2. Instructional Design Theory and Models (EDP 632): This course explores instructional design theories and models. Students will explore the trajectory of instructional design and the impact of data-driven research from such fields and domains as behavioral psychology, cognitive psychology, media studies, constructivist theoretical perspectives, and critical/cultural perspectives of teaching and learning. Additionally, students will be exposed to various methods and models of instructional design based upon different perspectives. Students will have opportunities to develop instructional materials and media.

3. Evaluation and Assessment for Instructional Design (EDP 633): This course explores theories and practice related to needs assessment, formative and summative evaluation. Students will have opportunities to conduct a needs analysis in a variety of settings and conduct formative and summative evaluations of various types of instructional media.

Collectively, these three courses provide an introduction and foundation to the field of instructional design and technology. The focus of these courses is not on teaching and learning technology skills, but on theories, models, and methods of design informed by research from behavioral psychology, cognitive psychology, constructivism, and critical/cultural studies. As relevant, students will also be exposed to research from media studies, cognitive science, and cognitive engineering as it relates to the design and development of instructional media, methods, and models. A complete list of courses is provided below.

Educational Psychology core courses (exceptions must be approved by advisor):

Educational Psychology one from the following:

Educational Research	EDP 651	3 hours
Behavioral Statistics	EDP 667	3 hours

Educational Psychology one from the following or an additional research course (listed above):

Theories of Human Learning	EDP 603	3 hours
Theories of Human Development	EDP 635	3 hours

Foundations one from the following:

Foundations of Multi-Cultural Education	EDL 621	3 hours
Philosophy of Education	EDL 623	3 hours
Social Foundations of Education	EDL 625	3 hours
History of Education in America	EDL 629	3 hours

Track-specific and Elective Courses

- *Grant Writing in Instructional Technology* *EDP 634 3 hours*
This course explores the process of identifying grant sources and creating a grant proposal. During the course, students will have an opportunity to find grant funding sources, write a grant, and learn how to submit an actual grant proposal to an agency or foundation for consideration. The class will investigate current issues and topics related to research and grant writing in instructional media.
- *Distance Learning* *EDP 637 3 hours*
This course explores current distance education concepts and current distance education methods and practices for encouraging reflective decision-making. Throughout the course, students will explore the development of distance education concepts: theory, administration, programs, methods and curriculum, while participating in developing distance learning environments.
- *Computer Networks for Education and Training* *EDP 638 3 hours*
This course explores computer networks and training. The course is targeted for the P-12 environment in which technology coordinators and technologically savvy teachers may be called upon to advise school districts about basic network infrastructure. The course provides enough expertise to design network infrastructures that will facilitate school learning in ways acceptable to student learning needs.
- *Issues and Trends in Instructional Design & Technology* *EDP 639 3 hours*
The intent of the course is to acquaint instructional technologists, teachers and administrators with critical challenges posed as a result of the increasing infusion of technology into the school and training environments. Students will exchange ideas about issues and trends with others through reports and leading discussions.
- *Principles of Visual Literacy* *EDP 641 3 hours*
This course is designed to provide participants with a sense of how visual images can be employed in the instructional design process. Digital photography, Photoshop, and other imaging software are vehicles for studying the use of visual images in training and education.
- *Video Production for Education & Training* *EDP 642 3 hours*
This course focuses on developing an understanding of film and video media and the relationship of this media/medium to learning. While the emphasis will be on educational application, this course will also look at how video can be a tool for research and to enhance teaching practice.
- *Interactive Design* *EDP 643 3 hours*
This course focuses on developing an understanding of theory and production of interactive design primarily for teaching and learning. While the emphasis will be on educational and training application, this course will also look at how

interactive media can be used in non-traditional educational environments.

- *Foundations in 3D Design and Animation* *EDP 644 3 hours*
This course focuses on developing an understanding of three-dimensional design and animation. While the emphasis will be on modeling, lighting, texturing and animation, work created during this course will serve as a tool for comprehending the underlying processes of 3D design and animation.
- *Curriculum and Technology* *EDP 445 3 hours*
This class is designed to support P-12 educators in (1) addressing the mutual impact of technology and curriculum and (2) integrating technology to enhance teaching and learning. The focus is to produce teacher-created, learner-centered materials for effective technology integration. Class participants will work both independently and collaboratively to develop curriculum and design a project that integrates technology for effective teaching or learning.
- *Internship in Instructional Design & Technology* *EDP 647 3-6 hours*
Internship gives credit for actual field experience.
- *Special Problems* *EDP 661 3-6 hours*
Students engage in special problems not specifically applicable to Internship credit.

Required

- *Project Thesis (required)* *EDP 648 3-6 hours*
Since Instructional Design and Technology is a practice, a project-based thesis is required.

Sample course of study plan

Instructional Design and Technology Core Curriculum

Course

Course Title

Credit hours

EDP 631

Introduction to Instructional Design and Technology

3

EDP 632

Instructional Design Theories and Models

3

EDP 633

Evaluation and Assessment for Instructional Design

3

9 hours

Educational Psychology Core Curriculum

Course

Course Title

Credit hours

EDP 651 or 667

Educational Research or
Behavioral Statistics

3

EDP 603

Theories of Human Learning

3

EDL 621

Foundations of Multi-Cultural Education

3

9 hours

P-12 (M.Ed): Focus-Specific Suggested Courses*

Course Number

Course Title

Credit hours

EDP 634

Grant Writing in Instructional Design and Technology

3

EDP 637

Distance Education

3

EDP 638

Computer Networks for Education and Training

3

9 hours

M.A: Focus-specific Suggested Courses*

Course Number

Course Title	
Credit hours	
EDP 642	
Video Production for Education & Training	3
EDP 643	
Interactive Design	3
EDP 644	
Foundations in 3D Design and Animation	3

9 hours

Electives*

Course Number	
Course Title	
Credit hours	
<i>EDP 648</i>	
Project Thesis	3
<i>EDP 639</i>	
Issues and Trends in Instructional Design & Technology	3

6 hours

Total Hours for Degree Requirements: 33 hours

* guidelines not requirements