

LEARNING TECHNOLOGIES GRADUATE CERTIFICATE

Banner Code: E1-CERG-LTCH

Academic Advising

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Available Concentrations

There are three available concentrations, two of which meet the needs of K-12 educators interested in teaching in blended as well as fully online learning environments, and one focused on learning designers working in industry, government, and the non-profit sector. All three concentrations are offered fully online.

Concentration in Blended and Online Learning in Schools

This concentration meets the needs of K-12 educators interested in teaching in blended as well as fully online learning environments. The concentration is offered fully online.

Concentration in Designing Digital Learning in Schools

This concentration is offered to practicing teachers who wish to gain the necessary knowledge and skills for integrating digital learning and K-12 curricular knowledge outcomes. The concentration is framed by four learning outcomes: investigation of the theory and practice of digital learning, connection of digital learning and knowledge outcomes, use of design principles and processes to inform practice, and knowledge of a range of technologies appropriate for PreK-12 learners.

Concentration in E-Learning

This concentration provides professionals with specialized knowledge in instructional design and e-learning practices that utilize current and emerging technologies to meet education and training goals in communities, government agencies, and corporate settings. Courses are offered totally online.

Admissions & Policies

Policies

For policies governing all graduate certificates, see AP6.8 Requirements for Graduate Certificates (<http://catalog.gmu.edu/policies/academic/graduate-policies/#ap-6-8>).

Requirements

Certificate Requirements

Total credits: 15-18

This certificate may be pursued on a full-or part-time basis.

Students pursuing this graduate certificate may choose from any of the following concentrations:

Concentration in Blended and Online Learning in Schools (BOLS)

Total credits: 15

This concentration may be pursued on a part-time basis only.

Coursework

| Code | Title | Credits |
|---------------|--|---------|
| EDIT 760 | Blended and Online Teachers and Learners | 1 |
| EDIT 761 | Models of Blended and Online Learning | 2 |
| EDIT 763 | Tools for K-12 Blended and Online Learning | 2 |
| EDIT 767 | Designing K-12 Blended and Online Learning | 3 |
| EDIT 768 | K-12 Online Design I | 1 |
| EDIT 791 | Project Development Practicum I (6 credits are required) | 6 |
| Total Credits | | 15 |

Concentration in Designing Digital Learning in Schools (DDLS)

Total credits: 18

This concentration may be pursued on a part-time basis only.

Coursework

| Code | Title | Credits |
|---------------|--|---------|
| EDIT 780 | Principles of School-Based Design | 3 |
| EDIT 781 | Designing for Information Using | 3 |
| EDIT 782 | Designing for Literacy | 3 |
| EDIT 783 | Designing for Problem Solving | 3 |
| EDIT 784 | Designing for Community Participation | 3 |
| EDIT 787 | Teacher Leadership and Advocacy for Digital Learning | 3 |
| Total Credits | | 18 |

Concentration in E-Learning (ELRN)

Total credits: 15

This concentration may be pursued on a full-time or part-time basis.

Coursework

| Code | Title | Credits |
|---------------|--|---------|
| EDIT 611 | Innovations in e-Learning | 3 |
| EDIT 705 | Instructional Design | 3 |
| EDIT 706 | Business of Learning Design and Technologies | 3 |
| Total Credits | | 9 |

Electives

E-Learning electives are offered for variable credit each semester and cover industry-standard commercial and open source software tools.

| Code | Title | Credits |
|--------------------------------------|--|----------------|
| Select 6 credits from the following: | | 6 |
| 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 601 | Exploring Trends and Professional Identity in the Learning Design and Technology Field | |
| EDIT 701 | Exploring Career Opportunities in the Learning Design and Technology (LDT) Field | |
| EDIT 710 | Online Teaching Essentials | |
| EDIT 772 | Virtual Worlds, Augmented Reality, and Gaming Applications | |
| Total Credits | | 6 |