

EDUC T-EDUCATION TECHNOLOGY (EDT)

Course Descriptions

EDT 501 Research, Trends, and Issues in Learning Technologies 3 Credit Hours

This course is designed to provide students with an in-depth exploration of the rapidly evolving field of learning technologies. In an era where technology plays a pivotal role in education and training, understanding the latest research, emerging trends, and critical issues is essential for educators, instructional designers, and anyone interested in the intersection of technology and learning. (F).

Restriction(s):

Can enroll if Class is Graduate

EDT 502 Emerging Learning Technologies and Concepts 3 Credit Hours

This course is designed to provide students with a comprehensive understanding of the rapidly evolving landscape of learning technologies. The course will explore the latest trends, tools, and innovations in learning technology and their impact on teaching and learning processes. Students will engage in critical discussions, hands-on activities, and practical applications to harness the potential of emerging technologies for educational purposes.

Restriction(s):

Cannot enroll if Class is

EDT 510 Teaching with Technology 3 Credit Hours

Introduces students to the management and integration of technology in education. Students experience and become familiar with technologically based teaching and learning materials; learn methodologies for using technology in specific teaching situations including audiovisual and media methods methods; develop skills effectively evaluating educational software; explore how technology can be used as a problem-solving tool within the classroom environment; and become familiar with application programs, telecommunications and multimedia.

Students also log a minimum of 45 hours of practicum experience in an instructional capacity where they have the opportunity to implement a variety of technology-enhanced learning activities that they create (F,W,S).

Restriction(s):

Can enroll if Class is Graduate

EDT 511 Design Tech-Based Learn Solutn 3 Credit Hours

EDT 511 provides students with the opportunity to design and develop technology-based learning solutions for real-world instructional problems. Students will identify an instructional problem, collect data to assess relevant needs of an authentic population of learners and work collaboratively to create learning solutions for face-to-face, blended and/or online environments. Students will also become proficient in the operation of various pieces of hardware and software and develop skills for evaluating and integrating technology into the different learning environments.

Restriction(s):

Can enroll if Class is Graduate

EDT 514 Instructional Design Fundamentals 3 Credit Hours

This comprehensive instructional design course equips learners with the essential knowledge, skills, and strategies to create effective and engaging learning experiences. Instructional design is a dynamic field that combines educational theory, technology, and creativity to design and develop instructionally sound materials and experiences. Whether you are an educator, trainer, e-learning developer, or simply interested in improving your instructional design abilities, this course will provide you with a strong foundation in the principles and practices of instructional design.

Restriction(s):

Cannot enroll if Class is

Cannot enroll if Level is Undergraduate

EDT 520 Online Learning Design and Development 3 Credit Hours

In today's rapidly evolving educational landscape, the design and development of effective online learning experiences have become essential skills for educators, instructional designers, and anyone interested in creating engaging and impactful online courses. This comprehensive online learning design and development course provides a solid foundation in the principles, tools, and best practices needed to create engaging and effective online learning experiences.

Restriction(s):

Can enroll if Class is Graduate

EDT 522 Curriculum and Training Development 3 Credit Hours

This course equips students with the knowledge and skills to create effective educational and training programs. In today's rapidly evolving educational landscape, designing and implementing engaging and results-oriented curricula and training materials is a critical skill. By the end of the course, participants will have a comprehensive understanding of curriculum and training development principles and be prepared to design and implement effective educational and training programs in a variety of settings.

Restriction(s):

Can enroll if Class is Graduate

Cannot enroll if Program is

EDT 530 Assistive Technology 3 Credit Hours

This course is designed to provide students with a comprehensive understanding of assistive technology and its pivotal role in enhancing accessibility and improving the quality of life for individuals with disabilities. Assistive technology encompasses a wide range of tools, devices, and software applications that assist individuals in overcoming various physical, cognitive, sensory, and communication challenges. Through theoretical knowledge and hands-on practical experience, students will learn to assess, select, implement, and customize assistive technology solutions for diverse user needs.

Restriction(s):

Can enroll if Class is Graduate

EDT 562 Internship in Instructional Design and Learning Technologies 3 Credit Hours

This internship is a supervised field experience in which students will work as instructional design and learning technology interns for 135 clock hours. The course is designed to provide students with hands-on, real-world experience in instructional design and the application of learning technologies. This internship offers a unique opportunity for students to bridge the gap between theory and practice by working with professionals in educational settings or corporate training environments. An internship application is required for registration and must be submitted by July 15th for Fall semesters, October 15th for Winter semesters, or April 15th for Summer semesters. The internship application and clearances can be found at: <https://umdearborn.edu/cehhs/cehhs-office-student-success/field-placement/education-internships> (F, W, S).

Restriction(s):

Can enroll if Class is Graduate

EDT 702 Emerging Learning Technologies and Concepts 3 Credit Hours

This course is designed to provide students with a comprehensive understanding of the rapidly evolving landscape of learning technologies. The course will explore the latest trends, tools, and innovations in learning technology and their impact on teaching and learning processes. Students will engage in critical discussions, hands-on activities, and practical applications to harness the potential of emerging technologies for educational purposes.

Restriction(s):

Cannot enroll if Class is

Cannot enroll if Level is

EDT 714 Instructional Design Fundamentals 3 Credit Hours

This comprehensive instructional design course equips learners with the essential knowledge, skills, and strategies to create effective and engaging learning experiences. Instructional design is a dynamic field that combines educational theory, technology, and creativity to design and develop instructionally sound materials and experiences. Whether you are an educator, trainer, e-learning developer, or simply interested in improving your instructional design abilities, this course will provide you with a strong foundation in the principles and practices of instructional design.

Restriction(s):

Cannot enroll if Class is

Cannot enroll if Level is Undergraduate

EDT 720 Intro to Teaching/Learn Online 3 Credit Hours

This course will introduce students to best practices in the design, creation and implementation of instructional materials in an online environment. Students will create and implement several instructional activities and assessments in blended, hybrid and online environments.

Prerequisite(s): EDT 514

Restriction(s):

Can enroll if Class is Specialist or Doctorate

EDT 722 Curriculum and Training Development 3 Credit Hours

This course equips students with the knowledge and skills to create effective educational and training programs. In today's rapidly evolving educational landscape, designing and implementing engaging and results-oriented curricula and training materials is a critical skill. By the end of the course, participants will have a comprehensive understanding of curriculum and training development principles and be prepared to design and implement effective educational and training programs in a variety of settings.

Restriction(s):

Can enroll if Class is Graduate

EDT 785 Technology for Executive Leaders 3 Credit Hours

This course will focus on the role of executive leaders in the applications of technology management within an organization, such as a school district, including policy development, personnel/student management, financial planning and budgeting, curricular planning and evaluation, and professional development. This course includes a 30-hour clinical experience; because students may carry out assignments and activities in schools, those enrolled must complete clearance forms per the Field Placement Office website. (S, AY).

Prerequisite(s): Infect Disease/Blood Born Path with a score of 1 and Criminal Background Check with a score of 1 and Video Recording Consent with a score of 1

Restriction(s):

Can enroll if Class is Specialist or Doctorate

*An asterisk denotes that a course may be taken concurrently.

Frequency of Offering

The following abbreviations are used to denote the frequency of offering: (F) fall term; (W) winter term; (S) summer term; (F, W) fall and winter terms; (YR) once a year; (AY) alternating years; (OC) offered occasionally