

Learning, Design, and Technology Minor

Program Description

The need for well-trained and experienced instructional designers in the modern workforce is on the rise. Based on standards from leading organizations in performance improvement and instructional design, the Kennesaw State University Minor in Learning, Design, and Technology (LDT) prepares students to

- (a) analyze the education and training needs of an organization;
- (b) effectively apply instructional design and learning theories in workplace contexts; and
- (c) design, develop, and evaluate learning solutions for face-to-face, online, and hybrid learning environments.

The Minor in LDT is made up of 15 credit hours across five (5) courses. These courses provide the foundational skills and knowledge for instructional design work in business, medical, educational, or other domains, and can be a useful complement to a large number of degrees at KSU.

The minor in LDT requires a minimum of 15 credit hours including:

- A required of 12 credits must be completed in 3000 and 4000 level LDT course work.
- A flexible three (3) credits in a choice of five LDT courses.
- All courses must be passed with a grade of "C" grade or higher.

The minor does not lead to any state teacher certification.



This program is a part of the Clarice C. and Leland H. Bagwell College of Education.

Admission, Enrollment, and Graduation Policies

Admission Requirements

This program does not have specific admission requirements and only Admissions to Kennesaw State University is required.

Graduation Requirements

Each student is expected to meet the requirements outlined in the Academic Policies: 5.0 PROGRAM REQUIREMENTS & GRADUATION.

Program Course Requirements

Required Courses (12 Credit Hours)

- LDT 3100: Foundations of Instructional Design
- LDT 3300: Performance Improvement & Needs Assessment
- LDT 3400: Instructional Design & Development
- LDT 4100: Evaluation of Educational Programs

Elective (3 Credit Hours)

Select one of the following for three credit hours:

- LDT 1100: Making Learning Fun
- LDT 2100: Tools & Technologies for Learning
- LDT 3200: Foundations of Visual Design for Learning
- LDT 3500: Multimedia Design & Development for Learning
- LDT 4200: Interactive Learning Environments
- LDT 4300: Trends & Issues in Instructional Design
- LDT 4500: Project Management of Instructional Design

Program Total (15 Credit Hours)