ITD - INSTRUCTIONAL TECHNOLOGY AND DESIGN (ITD)

*Course Fees are Per Credit Hour

**ITD 602P. Instructional Technology & Design Tools. (3 Credits)**
Provides a critical analysis of technology, focusing on the ways (positive and negative) it affects society, schooling and professional development. This course addresses methodologies for selecting and evaluating technology for learning purposes in a variety of professional settings through practical application and examination of extant literature. (Offered on sufficient demand)
Course Fees: $60

**ITD 612P. Instructional Design Principles. (3 Credits)**
This course provides an introduction to the professional field and profession of instructional technology. It provides a sense of history, an explanation of how the components of the field fit together with major emphasis on the evolution of the major themes and movements in the field. Students will explore principles and practices of multiple Instructional Design (ID) models; examine the process in professional settings; and obtain information necessary to make informed decisions as they design and develop instruction, offering them a variety of possible approaches for each step in the ID process. Prerequisite: ITD 602P. (Offered upon sufficient demand)
Course Fees: $60

**ITD 622P. Exemplary Course Design. (3 Credits)**
The purpose of this course is to prepare the student with knowledge and skills in modeling, simulation, testing or analysis in real-world context using interactive multimedia processes. It provides students with best practices and characteristics of high quality course design with quality frameworks and emphasis on the importance of continuous improvement. Students will explore quality assurance rubrics and engage in authentic instructional design practice. Prerequisite: ITD 602P. (Offered upon sufficient demand)
Course Fees: $60

**ITD 632. Principles of Adult Learning. (3 Credits)**
This course provides students with an opportunity to study factors that determine how adults learn, as well as appropriate instructional strategies to best reach these learners. The course will focus on using adult learning principles to strategically design training materials and facilitate adult learning and education.
Course Fees: $60

**ITD 642. Data-Driven Instructional Design and Visualization. (3 Credits)**
This course prepares students to collect, analyze, and draw conclusions from data. Utilizing technology, students will develop data collection instruments, analyze data, and present the results in a clear and visually appealing way.
Course Fees: $60

**ITD 652. Project Management for Instructional Designers. (3 Credits)**
This course focuses on managing a project from the beginning stages through completion. Students will learn how to determine priorities of an organization, design and execute a plan, and close a project.
Course Fees: $60

**ITD 671. Advanced E-Learning Design. (3 Credits)**
This course provides students with the knowledge and skills in designing highly engaging learning environments to support understanding, inquiry, problem solving, communication, and collaboration. Prerequisite: ITD 622P.
Course Fees: $60

**ITD 672. Instructional Technology and Design Leadership. (3 Credits)**
This course provides students with the knowledge and skills to effectively lead in the area of instructional technology and design.
Course Fees: $60

**ITD 681. Foundations of Workplace Performance I. (3 Credits)**
This course provides students with a historical context of instructional technology and design. Human performance models will be introduced and students will investigate proper procedures for conducting an organizational analysis.
Course Fees: $60

**ITD 682. Foundations of Workplace Performance II. (3 Credits)**
A continuation of ITD 681 with emphasis on students developing, applying, and evaluating appropriate interventions in real-world situations. Prerequisites: ITD 602P, ITD 681.
Course Fees: $60

**ITD 690. Gamification. (3 Credits)**
This course introduces students to gamification mechanisms and how they can be implemented into a learning management system. Special focus will be placed on applying game design principles to create learning environments that are personalized, visually appealing, and engaging.
Course Fees: $60

**ITD 691. Issues and Trends in Instructional Technology and Design. (3 Credits)**
Students will examine current issues, explore recent research, and investigate emerging trends in instructional technology and design. Students investigate strategies for making informed decisions regarding enhancing the curriculum, ethics, and equity.
Course Fees: $60

**ITD 692. Assistive Technologies. (3 Credits)**
This course provides students with a basic knowledge about the field of assistive technology, a wide range of assistive technology devices, and different aspects of using assistive technology to meet the needs of individuals with disabilities.
Course Fees: $60

**ITD 697. Special Topics/Independent Study. (3 Credits)**
Detailed examination of a specific topic or internship within the field of Instructional Technology & Design. This course may be taken a maximum of two times for credit. Prerequisite: Department permit required. (Offered upon sufficient demand)
Course Fees: $60

ITD 670. Gamification. (3 Credits)
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ITD 698. Capstone Project & Portfolio. (3 Credits)
This is the culminating course in the MSITD program. The capstone project and electronic portfolio demonstrates the depth and breadth of your educational growth through the ITD program and highlights the knowledge and skills you have gained as well as your development as a reflective practitioner. It provides you with the opportunity to apply, integrate and synthesize key concepts that you learn from courses in your program of study. The capstone project requires that you work with a Subject Matter Expert to identify an authentic and challenging technology-related issue, problem, or opportunity, and then design, and develop pedagogically sound solutions to meet that need. To be completed during last semester of coursework. Prerequisite: Department Approval. (Fall, Spring, Summer)