

INSTRUCTIONAL DESIGN AND LEARNING TECHNOLOGIES

Program Description

The Bachelor of Arts in Instructional Design & Learning Technologies is a comprehensive, interdisciplinary degree that empowers students to shape the future of education and training through the application of modern technologies and design principles.

The program delivers a rich blend of theoretical knowledge and practical experience to help students understand, evaluate and create innovative learning experiences across varied educational and professional settings. An engaging and contemporary curriculum covers essential areas such as instructional design, e-learning, mobile learning, multimedia design, learning analytics, emerging learning technologies, and digital literacy.

Students will learn to build effective educational materials and programs, evaluate the efficacy of learning technologies, understand the pedagogical theories and principles underlying their use, and understand the ethical and societal effects of technology on learning. This will provide them with competencies required to work as instructional designers, e-learning developers, or training specialists in academic institutions, corporations, non-profit organizations, and government bodies.

Apart from classroom learning, students are given several opportunities to engage in hands-on projects, internships, and research, working closely alongside expert faculty and industry leaders. This enables students to apply their learned theories and techniques to real-world situations, preparing them for successful careers in the rapidly evolving field of instructional design and learning technologies including:

- Instructional Designer
- Corporate Training Developer
- Employee Training Manager
- Instructional Specialist

Instructional Technology is a field concerned with improving the efficiency and effectiveness of learning, performance improvement, and instructional delivery by using appropriate technology. The programs goals include:

- Design instruction using needs assessment
- Apply learning theory to instructional design
- Select a delivery system for the specific learning environment
- Integrate instruction with other factors that influence human performance
- Use technology in support of the development and delivery of instruction

Accelerated 4+1 Option Program in Instructional Design and Learning Technologies

The Master of Arts in Instructional Design and Learning Technologies Accelerated Program, or 4+1 program, is designed for undergraduate students in the Instructional Design and Learning Technologies major who have the interest, and demonstrated ability, to pursue the MA in Instructional Design and Learning Technologies. The program is designed to allow students who complete the BA in Instructional Design and Learning Technologies to fulfill the requirements of the MA in

Instructional Design and Learning Technologies with one additional year of graduate study. This will be achieved by combining a portion of undergraduate and graduate coursework as described below.

Eligibility

To be eligible for the program, a student must:

- Be enrolled in the undergraduate Instructional Design and Learning Technologies program at the University of Michigan-Dearborn.
- Have a 3.0 cumulative GPA or better.
- Have earned at least 60 credits at the undergraduate level.

Double Counting Credits

1. The 4+1 Masters program allows current UM-Dearborn undergraduate Instructional Design and Learning Technologies majors to complete both the BA in Instructional Design and Learning Technologies and MA in Instructional Design and Learning Technologies degrees in an accelerated format. 4+1 students can double-count up to 15 credits of 500-level or above courses. Double-counting these 15 credits between the BA in Instructional Design and Learning Technologies and MA in Instructional Design and Learning Technologies saves students a total of 5 classes. The courses eligible to be double-counted include: EDT 501, 502, 514, 520, 522, 530, and 562. Students must complete the graduate level coursework with a "B" or better to maintain their eligibility in the 4+1 program.

2. At least one additional year of graduate work (at least 15 credits) would be needed to complete the Master's program.

3. The double-counted classes appear on both the undergraduate and graduate transcripts. Students are graded based on the graduate grading scheme for all graduate courses elected. Only graduate level courses can be double counted towards both the undergraduate and graduate degree. Students are not allowed to count undergraduate coursework towards a graduate degree.

Please see the College's website (<https://umdearborn.edu/cehhs/departments/education/41-instructional-design-and-learning-technologies-accelerated-program/>) for admission requirements and program details.

Dearborn Discovery Core (General Education)

All students must satisfy the University's Dearborn Discovery Core requirements (https://catalog.umd.umich.edu/undergraduate/gen_ed_ddc/), in addition to the requirements for the major

Major Requirements (48 Cr. Hrs.)

Code	Title	Credit Hours
EDT 401	Research, Trends, and Issues in Learning Technologies	3
EDT 402	Emerging Learning Technologies and Concepts	3
EDT 414	Instructional Design Fundamentals	3
EDT 420	Online Learning Design and Development	3
EDT 422	Curriculum and Training Development	3
EDT 430	Assistive Technology	3
EDT 462	Internship in Instructional Design and Learning Technologies	3
EDC 400	Learning Theories and Practices	3

COMM 340	Professional Communication	3
BA 320	Project Management and Leadership Skills	3
ISM 310	Info Systems in Management	3
ISM 383	Info Technology Security	3
Total Credit Hours		36

Students admitted to the 4+1 Instructional Design and Learning Technologies Program may substitute a maximum of 15 credits of courses from the following: EDT 501 for EDT 401, EDT 502 for EDT 402, EDT 514 for EDT 414, EDT 520 for EDT 420, EDT 522 for EDT 422, EDT 530 for EDT 430, or EDT 562 for EDT 462.

Specialization Courses: Choose three-four courses (12-14 Cr. Hrs.)

Code	Title	Credit Hours
ART 210	Beginning Digital Design	3
ISM 301	Bus Application Programming	3
OB 354	Behavior in Organizations	3
COMM 220	Intro to Media & Culture	3
HHS 403	Medical Information Systems	3
HHS 406	Program Planning, Implementation, and Evaluation	4
HHS 470	Information Science and Ethics	3
JASS 309	Video for Social Media	4
JASS 315	Media Production for Metropolitan Community	4
JASS 405	Storytelling, Experiments, and Play	4
PHIL 360	Philosophy of Technology	4
ENGR 360	Design Thinking : Process, Method & Practice	4
BA 330	Managerial Communication	3
ISM 321	Database Systems I	3
ISM 351	Networking and Collab Comp	3

Electives

Additional Electives will be required to meet minimum credit hours for graduation. Please refer to Dearborn Discovery Core requirements to ensure these are met.

Total Hrs. for Degree: 120 total credit hours required for graduation.

Program Notes:

1. All College of Education, Health, and Human Services undergraduate students are required to take the Composition Placement Test by the end of the first semester they are enrolled in classes.
2. The minimum grade point average requirement for program completion is 2.0 cumulative and 2.0 in major.
3. Advising Policy: The student is responsible for complying with requirements described in the Undergraduate Catalog and is expected to meet with their College of Education, Health, and Human Services advisor at least once a year and in the term prior to graduation.
4. Courses taken on a PASS/FAIL basis will NOT be accepted toward program completion.
5. Must meet Dearborn Discovery Core Requirements (<https://umdearborn.edu/academic-program-and-course-development/dearborn-discovery-core-general-education/>).

Program Description

The minor in Instructional Design & Learning Technologies delivers a rich blend of theoretical knowledge and practical experience to help students understand, evaluate and create innovative learning experiences across varied educational and professional settings. An engaging and contemporary curriculum covers essential areas such as instructional design, e-learning, mobile learning, multimedia design, learning analytics, emerging learning technologies, and digital literacy. Students will build competencies required to work as instructional designers, e-learning developers, or training specialists in academic institutions, corporations, non-profit organizations, and government bodies.

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- Integrate instruction with other factors that influence human performance
- Use technology in support of the development and delivery of instruction

Minor Requirements

Code	Title	Credit Hours
Required:		
EDT 401	Research, Trends, and Issues in Learning Technologies	3
EDT 402	Emerging Learning Technologies and Concepts	3
EDT 414	Instructional Design Fundamentals	3
EDT 420	Online Learning Design and Development	3
Electives		
Select one of the following: 3		
EDT 422	Curriculum and Training Development	
EDT 430	Assistive Technology	
EDT 462	Internship in Instructional Design and Learning Technologies	
EDC 400	Learning Theories and Practices	

Total Credit Hours

15

Learning Goals

1. Design instruction using needs assessment
2. Apply learning theory to instructional design
3. Select a delivery system for the specific learning environment
4. Integrate instruction with other factors that influence human performance
5. Use technology in support of the development and delivery of instruction