LEARNING DESIGN AND
TECHNOLOGY (LDT)

LDT 505: Integrating Mobile Technologies into Learning Environments
3 Credits
Research on learning with mobile computers and models for mobile
computer integration for K-12 schools, community organizations, and
universities. LDT 505 Integrating Mobile Technologies into Learning
Environments examines how people use and learn with mobile computers
in their everyday lives around the world. The focus is on the uses and
educational possibilities of mobile computers to serve as tools that
can support people in various learning environments (such as schools,
colleges and universities, training and professional development,
museums, libraries, homes, and workplaces). Topical areas are covered
that build from empirical studies about how people learn with mobile
forms of computing: (1) how people use mobile computers in their
everyday lives, (2) key theoretical perspectives on how people learn
with mobile computers, and (3) research findings on integrating mobile
computers into the design of learning environments. In addition to
activities for the whole class, students select one course strand to
support their own interests and final project. The course strands are
tailored to students’ interests and can include (1) integrating
mobile computers to support families and young people, in and out of
school, (2) integrating mobile computers to support adult learners in
higher education (includes distance education), (3) integrating mobile
computers to support workforce development, vocational education,
professional development, certification achievement, and on-the-job
training, and (4) integrating mobile computers within community-based
organizations, personal hobbies, and cultural institutions.

LDT 525: Instructional Design Models, Strategies, and Tactics
3 Credits
Application of instructional design models and design of appropriate
instructional strategies and tactics.
Prerequisite: LDT 415

LDT 527: Designing Constructivist Learning Environments
3 Credits
Designing learning environments based on constructivist principles of
learning that provide modeling, coaching, and scaffolding.

LDT 544: Video for Instruction, Training, and Research
3 Credits
Theory, design models, and methodologies supporting the use of video in
a variety of learning environments.
Prerequisite: INSYS447

LDT 549: Current Topics in Emerging Technologies
3 Credits
An in-depth seminar on the instructional and training design implications
of specific new technologies as they emerge.

LDT 550: Learning Design Studio
3 Credits/Maximum of 12
Examines a range of skills, processes, and theories for designing and
developing interactive educational materials.

LDT 553: Managing and Consulting for Instructional Development
3 Credits
Knowledge and skills in managing and coordinating an instructional
development project and consulting with subject matter experts and
clients.
Prerequisite: INSYS525

LDT 566: Computers as Learning Tools
3 Credits
Amplifying thinking or organizing mental functions with computers.

LDT 574: Applied Qualitative Research for Work Practice, Innovation, and
Systems Design
3 Credits
Investigates qualitative research paradigms and methodologies; develops
skills in use of ethnographic methods in work practice, innovation and
systems design.
Prerequisite: ADTED550

LDT 575: Designing Experimental Research in Learning, Design, and
Technology
3 Credits
Designing research studies in Learning, Design, and Technology of a
qualitative and experiential nature, which results in a research proposal.

LDT 576: Design-based Research Methods, Applications for Educational
Research
3 Credits
The course focuses on design-based research methods in education.

LDT 577: Computer Supported Collaborative Learning
3 Credits
CSCL is an interdisciplinary branch within the Learning Sciences that
focuses on the study of social learning processes with and without
technology, and the development and evaluation of tools to improve the
practice of collective cognition in learning contexts. CSCL also promotes
a shift in mainstream education from a practice that prioritizes individual
knowledge acquisition of inert forms of knowledge about things, to one
that prioritizes higher forms of psychological function, such as control
over learning processes, artifact creation, and collaborative knowledge
building. The CSCL community is made up of a diverse collection of
Learning Design and Technology (LDT)

researchers and includes design and lab-based studies. As such, this class will provide an overview of a variety of literature in CSCL and take a collaborative approach towards exploring this exciting field. We will use collaborative technologies to discuss and build understanding of key CSCL theories, learn about CSCL methodologies, and create new tools, artifacts, and designs to articulate our developing understanding.

LDT 581: Theoretical Foundations of Learning, Design, and Technology
3 Credits
Analysis of theoretical foundations of the instructional systems (systems and cybernetics, communications, cognitive psychology, sociological, constructivist, ecological) for doctoral students.

Prerequisite: PH.D. or D.ED. candidacy

LDT 583: Survey of Research in Learning Sciences and Technology
3 Credits
Analysis and evaluation of research in domains of learning sciences and technology. This course reviews the empirical research literature from the Learning Sciences and Technology fields. Students will gain experiences reading and understanding research papers to understand modern perspectives on the theories, models, methods, and tools used in the learning sciences.

Cross-listed with: SCIED 583

LDT 586: Diffusion and Adoption of Innovations and Change
3 Credits
Understanding change process in educational contexts, comparing various models, tailoring them to individual needs, and creating personalized model of change.

LDT 594: Research Topics
1-18 Credits/Maximum of 18
Supervised student activities on research projects identified on an individual or small group basis.

LDT 595: Internship
1-18 Credits/Maximum of 18
Supervised off-campus, nongroup instruction, including field experiences, practicums, or internships. Written and oral critique of activity required.

LDT 596: Individual Studies
1-9 Credits/Maximum of 9
Creative projects, including nonthesis research, which are supervised on an individual basis and which fall outside the scope of formal courses.

LDT 597B: **SPECIAL TOPICS**
3 Credits

LDT 600: Thesis Research
1-15 Credits/Maximum of 999
NO DESCRIPTION.

LDT 601: Ph.D. Dissertation Full-Time
0 Credits/Maximum of 999
NO DESCRIPTION.

LDT 602: Supervised Experience In College Teaching
1-3 Credits/Maximum of 6
NO DESCRIPTION.

LDT 604: Thesis Research Off-Campus
1-15 Credits/Maximum of 999
NO DESCRIPTION.

LDT 611: Ph.D. Dissertation Part-Time
0 Credits/Maximum of 999
NO DESCRIPTION.

LDT 832: Designing e-learning Within Course Management Systems
3 Credits
Practical design of instructor-facilitated online lessons taking advantage of the affordances and within the constraints of course management systems. LDT 832 Designing e-learning Within Course Management Systems (3) This course is intended for professionals in corporate and non-profit settings including those in online cyber schools, but will be informative for anyone designing online learning. Participants in this course learn to use the internal features of a CMS and to find and incorporate external tools (i.e., go outside the CMS, create something, bring it back inside). By controlling access and records, course management systems (CMS) provide a safe haven for online learning that protects the learners, the teachers, and the institution. But as closed systems, the CMS limits learning approaches to what is available within the CMS. This course requires directed hands-on experience with a CMS to develop understanding with the capability and limitations of management systems. Students who successfully complete this course will have an expanded repertoire for designing, developing, and implementing learning online and a skill set for integrating new tools and approaches into their instruction. This course provides professionals in corporate and non-profit and other settings with hands-on experiences with online management systems to gain command of, and extend its use. Topical areas that you will read, discuss, and write about include the affordances and constraints of Course Management Systems, the tension between safety online versus access to open resources, mandates (i.e., FERPA and accessibility issues), the current and future forms of virtual classrooms, instructional design models for e-learning, the role of lesson plans as learning objects, evidenced-based didactic and constructivist delivery strategies including project-oriented approaches, problem-based learning, and case-based learning, and e-learning assessment. Subsidiary topics covered include games,
simulations, mobile learning, and other breaking current topics related to online course design and delivery. The role and significance of social learning approaches in online courses are emphasized as an essential dynamic in current online courses (e.g., asynchronous discussions, learning communities, and community of inquiry). You will be asked to prepare and then moderate a class discussion and also to participate in an external professional learning community. A central outcome of this course is to actually design effective learning in a CMS. The final course project consists of a learning module that you develop within a course management system of your choice on a topic of your choice for an audience of your choice, and includes serving as instructor or facilitator of that module. You will also review lessons developed by others to provide formative feedback on those modules.

LDT 835: Supervised Field Experience in Online Instruction

3 Credits

The Supervised Field Experience in Online Teaching is a practical application of contemporary skills and practice related to online or hybrid (residential + online) education. This field experience allows students to apply and demonstrate their skills in designing, developing, and delivering online instruction to an authentic audience. The supervised field experience synthesizes and applies online program instruction in a real-world context. The experience can be tailored and differentiated to match the students' professional goals related to their desired role(s) within an educational system. The student's online teaching field experience will contain adequate rigor that both demonstrates practical application of skills learned during Learning, Design, and Technology certificate or degree coursework as well as provide new opportunities for professional development and growth.

LDT 894: CAPSTONE EXPERIENCE

1-9 Credits/Maximum of 999

Supervised, professionally oriented student activities that constitute the culminating experience for the program.

LDT 895: Internship

1-18 Credits/Maximum of 18

Supervised, professionally oriented, off-campus, nongroup instruction, including field experiences, practicums, or internships. Written and oral critique of activity required.

LDT 896: Individual Studies

1-9 Credits/Maximum of 999

Creative projects with a professional orientation, including nonthesis research, that are supervised on an individual basis and which fall outside the scope of formal courses. Creative projects, including nonthesis research, that are supervised on an individual basis and which fall outside the scope of formal courses.

LDT 897: Special Topics

1-9 Credits/Maximum of 12

Formal courses given on a topical or special interest subject with a professional orientation that may be offered infrequently.