

EDU: TECHNOLOGY & MEDIA (EME)

EME 2040 - Intro to Tech for Educ (3 Credits)

Introduction to computers and technologies, and their function in the classroom to augment the teaching and learning processes.

EME 5053 - Foundations of Learning Tech (3 Credits)

Survey of the history, ethical practice, and trends of educational technology in professional fields including adoption and integration, selection and evaluation of digital resources to facilitate learning and enhance performance, and sources of ongoing professional learning.

EME 6207 - Educational Web Design (3 Credits)

Application of methods for creating, developing, and maintaining websites for educational use, including HTML, CSS, accessibility, and usability.

EME 6209 - Visual Media for Learning (3 Credits)

Introduction to principles of effective visual media design for learning. Creation of graphics, animations, presentations, and videos for use as instructional materials. Application of research-based best practices for design, accessibility, and usability for visual instructional media.

EME 6235 - Professional Practicum (3 Credits)

Provide a context for industry and school-based leadership skills in managing educational technology projects in formal and informal learning environments. Includes managing, planning, administration, training, leadership, budgeting, ethics, evaluation, and grant writing.

Attribute(s): WBLI - Work based learning indicator

EME 6405 - Technology Integration (3 Credits)

Application of digital tools and resources that provide authentic learning experiences aligned with relevant standards and best practices in a variety of learning settings.

EME 6408 - Universal Design for Learning (3 Credits)

Introduction to the Universal Design for Learning (UDL) framework. Emphasis on how to design instruction, environments, and assessments using the UDL framework's principles and guidelines.

EME 6417 - Teaching in Virtual Settings (3 Credits)

Explores pedagogies and digital tools related to virtual and online participatory learning environments. Focuses on designing, organizing, managing, and utilizing online resources and technologies for virtual teaching and learning.

EME 6465 - Interactive Learning (3 Credits)

An exploration of teaching and learning resources using interactive software and other new technologies with focus on principles of human-computer-human interactions in instructional settings.

EME 6606 - Foundations of ID (3 Credits)

Exploration of instructional design models and processes, learning theories, human performance technologies, the role of project management in instructional design, formative and summative evaluation, systems thinking in context, consulting skills, and professional organizations in ID.

EME 6607 - Instructional Program Analysis (3 Credits)

Students will apply relevant instructional theories and models to realistic organizational situations using evidence-based consultative practices. Students will design effective training and performance solutions related to improving organizational products, processes, and services.

EME 6617 - Learning Management Systems (3 Credits)

Build and develop optimized learning materials using administrative features of a learning management system (LMS) to monitor user progress, deploy learning content, personalize online learning, and create and update learning modules.

EME 6646 - Digital Narrative & Cognition (3 Credits)

Investigation of the ways that new media have changed contemporary society and the cultural narratives that shape it, with a focus on digital storytelling for instructional design to develop meaning and facilitate comprehension.

EME 6675 - Design for Informal Learning (3 Credits)

Application of learner-centered, student-driven learning design and competency-based assessment.

EME 6696 - Media Ecology (3 Credits)

This course focuses on the study of media environments, technology and techniques, modes of information, and codes of communication that play a role in human - human interactions in learning environments.

EME 6930 - ID in Practice (3 Credits)

This course prepares students for professional roles in instructional design who can integrate the roles of learning expert, researcher, project manager, and relationship manager. Course employs a cognitive apprenticeship approach using scenario-based learning.

EME 6936 - Current Trends in IDET (3 Credits)

Students will explore and evaluate latest trends in instructional design and educational technology for use in a variety of learning environments.

EME 6938 - Capstone Seminar: Ed Tech (1-3 Credits)

Candidates will design a scholarly project under the direction of the faculty advisor that integrates the principles, theories, and concepts of the core courses of the C & I program and the student's concentration. Students may register for up to 2 additional hours in subsequent semesters. Permission of instructor required.

EME 6940 - Design Experience (3 Credits)

Students complete a case-based design experience focused on their preferred professional practice that demonstrates program learning outcome competencies for external audiences.

Attribute(s): WBLI - Work based learning indicator

EME 7235L - Design Studio (3 Credits)

This is the first of two capstone courses in which students learn to identify an authentic problem related to the field of learning, design, and technology and decide on a potential innovative solution.

Prerequisite(s): EME 7465L and EME 7607 and EME 7675

EME 7465L - Design Tools For Learning (3 Credits)

Candidates identify and increase their skills using innovative design tool(s) to create new ways of thinking about learning. The tool(s) chosen will be further developed in the design studio courses.

Prerequisite(s): EME 7677 (may be taken concurrently)

EME 7608 - Innovations in Learning (3 Credits)

Develops participants' literacy about latest trends to enhance their skills in digital pedagogy, instructional design, and problem solving. Successful completion implies a demonstration of effectively using design as a means to innovate teaching and learning.

EME 7623 - Design for Virtual-Aug Reality (3 Credits)

Provide educators and instructional designers with theoretical and practical knowledge of Artificial Intelligence (AI), Virtual, Augmented, and Mixed Realities to enhance candidates' competencies in integrating all four domains into classroom learning experiences and practices.

EME 7672 - Educational Design Research (3 Credits)

Students will design methodologies to explore, evaluate, synthesize, and apply methods of inquiry to enhance innovative learning.

EME 7677 - Design Thinking & Problem Solv (3 Credits)

This course is an immersive experience into design thinking: an empathy-based, human-centered, and rapid prototype-driven methodology for innovation.

EME 7941 - Design Studio Practicum (3 Credits)

This course is intended to help candidates develop an innovative solution for an authentic problem related to the field of learning, design, and technology. Students will also develop a planned applied research activity.

Prerequisite(s): EME 7465L and EME 7675 and EME 7235L and EME 7607

Attribute(s): WBLI - Work based learning indicator