

INSTRUCTIONAL DESIGN & TECHNOLOGY (IDT)

IDT-6100: Foundations of Instructional Design and Technology (3 hours)

An overview of the field of Instructional Design and Technology emphasizing the guiding principles and ethical foundations of the field.

IDT-6200: Social Computing (3 hours)

Students will learn the design and development principles of social computing, emphasizing the critical review of how the social and cognitive aspects of learning can be effectively facilitated through computer supported cooperative work and computer-supported collaborative learning.

IDT-6250: Evaluation Methodology Applications in Instructional Design and Technology (3 hours)

This course provides an overview of evaluation methodologies and examines implementation models. It will provide an opportunity for students to apply the evaluation methodology in instructional design activities specifically in developing and implementing valid instructional design evaluation procedures and reporting evaluation results.

IDT-6300: Instructional Strategies for Learning Technologies (3 hours)

Students will be provided an overview of learning theories and instructional strategies used in the field of instructional design and technology.

IDT-6400: Needs Assessment and Task Analysis (3 hours)

Students will learn how to assess the learner's context, instructional needs and applications of learning as they relate to instructional strategies, scope, goals and sequencing instructional design decisions.

IDT-6500: Project Management for Instructional Design (3 hours)

Students will explore project management as a framework for the instructional design development process, focusing on needs assessments, selection of a specific design model, implementation steps and evaluation methods.

IDT-6600: Systemic and Technological Innovation (3 hours)

Students will learn the theoretical frameworks related to organizational change processes and the analytical tools needed to analyze, manage, and lead change and support innovation within the field of instructional design and technology.

IDT-6700: Human-Computer Interaction and Multimedia Design (3 hours)

Students will learn the design and development principles of digital applications to increase learning, productivity and support performance. The students will also explore multimedia learning theory as a framework for instructional design to facilitate the human-computer interaction.

IDT-6800: Learning Analytics and Data-Driven Decision Making (3 hours)

Students will be provided an overview of learning analytics and their role in supporting data-driven decision-making to enhance learning outcomes.

IDT-6950: Independent Study in Instructional Design and Technology (1-6 hours)**IDT-6990: Capstone in Instructional Design and Technology (3 hours)**

Plan, develop, implement and evaluate an instructional design for the purpose of enhancing learning. To be taken as the last course (capstone) in the master's in Instructional Design degree program.