

# EDUCATIONAL TECHNOLOGIES - EDT

## EDT 501 Learning with Technology 3 Credits

Research and explore ways to create safe, supportive, respectful, and equitable learning environments utilizing technology. Students will investigate how to gain quality and effectiveness in teaching and training by expanding their knowledge of technology as a tool, a medium, and a setting for learning. The content focus will not be on learning specific technologies, but rather to gain an understanding of how technology can be much more than 'just a tool' in a classroom and/or workplace setting.

**Offered:** fall & summer, online only.

## EDT 502 Instructional Design Theories and Models 3 Credits

Investigate and apply models for systematically analyzing instructional problems and developing valid and practical solutions specific to their professional goals. Numerous instructional design models are explored with the appropriate technologies to effectively implement those models. Students will complete a final project using a selected design method and technologies that relate to their classroom and/or professional setting.

**Offered:** every fall & spring.

## EDT 503 Instructional Design and Emerging Technology 3 Credits

Examine theory and practice of creating instructional multimedia for learning and research future trends in instructional design. Students will explore new technologies for learning and discover how the use of these will make them leaders in their field and address current challenges in their work and professions. Students will demonstrate their ability and willingness to become agents of social change through the thoughtful and scholarly integrating of technology for learning. This course includes a 10 hour field experience where students will work with an education/workplace leader assessing the availability of technology into a specific setting.

**Offered:** every fall & summer, online only.

## EDT 504 Integrating Technology into Differentiated Settings 3 Credits

Educators and professionals are introduced to technology that can be used to support, supplement and deliver differentiated content and assessment in the mixed ability classroom and workplace, including those with disabilities and specific learning needs. The benefits and challenges of incorporating technology will be considered while participants learn how to integrate technology, especially video production, into their curriculum and professional settings. Participants will gain hands-on experience using technological strategies for differentiation that will engage learners of all styles, ranging from new uses for basic software applications and online collaboration, to the production of multimedia. This course includes a 10 hour field experience where students will work with an education/workplace leader integrating technology into a specific setting.

**Offered:** every fall, spring, & summer, online only.

## EDT 505 Integrating Technology and Emerging Media into Content and Skill Areas 3 Credits

Research practical, timely, and relevant ways to integrate technology for content and skill learning. Project Based Learning theories and design will be modeled as students create their own project based simulations for their own education and/or professional setting. Examine best practice use of instructional technologies to create successful remote learning projects and the skills necessary to manage those projects with remote students and/or workforce. Online only.

**Offered:** every fall & spring.

## EDT 506 Research Methods New Literacies and Evidence-Based Practice 3 Credits

Technology literacy is an essential skill to meet the rapidly changing education and workplace environments. As our global society increasingly turns from page to screen for most aspects of modern life, teachers and trainers in all content areas need to know not only the traditional knowledge, skills and methods of their disciplines, but they also must develop competencies in new literacies. New literacies are now necessary for everyone to interact and function in business, for entertainment, and in virtually all other areas of modern life. Students will conduct an inquiry based project in New Literacies. Working together as an affinity group of inquirers, this inquiry will be a collaborative effort to understand the world we live in and its relationship to being a technologically literate citizen of the world.

**Offered:** every fall, online only.

## EDT 507 Transformational Leadership and Technology 3 Credits

Understand concepts and strategies needed for leadership in the use and integration of technology for instructional design, content learning, and professional training. Topics include strategic planning, leadership styles, change processes, and policy issues in educational and workplace technology. This course includes a 10 hour field experience where students will work with an education/workplace leader assessing technology integration in a specific setting. Online only.

**Offered:** every spring.

## EDT 508 Technology for Social Change 3 Credits

Apply educational and workplace leadership to be advocates of social justice through the use of technology for learning. Focus on policies that relate to social justice and technology in an attempt to prepare educational and workplace leaders to make a positive contribution in their fields. The main objective is to better understand how technology can impact society and how to make positive change happen. Online only.

**Offered:** every spring.

## EDT 509 eLearning and Instructional Design 3 Credits

Research and explore the concepts of the virtual classroom/office, including the design and delivery of online coursework and workplace training. Course concepts include synchronous and asynchronous learning systems, using the web for instruction, virtual communities, and online teaching and training tools. Current research in online teaching, training, and learning will be explored and participants will design an online course/training component in their field. Online only.

**Offered:** every spring.

## EDT 510 Integrated Master's Project 6 Credits

Investigate and research a topic in Instructional Technologies and Curriculum Design. Research will focus on an authentic educational/workplace setting. Students will develop a comprehensive thesis paper and a multimedia presentation piece. Research can be conducted at the student's present place of employment if applicable. For candidates not seeking a New York State certification. Online only.

**Prerequisite:** permission of program director.

**Offered:** every fall, spring, & summer.

**EDT 511 University Supervised Fieldwork in Instructional Technologies and Curriculum Design** **6 Credits**

This course is the culmination of the work throughout the program and will require students to complete a practicum of 90 hours working with a teacher or leader in the field. The program will follow the protocols set forth by the School of Education and Human Services, and will utilize the same rubrics, lesson plan formats, unit plan formats, Code of Ethics, Student Teacher Candidate Contract, etc. For candidates seeking a New York State certification. Online only.

**Prerequisite:** permission of program director.

**Offered:** every fall, spring, & summer.

**EDT 599 Independent Study** **3 Credits**

Independent studies require an application and approval by the associate dean.

**Prerequisite:** permission of program director & associate dean.