

Master of Science in Education in Learning Design and Technology

Course Descriptions (2013-2015)

Purdue's MSED in Learning Design and Technology provides learners with effective strategies and techniques for educating students and training employees. This program puts learners in the driver's seat with real-world examples and brings them up to speed with the very latest instructional techniques aimed to inspire, excite and enlighten your students.

The program requires a total of 33 credit hours, including 27 credit hours of required courses and six credit hours of electives.

Required Courses

EDCI 51300 - Foundations of Educational Technology

This course provides an historical overview of the field and delineates the foundational knowledge, skills, and attitudes needed by professionals in the field of educational technology and instructional design. Students explore the field by engaging in collaborative projects along with thinking and writing about various aspects of educational technology and the underlying instructional design theories.

EDCI 53100 - Learning Theories and Instructional Design

This course helps students learn how theories of human learning and motivation can be applied to the instructional process in order to make the process more effective, efficient, and/or appealing. The focus of the course is on two areas: 1) the theoretical principles that have contributed to the field of Instructional Design (ID), and 2) how those principles can be applied within practical settings.

EDCI 56900 - Introduction to E-Learning

This course examines the design of learning systems within a project-based context. A primary focus is on the design and development of effective learning strategies within computer-based, online and networked learning environments. Practical aspects of designing online learning systems in a variety of contexts are addressed while completing project work.

EDCI 57200 - Introduction to Learning Systems Design

This course examines the processes of instructional design within a project-based context. A primary focus is on the design of effective learning strategies that are motivating, efficient and effective. Practical aspects of designing instructional learning systems in the classroom and workplace are addressed while completing project work.

EDCI 57300 - Instructional Development Practicum

Supervised field experience in programs involving instructional development activities. Students participate in ongoing projects in the design and development of instructional materials and training programs in business and industry, medical facilities or other settings deemed appropriate. Students will develop skills in their fields of interest as well as learn about the job demands of that field. The purpose of the practicum is to provide students with the opportunity to apply knowledge gained in EDCI 57200 and other instructional development courses with practical field experiences.

EDCI 57700 - Strategic Assessment and Evaluation

This course explores principles and techniques that can be used to carry out evaluations within an organization and assessments of individual learners. The course will examine several aspects of conducting evaluations: planning and designing an evaluation, developing appropriate instruments, using various methods to collect information, analyzing information obtained from those methods, and communicating results and recommendation. Approximately one-half of the course will be dedicated to the study of learner assessment, and the remaining half of the course will be dedicated to the study of program evaluation.

EDCI 66000 (A&B) - Learning Design and Technology Seminar

This seminar is designed to help students learn about the applications of instructional design and educational technology in K-12 and higher education settings, corporate and R&D environments, and consulting. In addition, students engage in discussions with peers and LDT faculty about topics related to the program and program requirements, such as the portfolio.

EDCI 67000 - Learning Design and Technology Integrated Portfolio

This course has been designed to help students prepare a portfolio as required for the MS degree. The portfolio will contain student work aligned with LDT competencies and will be reviewed by committee members in the final semester of the program.

EDCI 67200 - Advanced Practices in Learning Systems Design

This course comprises a case-based approach to learning instructional design (ID) skills. Students in EDCI 67200 engage in authentic design activities via participation in a community of practice. Activities include co-analyzing instructional design problems, working with diverse teams and individuals, creating real instructional design products or cases, and giving and receiving constructive feedback.

My Electives

EDCI 56400 - Integration and Management of Computers in Education

This course is intended for pre-service teachers, in-service teachers, administrators, trainers, and others who use or intend to use computers in educational settings. This course focuses on techniques for and issues related to integrating computers in educational environments. Topics covered stem from literature in the field and include: educational reform, popular computer applications, management issues, information and security issues, and designing educational applications for use in educational settings.

EDCI 56800 - Partnering with Web-based Tools for Learner-Centered Environments

This course provides an in-depth look at Web-based digital tools for teaching and learning, with a focus on learner-centered activities and environments. Emphasis is given to applying the knowledge and skills necessary to create a Web-based, student-centered lesson/unit that provides diverse learners with opportunities for formal and informal learning. Course content is applicable to both independent and collaborative learning, as well as use of the Web as the sole educational delivery system or in combination with other approaches, including traditional classroom instruction.

EDCI 57500 - Foundations of Distance Learning

An introduction to the field of distance learning/education. Examination of basic concepts and principles of distance learning, the theoretical underpinnings of the field, research and application literature, and distance education delivery technologies. A systematic approach to the design, development, delivery, and evaluation of instruction for learners at a distance is emphasized. Special attention is given to course management systems.