

# Instructional Design and Technology Master of Science

## Degree Type

Master of Science

## Environment

online

## Program Length

48 weeks

## Overview

The curriculum for the Instructional Design & Technology Master of Science Degree Program is based on a simple concept: providing new tools and methods to improve instruction. Many of today's learners have embraced technology's role in their day-to-day lives, but few conventional instructional practices have taken advantage of this reality. The innovative approach of the Instructional Design & Technology program is designed to give you hands-on experience with the type of dynamic media that can transform a traditional instructional setting into an inspirational and interactive atmosphere. It's about crafting an environment where media skills and technology form the language of the learning environment. Throughout the program, you'll discover how to incorporate interactive instructional tools to enrich the learning experience. Some of these methods include the use of tools like Apple's professional media creation applications and other digital media concepts, and even techniques like storytelling methods and game strategies. You'll also explore different theories about how people learn, discover how to take advantage of different motivational techniques, and learn how to create compelling and inspirational content for online curricula. This well-rounded education will help you enhance your content creation skills in preparation for entering or advancing through the career fields of corporate training, instructional design, education, and online learning.

## Objective

**Master's Objective** Our goal is to provide you with focused knowledge and understanding of learning and instructional design theories, curriculum development, media design elements, and technology applications, allowing you to be successful in the corporate training, instructional design, and education fields. Upon completion of this master's degree program, you will have an enhanced ability to create, develop, design, and produce instructional content using a variety of technology applications for corporate or academic environments. This program will also help develop your writing, time-management, and team building skills to assist you in the development and dissemination of engaging instructional content, innovative media design, and technology projects that captivate and inspire today's learner.

## Month 1

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3.0

## Month 2

Month 2

Code	Title	Credit Hours
IDT520	Strategies for Learner Engagement	3.0

## Month 3

Month 3

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
EDM533	Visual and Verbal Communication in Instructional Design	3.0

## Month 4

Month 4

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
IDT552	Corporate Training and Motivational Development	3.0

## Month 5

Month 5

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
IDT574	Digital Media and Learning Applications	3.0

## Month 6

Month 6

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
MUS6018	Music and Audio for Instructional Design	3.0

## Month 7

Month 7

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
IDT610	Filmmaking Principles for Instructional Design	3.0

## Month 8

Month 8

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
EME6227	Game Strategies and Motivation	3.0

## Month 9

Month 9

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
EME6630	Learning Management Systems and Organization	3.0

## Month 10

Month 10

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
IDT562	Instructional Design and Evaluation	3.0

## Month 11

Month 11

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
IDT680	Media Asset Creation	3.0

## Month 12

Month 12

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
IDT690	Instructional Design and Technology Final Project	3.0
<b>Total Credit Hours</b>		<b>36</b>