

MASTER OF SCIENCE IN EDUCATION - EDUCATIONAL DESIGN AND TECHNOLOGY

This program exists to equip individuals in learning organizations to serve as ethical, innovative, and effective leaders of learning, design, and educational technology. The CUW program has a fourfold emphasis: digital literacy, applying current research and design principles in order to create digital age learning experiences, exploring the implications of digital culture upon the present and future of learning organizations, and reflecting upon the spiritual and ethical implications of technology in education.

Program Outcomes

(ISTE Standards for Teachers)

1. Learner: Educators continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning.
2. Leader: Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.
3. Citizen: Educators inspire students to positively contribute to and responsibly participate in the digital world.
4. Collaborator: Educators dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems.
5. Designer: Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability.
6. Facilitator: Educators facilitate learning with technology to support student achievement.
7. Analyst: Educators understand and use data to drive their instruction and support students in achieving their learning goals.
8. Christian Ethical Leader: Educators model Christian servant leadership through consistent, moral, and ethical behaviors and, by example, inspire others to do likewise in their personal, professional, and community life.

Curriculum

Code	Title	Hours
Required Courses		
EDT 5000	Digital Citizenship and Ethics	3
EDT 5005	Leadership, Collaboration, and Coaching	3
EDT 5010	Assessment and Data Analysis	3
EDT 5015	Theories of Learning and Design	3
EDT 5020	Instructional Design	3
EDT 5025	Research in Educational Technology	3
EDT 7040	Ed Tech Capstone Project	3
EDT 7001	Educational Design and Technology Portfolio I	0
EDT 7002	Educational Design and Technology Portfolio II	0

EDT 7003	Educational Design and Technology Portfolio III	0
Electives		
Select 12 credits of the following:		12
EDT 6000	Modalities of Digital Learning	
EDT 6005	Digital Literacy	
EDT 6020	Ed Ministry in Digital World	
EDT 6025	Support and Troubleshooting	
EDT 6030	Applying Technology in Content Areas	
EDT 6040	Multimedia for the Classroom	
EDT 6050	Building Online Learning Communities	
EDT 6060	Educators as Game Designers	
EDT 6070	Special Topics in Ed Tech	
EDT 6075	LMS Administration	
Other electives as approved by the program director		
Total Hours		33