

EDUCATIONAL TECHNOLOGY (EDT)

EDT 5000. Digital Citizenship and Ethics. (3 Credits)

This course explores the ethical issues involved in technology in education and everyday life. Students will analyze resources to create a plan for implementing digital citizenship education in their professional contexts.

EDT 5005. Leadership, Collaboration, and Coaching. (3 Credits)

Effective leadership in education is often not a top-down process but rather an experience by which leaders come along side educators as learning professionals. In this course, participants will investigate leadership models that focus on working together toward common goals for their organization through collaboration, coaching, and related strategies. Both peer-reviewed and practical research will be utilized to help the participant build their own strategies for effective leadership within their current, and potentially future, educational roles.

EDT 5010. Assessment and Data Analysis. (3 Credits)

This course explores the ethical issues involved in technology in education and everyday life. Students will analyze resources to create a plan for implementing digital citizenship in their professional contexts.

EDT 5015. Theories of Learning and Design. (3 Credits)

In this course, participants will explore learning theories and emerging research related to effective teaching and learning in technology-rich learning environments. Special attention will be given to reviewing four major learning theories; brain-based learning; instructional design; as well as refining skills in finding, analyzing, and utilizing current research.

EDT 5020. Instructional Design. (3 Credits)

This course analyzes a variety of current and emerging instructional design models. Students learn to select and apply one or more of these models to the design of effective and engaging digital learning experiences, and gain firsthand experience with virtual teaming and other current approaches to collective knowledge and team-based instructional design.

EDT 5025. Research in Educational Technology. (3 Credits)

This course provides students with a broad introduction to educational research. The basics of conducting research will be explored and applied for developing an informed thesis or capstone project in the use of technology in education.

EDT 6000. Modalities of Digital Learning. (3 Credits)

This course provides educators with opportunities to explore the different facets of digital teaching and learning. Students will compare and contrast digital with traditional teaching and learning and use that knowledge to build activities and lessons for digital learning environments. Students will develop activities for online or blended learning environments that help facilitate differentiation and UDL practices. Identifying the affordances and potential challenges of different modalities will facilitate decision-making. This course will equip educators with the knowledge and skills necessary to transform their classrooms and become educational leaders.

EDT 6005. Digital Literacy. (3 Credits)

In this course, participants will explore what it means to be literate in the 21st century. Special emphasis will be placed upon media literacy, visual literacy, and information literacy.

EDT 6020. Ed Ministry in Digital World. (3 Credits)

Society is being transformed by current and emerging technologies. Many focus upon the technology, but the cultural transformation warrants attention also. In this course, we will walk the digital streets of contemporary society, considering the nature of life in the digital world, spirituality in the digital age, as well as opportunities for educational, parish, and para#church ministry in the digital world.

EDT 6025. Support and Troubleshooting. (3 Credits)

This course is specifically designed for Technology Coordinators and others involved with the integration of technology in educational settings. A project-based service learning model is utilized, providing you with hands-on practical training in planning, supporting, and troubleshooting technology in education.

EDT 6030. Applying Technology in Content Areas. (3 Credits)

This course provides an opportunity to explore a variety of current and emerging educational technologies and collaborate heavily with peers around technology and pedagogy topics. Expect to learn dozens of strategies for using these technologies to develop rich, engaging, and effective learning activities in a content area of choice. This course is designed so that each participant will leave with a portfolio of technology-rich learning activities to use in the classroom.

EDT 6035. Blended Learning. (3 Credits)

This learning community is devoted to understanding the practice, design, history, affordances and limitations of blended learning environments. This includes a focus upon blending face-to-face and digital learning experiences in order to improve student learning, provide new opportunities for customization and differentiation, and to capitalize upon the strengths of both face-to-face and online learning environments. Students will learn about a variety of models for blending learning, including the rotation model (lab-rotation, flipped classroom, individual rotation), the flex model, the self-blended learning, and the enriched-virtual model.

EDT 6040. Multimedia for the Classroom. (3 Credits)

This course will introduce teachers to multimedia resources on the Internet. Teachers will identify, explore and plan classroom activities using a variety of multimedia sources. Emphasis will be on activities that promote critical thinking and visual literacy skills in the K-12 classroom. Resources explored will include photos, sound and video.

EDT 6050. Building Online Learning Communities. (3 Credits)

This course introduces educators to online collaborative tools. The educational applications of blogs, wikis, RSS feeds, social bookmarking, as well as a wide variety of current and emerging Web 2.0 tools will be investigated. The focus will be on the use of these tools for the purposes of improving student learning, increasing the productivity of educators, facilitating collaboration, and engaging in virtual teaming. Students will discuss with, collaborate with, and provide constructive feedback to classmates using these tools.

EDT 6055. Crash Course in Online Design. (3 Credits)

This course is designed for students that are preparing to develop and teach an online course for the first time. It covers learning design strategy and support for online courses, as well as online course structure and organization, assessment and feedback strategies, online discussions, and using a learning management system. During this course, the student will be building their own online course.

EDT 6060. Educators as Game Designers. (3 Credits)

The role of educator is constantly evolving in this connected age. One emerging role is that of educator as game designer. This involves creating rich and engaging game-based and gamified learning experiences that increase student learning and student engagement. In this class, participants will learn game design basics and the psychology of game design. They will explore a variety of game types and focus upon the research, design, and development of one or more educational game prototypes.

EDT 6075. LMS Administration. (3 Credits)

With the proliferation of online learning in K-12 and Higher Education, as well as the corporate world, the Learning Management System (LMS) has become a very important software tool. This course gives a general overview of the LMS landscape, as well as covering selection of the right system, LMS integration, security and data privacy, and advanced use of the LMS to offer high-quality learning experiences.

EDT 7001. Educational Design and Technology Portfolio I. (0 Credits)

Portfolio I is the first in a series of three portfolio submissions for the Educational Design and Technology program. The purpose of the portfolio is to demonstrate mastery of the 8 program standards.

Prerequisite: EDT 5000*.

* May be taken concurrently.

EDT 7002. Educational Design and Technology Portfolio II. (0 Credits)

Portfolio II is the second in a series of three portfolio submissions for the Educational Design and Technology program. The purpose of the portfolio is to demonstrate mastery of the 8 program standards.

EDT 7003. Educational Design and Technology Portfolio III. (0 Credits)

Portfolio III is the third in a series of three portfolio submissions for the Educational Design and Technology program. The purpose of the portfolio is to demonstrate mastery of the 8 program standards.

EDT 7010. Practicum in Educational Design & Technology. (1-3 Credits)

This practicum is completed in a context approved by the Educational Design and Technology Program Director and under the direction of a Supervisor/Mentor at the internship site. This course is designed to provide students with practical experiences related to careers in Educational Design and Technology. Practicum hours should cover a broad array of activities that reflect all aspects of a role in the field.

EDT 7030. Thesis Completion Seminar. (3 Credits)

EDT 7040. Ed Tech Capstone Project. (3 Credits)

This course provides an opportunity to examine a problem, challenge or opportunity related to educational design and technology. This is an independent or small group project where the student(s) identifies the problem, challenge or opportunity; reviews the relevant peer-reviewed literature; develops a blueprint for addressing the issue; creates a culminating project; and provides a written reflection of the process of developing this project. This is typically the last course to be completed in the M.S. in Education – Educational Design and Technology.