

INSTRUCTIONAL DESIGN AND TECHNOLOGY (IDT)

IDT 501. Instructional Technology Foundations. 3 Hours.

This course provides an introduction to the field of Instructional Technology (IT). It addresses the fundamentals of Instructional Technology, including the history of the field, instructional systems development (ISD) models, learning theories, instructional design theories, performance technology, trends and issues, and career opportunities. Prerequisite: Instructor permission required.

IDT 511. Teaching with Emerging Technologies. 3 Hours.

The Web 2.0 and other emerging learning technologies have the potential to provide effective and powerful learning environments in which learners can develop skills the information age require. This course explores innovative ways of utilizing emerging technologies to facilitate learning and to improve the way we teach. Topics include blogs, podcasts, wikis, online social networks, virtual worlds, and digital game-based learning. Prerequisite: Instructor permission required.

IDT 512. Evaluation in Instructional Technology. 3 Hours.

This course will focus on two main components: (1) formative and summative evaluation of instructional materials and (2) program evaluations in the field of instructional technology. Students will explore several aspects of conducting evaluations: planning and designing an evaluation, developing appropriate instruments, collecting and analyzing data, and communicating results and recommendations. Prerequisite: ITED 520.

IDT 520. Instructional Design and Development. 3 Hours.

This course provides students with experiences necessary to develop the knowledge, skills, and attitudes required for designing effective instruction that meets the needs of the information age. Students will explore the instructional systems development (ISD) process, from analysis through evaluation, and engage in authentic instruction design activities. This course replaces ITED 502 and 503. Prerequisite: Permission of the instructor.

IDT 521. Instructional Multimedia Design and Development. 3 Hours.

This course prepares students to develop the ability to apply theories of multimedia learning and design principles to multimedia design and produce an effective Web-based multimedia lesson. It addresses theoretical foundations, principles of multimedia learning, multimedia design process, interface design, typography, graphic design, audio and video production, and instructional animations. Prerequisite: ITED 520 or ITD 520.

IDT 523. Online Learning and Teaching. 3 Hours.

This course focuses on two major components: (1) research on e-learning and (2) e-learning course development. Students will explore a variety of issues in online teaching and learning, conduct research, and engage in authentic design activities. The activities include developing a design document, interviewing SME's, developing content drafts, writing media scripts, and creating an online course. Prerequisite: ITED 520 or IDT 520.

IDT 525. Designing Online Courses. 3 Hours.

This course develops students' ability to create effective online courses. It will focus learners' attention on unique characteristics and qualities of online courses. Learners will design effective experiences and materials to facilitate learning in a variety of online environments. The course is a good complement to ITED 523 - Online Learning and Teaching. It may be taken for an elective.

IDT 526. Advanced Instructional Video Development. 3 Hours.

This course teaches principles of instructional video development including designing for learning objectives, effective audio and lighting techniques, video recording and editing. It also explores effective use of video in the classroom or training setting. This course is cross-listed with ITED 426.

IDT 530. Research in Instructional Technology. 3 Hours.

This course provides an overview of research methodologies. It examines quantitative, qualitative, and mixed methods approaches. Particularly, it emphasizes the need for improving the knowledge base about instruction and focuses on research methods for building design theory. Students will explore diverse research methods, critique research articles and develop research plans.

IDT 532. Leadership in Educational Technology. 3 Hours.

This course aims to prepare students for leadership roles in the Instructional Technology field. It explores leadership theories and models and provides practical guidance for developing basic leadership skills. Beyond the basics, it also examines new roles and skills of leaders for facilitating technology transformation as well as for building learning organization.

IDT 545. Instructional Gamification Theory. 3 Hours.

Gamification is the application of game-design elements to non-game contexts to improve user engagement, social interaction, and competition towards mastering learning content. This course will introduce students to theories, frameworks and case studies that support gamification in education.

IDT 550. Advanced Instructional Website Development. 3 Hours.

This course introduces students to developing websites for personal use. The course covers basic web programming using HTML markup language and Cascading Style Sheets (CSS) for design. Students will also be introduced to developing websites using cloud-based web development platforms (Wix, Site Builder, GoDaddy, etc.). An emphasis will be placed on the process and products needed to create an ePortfolio website. Students will research and report on literature that supports evidence based practices for web-design and portfolio.

IDT 560. Introduction to Web-Based Instructional Content Development. 3 Hours.

This course teaches principles and application of html and object-oriented programming (using JavaScript). Special attention is placed on fundamental programming techniques, concepts, and documentation as used in instructional software development. Prerequisite: ITED 550 or IDT 550.

IDT 580. Advanced Instructional Technology Project Management. 3 Hours.

This course introduces students to the basic processes of project management for instructional design projects. Students will learn about project development cycle, organizational issues, methods of planning, and techniques for managing the business and creative aspects of a successful instructional technology project. In addition, students will learn to use project management software for organizing, scheduling and monitoring project progress. Cross-listed with ITED 480.

IDT 589. Individual Study. 3 Hours.

This course provides individual instruction. Students may repeat the course when topics vary.

IDT 590. Internship in Instructional Technology. 3 Hours.

This course is a supervised, field-based experience in which the student demonstrates ability to apply knowledge, skills, and dispositions acquired through program coursework, to the design, development, evaluation and implementation of technology-based instructional and training projects in a "real-life" work setting. The internship experience provides students the opportunity to apply theories, concepts, and principles of instructional technology to solving an instructional or a training problem in an authentic education or corporate setting. Prerequisite: Instructor permission required.

IDT 597. Special Topics. 3 Hours.

Instructors will provide an organized class designed to cover areas of specific interest. Students may repeat the course when topics vary.