Educational Technology

Courses

602. Educational Technology: Field, Theory, Profession. (3-0). Credit 3. Introduces the student to the educational technology profession and provides a conceptual map of the theory, research and practice of the field; a historical overview of the field aids in bringing current educational technology practices into perspective. Prerequisite: Approval of department head.

608. Foundations of Distance Learning. (3-0). Credit 3. Communication theory, learning theories, and systems theory related to distance learning; application of effective and efficient instructional methodologies to educational/instructional settings via multiple distance education technologies and techniques. Prerequisites: EDTC 645 or approval of instructor; approval of department head.

613. Integrating Technology in Learning Environments. (2-2). Credit 3. Students develop a broad understanding of what is involved in designing technology rich environments to support active learning. They examine the integration of human learning theories with instructional design and development practices in the selection, preparation, evaluation, and ethics of instructional technology implementation.

621. Graphic Communication and Interface Design. (3-0). Credit 3. Application of research findings and design principles to the critical analysis of the interfaces of everyday objects, print materials, and Web sites; effective design of graphical displays to communicate functionality and structure; issues related to flawed interfaces, elegant design solutions, user-centered design, usability testing, and Web site accessibility. Prerequisite: Approval of department head.

631. Educational Video. (3-0). Credit 3. Design and development of educational video programs using an effect-to-cause model: message definition, scriptwriting, storyboarding, production, post-production editing and evaluation; topics include lighting, sound, the operation of digital video cameras, the use of digital editing software, visual effects, compression, video sharing websites, copyright law, production personnel, medium requirements. Prerequisite: Approval of Instructor.

641. Educational Game Design. (3-0). Application of principles for successful game design and effective instruction to the design of games for learning; use of commercial entertainment games to address educational outcomes; critique of existing educational games through the lens of theories of learning and motivation. Prerequisite: Approval of Instructor.

645. Instructional Applications of Computer Technologies I. (3-0). Credit 3. Introduction to the integration of computers, telecommunications, and related technologies into educational practice; resources for personal productivity and development/delivery of instructional materials; applications for both educators and students (word processing, databases, etc.); projects include hands-on
development of HyperText, MultiMedia, and Internet (web-based) resources in participant’s own area of study. Prerequisite: Approval of department head.

646. Instructional Applications of Computer Technologies II. (3-0). Credit 3. Issues (social, educational, etc.) and techniques associated with educational applications of computers and related resources and techniques (graphics, multimedia, etc.); relationship of course activities and products to individual educational/instructional philosophies; web-supported. Prerequisites: Graduate classification; approval of department head.

651. Tutorials and Simulations. (3-0). Credit 3. Application of theory to the design and development of two types of computer-based instructional programs: tutorials and simulations; critique of existing instructional software for K-12 students and adult training programs; guidelines for design decisions related to rich media, navigation, learner/program control, practice, interactivity, and feedback.

Prerequisite: Approval of instructor.

654. Instructional Design: Techniques in Educational Technology. (3-0). Credit 3. 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. Prerequisite: Approval of instructor and department head.

683. Practicum in Educational Technology. Credit 1 to 3. Supervised experience in applied area of educational technology; student will plan and develop an integrative product relating to educational technology theory, practice and equipment. Prerequisite: Approval of instructor. Click here for the Practicum application

684. Professional Internship. Credit 1 to 6. Supervised experiences in performing professional functions appropriate to career goals. Prerequisites: Application one month prior to registration and approval of instructor. Click here for the Internship application