

Instructional Design and Technology (M.S.)

Learning Technologies Division
2nd Floor College of Education Building

Dr. Mike Law, Program Coordinator

The Master of Science with a major in Instructional Design and Technology provides students with the basic knowledge, skills, and attitudes required to perform as instructional technologists. An instructional technologist is a professional educator who can combine knowledge of the learning process, knowledge of instructional systems theory, and knowledge of various forms of media and learning environments to create the most effective and efficient learning experiences. The program is designed for individuals interested in working in the field of instructional technology in a wide variety of education, training, and development areas such as those found in P-12 schools, business, and industry. To meet the individual needs and interests of the instructional technology students, the program provides a maximum amount of flexibility in course selection. In addition, ample opportunities are provided for applying the competencies learned in the classroom to job-related situations.

The M.S. major in Instructional Design and Technology program is offered online by the Learning Technologies Division. To find out more information about the online program and courses, please go to <http://ltd.education.gsu.edu/>.

Program Admission

The applicant must aspire to or currently hold a position related to the application of instructional technology in an education or training environment. In addition, the applicant must possess basic computing technology skills.

Program Degree Requirements

Master of Science in Instructional Design and Technology

- A. Professional Studies (9)
 - Select one (3):
 - EPRS 7900 Methods of Research in Education (3)
 - EPRS 7910 Action Research (3)
 - EPRS 7920 Classroom Testing, Grading, and Assessment (3)
 - Select two (6):
 - EPSF 8440 Foundations of Curriculum Development (3)
 - EPY 7080 The Psychology of Learning and Learners (3)

- EPY 8070 Understanding and Facilitating Adult Learning (3)

B. Major (24)

○ Required (15):

- LT 7100 Design of Performance and Instructional Systems (3)
- LT 7150 Analysis of Performance and Instructional Systems (3)
- LT 8000 Foundations of Instructional Technology (3)
- LT 8150 Managing Instructional Technology Projects (3)
- LT 8200 Diffusion and Adoption of Technological innovation (3)

○ Select three (9):

- LT 7360 Integrating Technology in School-Based Learning Environments (3)
- LT 8050 Evaluation and Assessment of Online Learning (3)
- LT 8090 Internet for Educators (3)
- LT 8360 Design and Development of Multimedia for Education and Training (3)
- LT 8390 Analysis of Education, Training, and Performance Support Centers (3)
- LT 8400 Advanced Authoring Technologies (3)
- LT 8420 Topics in Instructional Technology (3)
- LT 8440 eLearning Environments (3)
- LT 8550 Human Performance Technology (3)
- Other courses may be selected with consent of advisor.

C. Internship (3)

- Required (3): LT 8660 Internship in Instructional Technology (3)

Students must have completed at least 24 semester hours of program coursework before taking LT 8660.

Exit Requirement: Students must achieve a satisfactory score on a written departmental examination and successfully present a portfolio of their work in instructional technology.

Program total: minimum of 36 semester hours