

# LEARNING, DESIGN, AND TECHNOLOGY, MINOR

Requirements for a minor may be completed at any campus location offering the specified courses for the minor. Students may not change from a campus that offers their major to a campus that does not offer their major for the purpose of completing a minor.

## Program Description

The Learning, Design, and Technology undergraduate minor (LDT) is an 18-credit program on the fundamental concepts and state-of-the-art skills in learning design focused on training education professionals for industry, government, cultural institutions, and community-based organizations. Students will: a) identify key theories that support learning in for-profit and not-for-profit organizations; b) create effective, engaging, and inclusive out-of-school learning activities; c) understand the importance of creating equity-oriented learning environments; d) evaluate and incorporate learning technologies into a variety of educational settings; e) integrate asset-based learning strategies into educational programs for industry, government, cultural institutions, and community-based organizations, and f) develop a portfolio of educational and learning design artifacts to demonstrate job-ready skills for a variety of employers.

Students graduating with a minor in LDT will be positioned for successful careers in learning design and education positions for industry, government, cultural institutions, and community-based organizations. The LDT minor is compatible with technical, scientific, humanities, healthcare, or arts-oriented majors. The LDT minor focuses on educational activities and learning that occurs outside of schools; it does not prepare students to become certified K-12 teachers.

## What is Learning, Design, and Technology?

Learning, Design, and Technology is an interdisciplinary field focused on understanding how people learn and how to design effective learning environments. LDT brings together theory from the learning sciences, skills from studio-based learning design, concepts on how to integrate educational technology into equitable learning environments, and principles from instructional design. LDT professionals work in for-profit and not-for-profit organizations teaching, designing workshops, developing learning technologies, and providing educational resources.

## You Might Like This Program If...

- You are passionate about designing interactive learning activities and instructional technologies for out-of-school settings.
- You want to use learning theory to effectively engage workers, students, volunteers, and trainees in for-profit and non-profit educational programs.
- You hope to improve learner performance while enhancing the quality of learning experiences.
- You seek to develop lesson plans and educational resources using current theories of learning and instruction.
- You plan to pursue a career in learning design (e.g., learning engineering, instructional design, out-of-school education, workforce development, museum education, educational game development).

## Program Requirements

Requirement	Credits
Requirements for the Minor	18

### Requirements for the Minor

A grade of C or better is required for all courses in the minor, as specified by Senate Policy 59-10 (<https://senate.psu.edu/students/policies-and-rules-for-undergraduate-students/59-00-minors-and-certificates/>). In addition, at least six credits of the minor must be unique from the prescribed courses required by a student's major(s).

Code	Title	Credits
<b>Prescribed Courses</b>		
<i>Prescribed Courses: Require a grade of C or better</i>		
LDT 101	Effective Communication and Teaching Strategies for Corporate and Community Educators	3
LDT 110N	Making with Art and Learning Technologies	3
LDT 215	Creating Designs for Learning	3
LDT 410	Advanced Learning Experience Design Lab	3
<b>Additional Courses</b>		
<i>Additional Courses: Require a grade of C or better</i>		
Select 3 credits from the following:		3
CI 185	Principles of Social Justice in Education	
EDPSY 11	Educational Implications of Individual Differences in Childhood	
EDPSY 14	Learning and Instruction	
EDPSY 14H	Learning and Instruction	
EDTHP 416	Sociology of Education	
LDT 100	World Technologies and Learning	
<b>Supporting Courses and Related Areas</b>		
<i>Supporting Courses and Related Areas: Require a grade of C or better</i>		
Select 3 credits from the following 400-level courses:		3
EDPSY 421	Learning Processes in Relation to Educational Practices	
LDT 401	Gaming to Learn	
LDT 440	Educational Technology Integration	
LDT 467	Emerging Web Technologies and Learning	
LDT 495	Internship in Learning, Design, and Technology	
LDT 497	Special Topics	