

LEARNING DESIGN AND TECHNOLOGY, MS

Banner Code: E1-MS-LDTC

Academic Advising

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This master's program is designed to equip students in various industry contexts to work collaboratively with business leaders and subject matter experts to identify opportunities and recommend solutions to address learning needs; apply new and emerging technologies to design, develop, and implement innovative solutions to learning and performance problems; and monitor and evaluate the effectiveness of learning interventions using metrics, measures and analytics that align with business objectives. Students will be able to perform these functions individually and as part of interdisciplinary design teams using a variety of methodologies, learning technologies and digital courseware development packages.

Admissions & Policies

Admissions

Applicants to all graduate programs at George Mason University must meet the admission standards and application requirements for graduate study. See Graduate Admissions Policies (<http://catalog.gmu.edu/admissions/graduate-policies/>).

Policies

For policies governing all graduate degrees, see AP.6 Graduate Policies (<http://catalog.gmu.edu/policies/academic/graduate-policies/>).

Requirements

Degree Requirements

Total credits: 30

Core Coursework

Code	Title	Credits
EDIT 601	Exploring Trends and Professional Identity in the Learning Design and Technology Field	1
EDIT 701	Exploring Career Opportunities in the Learning Design and Technology (LDT) Field	1
EDIT 704	Instructional Technology Foundations and Theories of Learning	3
EDIT 705	Instructional Design	3
EDIT 706	Business of Learning Design and Technologies	3
EDIT 730	Advanced Instructional Design	3
EDIT 732	Analyzing the User Experience in Learning Design and Technology	3
EDIT 751	Perspectives on Learning Analytics	3

EDIT 752	Designing and Evaluating the User Experience in Learning Design and Technology	3
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Total Credits 23

Electives

Code	Title	Credits
Select 7 credits from the following:		7
EDIT 526	Web Accessibility and Design	
EDIT 530	Scripting and Programming	
EDIT 571	Visual Design and Applications	
EDIT 573	Project Management	
EDIT 574	Social Media and Digital Collaboration Applications	
EDIT 575	e-Learning Design Applications	
EDIT 576	Mobile Learning and Applications	
EDIT 590	Educational Research in Technology	
EDIT 611	Innovations in e-Learning	
EDIT 710	Online Teaching Essentials	
EDIT 772	Virtual Worlds, Augmented Reality, and Gaming Applications	

Total Credits 7