MASTER OF ARTS in
LEARNING, DESIGN, and TECHNOLOGY
2024-2025

Student's Name _____

Student's ID Number_____

Entrance Date _____

Advisor's Name _____

Bachelor's Degree in _____

From _____

DEGREE REQUIREMENTS　　　　　　　**30**

___	EDUC	504	Instruct Method Digit Teaching	3
___	EDUC	528	Assessment Online Teaching	3
___	EDUC	534	Online Teaching Desig/Delivery	3
___	EDUC	539	Research Learning Design Tech	3
___	EDUC	543	Learning Tech for Educators	3
___	EDUC	579	Issues/Trends in Digital Learn	3
___	EDUC	580	Instruc.Tech Admin and MGMT	3
___	EDUC	581	Innovative Instruct. Methods	3
___	EDUC	601	Practicum I	3
___	EDUC	602	Practicum II	3

Program Objectives

Upon successful completion of the program, students will be able to:

1. Synthesize learning theory, design methods, and technology resources to address the learning needs of diverse populations in a variety of educational and training settings.

2. Develop and implement effective instructional and learning strategies that incorporate multimedia principles, copyright compliance, and digital accessibility for use in online and remote instruction environments.

3. Integrate instructional design and technology into curricular planning and direct instruction for multiple settings.

4. Design and execute plans for conducting administrative activities related to online learning initiatives including needs analysis, strategic planning, and program evaluation.

5. Apply management and leadership skills from current research to a variety of online educational settings.

6. Apply qualitative and quantitative research methods as evidence-based practice to solve problems in online education settings.

7. Assess teaching and technology resources for educational and training settings.

8. Apply nationally recognized, established research-based standards for quality teaching, design and learning.

MINIMUM CREDITS FOR M.A. DEGREE 30