

Instructional DesignTech (IDT) Courses

IDT5100 Principles of Instructional Design

This course introduces students to the steps involved in the instructional design process and different models of instructional design that are used to adapt the process to various organizational environments. Students learn how to analyze an instructional need and develop instruction that meets the need. Students also consider how to evaluate the instruction after implementation to determine if it was effective or needs revision.

Offered at Online
3 Semester Credits

IDT5300 Digital Tools for Learner-Centered Environments

This course explores the current and potential impacts of new and emerging technologies on instructional design in higher educational and corporate environments. An emphasis on interactive approaches that increase learner access, persistence and engagement as well as designs that yield evidence of learning for all learners are the focus of this course. Students investigate the principles and theories of the Universal Design for Learning (UDL) framework and apply them to an instructional design project. Students also learn how to use and evaluate a variety of current and emerging technological tools to create learning experiences for all learners within the framework of UDL. Additionally, students explore and evaluate various delivery platforms and software, including Learning Management Systems (LMS).

Prerequisite(s): EDUC5145, IDT5100.

Offered at Online
3 Semester Credits

IDT6300 Project Management for Learning and Development

This course prepares students to use project management principles and tools within a real-world education or training environment. Students define the role of a project manager, establish criteria for reporting and monitoring project progress, and apply strategies for overcoming risks to deliver learning projects on-time and within the allocated budget. Students learn how to appraise and meet stakeholder expectations, manage external vendors, and adapt to changes as they arise over the life of a project. The culmination of the course includes an opportunity for students to produce a project plan to be applied to an instructional design case study.

Offered at Online
3 Semester Credits

IDT6600 Emerging Trends in Multimedia

In this course, students analyze and assess the ecosystem of available e-learning authoring tools meant to engage users in learning that is highly interactive, adaptive and multichannel in its approach. Students examine how interactivity affects learning and have the opportunity to critique and create data-driven infographics, job aids, playbooks, branching/scenario-based e-learning, videos, animations, interactive videos, microlearning, podcasts, virtual reality and simulations. Students also demonstrate how the use of a storyboard and prototype will propel their ability to gain stakeholder buy-in for any proposed learning solution.

Prerequisite(s): EDUC5145, IDT5300.

Offered at Online
3 Semester Credits

IDT6910 Instructional Design and Technology Capstone I

The M.S. in Instructional Design and Technology capstone experience allows students to address a real-life instructional problem or challenge in a higher education or training environment using principles of adult learning and instruction. In this first capstone course, students identify a client with an instructional problem or challenge, complete an analysis of the problem, and develop a design plan for addressing the problem, incorporating technology into the solution. Students use their learning from the other core courses in the program to identify and use the appropriate analysis and design approaches for the environment within which the problem or challenge is situated. Students apply project management techniques to their work with the client.

Prerequisite(s): EDUC5145, EDUC5445, IDT5100, IDT5300, IDT6300.

Offered at Online
3 Semester Credits

IDT6920 Instructional Design and Technology Capstone II

The M.S. in Instructional Design and Technology capstone experience allows students to address a real-life instructional problem or challenge in a higher education or training environment using principles of adult learning and instruction. In this second capstone course, students build upon the analysis and design plan completed in the first capstone course by developing the instructional solution, implementing it with a focus group at the client site, and evaluating the results. Students prepare a final report and presentation documenting the evaluation results and recommended next steps. Students apply their learning from the other core courses in the program to develop, implement and evaluate the instructional solution. They continue to apply project management concepts to their work with the client.

Prerequisite(s): IDT6910.

Offered at Online
3 Semester Credits