Instructional Design & Technology

1200 Commercial St.
Emporia, KS 66801-5087
620.341.5829 idt@emporia.edu Fax 620.341.5785

Course Descriptions for MS degree in Instructional Design and Technology:

Instructional Design & Technology Core Courses:

IT 700 FOUNDATIONS OF INSTRUCTIONAL DESIGN AND TECHNOLOGY: (3 credit hours) This course is intended to provide students with a clear picture of the field of instructional design and technology, the trends and issues that have affected it in the past and present, and those trends and issues likely to affect it in the future.

IT 710 WEB DESIGN: (3 credit hours) This course is an introductory level webpage design course. As you progress through the class, you will be introduced to the basic commands that will get you started in designing a webpage for instruction, training or corporate use. This course will provide you with theoretical and practical understanding of the various applications of website design and development. The course will help you to develop fundamental computer literacy skills using website application software, with an emphasis on acquiring problem solving and development through readings, discussions, and hands-on activities.

IT 800 INSTRUCTIONAL DESIGN: (3 credit hours)
This course presents a systematic method for the planning and development of instructional programs. In addition to examining the research supporting contemporary methods of instructional design, students will apply instructional design principles to the development of a text-based instructional program.

IT 810 MULTIMEDIA DESIGN: (3 credit hours)
This course presents a review of the systematic design of instruction as well as an overview of the use of multimedia instructional programs in education. The primary focus of the class is the application of instructional design principles to the development of a multimedia instructional program using a variety of presentation media.

IT 820 DESIGNING AND DEVELOPING WEB-BASED INSTRUCTION: (3 credit hours) Students in this course will design and develop an instructional

product in digital format for delivery via the World Wide Web. The course will include a review of the literature specifically related to web-based design theory. Various models of distance education systems are identified and contrasted with an emphasis on web-based instruction.

IT 830 CONTEMPORARY ISSUES IN DISTANCE EDUCATION: (3 credit hours) This course is a web-based course to teach and inform teachers and other professionals about distance education and the special needs/concerns of delivering instruction via a distance. This course is less about the mechanics of the technology; rather it is more about the research and ideology behind current, effective distance education. Issues such as addressing learner needs, fostering an interactive learning environment, creating dialogue between near and far site students, and dealing with technological difficulties will be researched, discussed and debated.

IT 899 MASTERS PROJECT IN IDT: (3 credit hours)
This project is designed for field practitioners. Completion of the course will require the student to demonstrate in an open forum a culminating project. The project will be conceptualized at the beginning of the students' program, approved by their advisor, updated, and refined as the student completes class work during their course of study. The final project will form a coherent package integrating the students' Instructional Technology educational experiences and their anticipated or ongoing professional responsibilities.

PY 805 PSYCHOLOGY OF THE ADULT LEARNER: (3 credit hours)
This course will provide a foundation in major theories of cognition and of learning (i.e., thinking, problem solving, and memory). Students will also examine real-world application research in adult instruction and training. Because class will consist of discussions, students must peruse required readings prior to posting. Students should be able to think critically about cognition and become effective practitioners who are able to apply theory and research to their masters' discipline. Upon completion of this course, students will have an understanding of the basic psychological principles on adult learning and thinking processes.

PY 722 THEORIES OF LEARNING: (3 credit hours) The major theories of learning are analyzed, compared, and evaluated in light of current research.

IT 743 RESEARCH IN INSTRUCTIONAL DESIGN & TECHNOLOGY: (3 credit hours) This course explores research in the field. Students become familiar with the field's literature and develop proposals related to their own personal, potential future IDT research projects.

ER 752 ANALYSIS OF RESEARCH: (3 credit hours)
An appraisal of current and past researches studies. Study of research designs, methods of collecting data, and techniques for analyzing results is emphasized to the extent that they relate to individual interests and needs. Designed to cover

major areas of research for students that do not write a thesis.

PY 520 STATISTICS I: (3 credit hours)
This course introduces students to both descriptive and inferential statistics including mean, standard, deviation, variance, sum, squares, correlation, line, and, regression, sampling distributions, hypothesis testing, T-Test, and analysis of variance.

Instructional Design & Technology Elective Courses:

IT 574 INTERNET USES IN K-12 EDUCATION: (3 credit hours) This computer class will focus on using the information superhighway (Internet) for teaching and learning in the K-12 school. Topics will include finding and using lesson plans, using online and cooperative education with K-12 students, subscribing to listserv lists in education, joining appropriate "field trips" finding K-12 resources, using ERIC online, accessing and employing web search engines in education, handling files, and webpage design.

IT 712 MOODLE LEARNING MANAGEMENT SYSTEM TRAINING: (3 credit hours) Moodle, an open source learning management system, is rapidly being deployed in K-12 schools, community colleges, universities and corporate training environments around the world. Through this course, participants will experience Moodle's features firsthand as a learner. Then, as a course creator, course participants will use Moodle to build their own course. Course discussion will include tool selection; effective course design; and facilitating a collaborative, constructive learning environment.

IT 713 DIGITAL GAME-BASED LEARNING: (3 credit hours)
The digital game revolution has spawned an entertainment industry that is bigger than the movie and music industry. It is now starting to impact education in a major way. In this course, after analyzing this evolving revolution, we will identify how games teach and why they work. Case studies and examples of game-based learning programs will be reviewed. The roles of teachers and trainers in implementing digital game-based instruction will be addressed. Students will then create a digital game-based instructional program.

IT 714 HANDHELD COMPUTERS IN EDUCATION: (3 credit hours)
An introductory course that provides a hands-on look at the possibilities and potential of integrating handheld computer technology into K-12 classrooms. The goal of this course is for classroom teachers to become empowered to begin to use a variety if handheld computer technology for both professional and instructional use. The focus of this course is to share handheld computer strategies that will make the improvement of K-12 student learning more likely. It is expected that students will leave with both a flavor of all that is possible using handheld computers in teaching and learning, and also with concrete ideas about how they will infuse handheld computers into their teaching.

IT 715 INTERNET RESOURCES & TOOLS FOR EDUCATORS: (3 credit hours) This online computer class will focus on using the information super highway (Internet) in education. Lessons will include finding and subscribing to listserv lists in education, using ERIC online, accessing and employing web search engines, locating and downloading files, handling files with e-mail, and analyzing the implication of the Internet for lifelong learning in education.

IT 716 LESSON PLANS FROM THE INTERNET: (3 credit hours)
Lesson Plans from the Internet is designed to assist teachers in locating resources from the Internet to assist in lesson planning and creation. Students will critically evaluate characteristics of effective searching on the Internet using current search engines; identify characteristic of effective, useful lesson plans; evaluate characteristics of valid web resources; utilize appropriate Internet resources in order to become a more effective planner. Students will also use electronic resources to send and retrieve files and collaborate online with colleagues at a distance.

IT 717 PODCAST PRODUCTION: (3 credit hours)
Keep up to date with the hot new trend in mobile learning by creating your own syndicated podcasts. Podcasts provide the perfect digital media platform for reaching on the go learners through computers, iPods, MP3s and cell phones. Learn how to create podcasts, audio blogs, video podcasts, vlogs, or video blogs, related to your professional interest area. Podcasting offers great opportunities for learning, sharing, instruction, and online dialogue through syndicated subscriptions and blog postings.

IT 718 POWERFUL POWERPOINT FOR EDUCATORS: (3 credit hours)
In this course, students will look at basic principles of designing, creating and delivering a professional presentation. In the design phase students will analyze color, text, and slide design. In PowerPoint, we will create slides incorporating graphics, slide transitions and custom animation for classroom use. Basic delivery techniques as well as tips from master presenters will be covered in the delivery segment. Students will also evaluate downloads, work with graphs and ways to display data, create design templates, learn advanced animation techniques, utilize additional drawing tools, add hyperlinks and develop a slide show that encourages class interactivity.

IT 719 TEACHING AND LEARNING WITH PHOTOSHOP: (3 credit hours)
Learn cool special effects using Adobe Photoshop Elements; jazz up your instructional images for enhancing learning whether in the classroom or a corporate setting. Do you know ineffective image use can actually depress learning? Find out how to use proven instructional design strategies based on current research and theory. Plan, design, and evaluate effective visuals for maximizing learning potential and performance. Use graphics to support the application of knowledge and skills through visual design, psychological functions, surface features, instructional communication functions, and the

communication environments. The course will include both theory and practical instructional design applications.

IT 723 VISUAL LITERACY : (3 credit hours)
This course will aid students in the interpretation of visual messages and application of basic principles of visual literacy communication and problem solving, especially, but not limited to, the educational setting. There will be class discussions to reflect upon the theory of visual literacy and share responses to various activities. The culmination of the class will be a usable student generated project involving visual literacy skills.

IT 724 WEBQUESTS FOR EDUCATORS: (3 credit hours)
WebQuests provide authoritative, prescreened, safe and secure learning environments when students are using the Internet for student research. The use of WebQuests reduces student research time, avoids inappropriate websites and narrows the research field. Student safety and security, appropriate use of the Internet, and student projects are covered. Appropriate for any level. Project required.

IT 726 ACCESSIBILITY AND UNIVERSAL DESIGN: (3 credit hours)
Students in this course will design and develop a project that includes the essential elements of Universal Design for Learning (UDL) using technology. The course will include a review of the literature specifically related to accessibility & UDL. Students will be able to identify learner needs and plan curriculum that will include accessibility to learning for all.

IT 727 INTEGRATING EDUCATIONAL TECHNOLOGY INTO TEACHING:
(3 credit hours)
This course is designed to enhance and extend the technology skills of practicing educators, apply those skills in innovative ways, and create lesson plans that support collaborative, project-based learning. It examines the theoretical and philosophical underpinnings required to transition to a technology-rich classroom. Practical ideas, suggestions and lesson plans to ensure successful technology integration will be provided.

IT 743 BLACKBOARD LEARNING MANAGEMENT SYSTEM: (3 credit hours)
This course presents Blackboard Learning System as a medium for content delivery. Students will examine research about learning management systems, discuss Blackboard licensing and setup issues, as well as how to use Blackboard from both the learner and instructor perspectives. By the end of the course, students will be able to load a variety of instructional media into the Blackboard system as well as use the content, assessment, and communication tools. The course will culminate with an instructional unit developed using Blackboard as the delivery medium.

IT 743 TECHNOLOGY MANAGEMENT: (3 credit hours) This course introduces students to "behind-the-scene" dimensions of instructional technology found in educational institutions and other public or private workplaces. Students will examines those issues, policies, and practices which impact heavily upon the life and success of instructional technology innovations in both the public and private sector. Topics will include: the role of leader, educational planning, project management, assessment and evaluation, and other emerging topics in technology leadership.

IT 743 DIGITAL STORY-TELLING: (3 credit hours) Digital Storytelling takes the timeless art of storytelling to a new level by using easy to learn software to create and tell stories. This powerful new way of communicating is a great way to reach out and share stories with a growing "YouTube" Generation." In this class, students will create several short digital stories. In this process, students will learn the basic elements of creating captivating digital stories.

IT 743 SHAREABLE CONTENT OBJECTS FOR eLEARNING: (3 credit hours) This course introduces students to the instructional technology concept of learning objects. Learning objects are defined as "any digital resource that can be reused to support learning" (Wiley, 2002). Students will review and examine issues related to the instructional use of learning objects as well as designing and developing learning objects so they can be shared across the eLearning platform. Topics include learning objects in relation to instructional design, learning object repositories, designing and developing learning objects for elearning, and standards to assure learning object interoperability. As part of the class, students will design and develop learning objects with tutorial development software such as Camtasia and Adobe Captivate and learn how to insert learning objects into a learning management system.

IT 743 WEB 2.0 COLLABORATION TOOLS: (3 credit hours) Keep up to date with cutting edge trends using Web 2.0 Collaboration Tools. You will have a chance to research, explore, and create your own Web 2.0 tools related to your instructional design interest area. Web 2.0 tools provide the optimal digital media for reaching a new generation of learners. Join us to pick up some new tips and tricks for teaching and learning.

IT 850 IMPLEMENTING CORPORATE LEARNING SYSTEMS: (3 credit hours) (Prerequisite: IT 800) This course will concentrate on the application of instructional design principles and tools for the corporate learning environment. This will include application of theory in settings that demand communication skills and teamwork to develop corporate learning systems. Examples include corporate training, e-learning systems, and corporate-based instructional design.