Learning, Design, and Technology, B.S.

Program Description

The need for well-trained, 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 Bachelor of Science with a major in Learning, Design, and Technology prepares individuals to design, develop, implement, and evaluate instruction and training in business, medical, educational, and other domains.

Graduates of this program possess the knowledge and practical experience needed 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 program will leverage strategic partnerships to place graduates in careers in the corporate, non-profit, and educational sectors.

🍎 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 admission to Kennesaw State University is required. For more information, please visit the Admissions section of the Catalog.

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

Program Course Requirements

Core IMPACTS Curriculum (42 Credit Hours)
General Education Core IMPACTS Curriculum

Core Field of Study (18 Credit Hours)

Students must earn a "C" or better in these courses.

Required Courses (9 Credit Hours)

- LDT 1100: Making Learning Fun
- LDT 2100: Tools & Technologies for Learning
    Select 3 credit hours from the following list of courses::
- COMM 2033: Visual Communication
- CSE 1300: Introduction to Computing Principles
- IS 2200: Information Systems and Communication
- TCOM 2050: Issues in Digital Accessibility

Elective Courses (9 Credit Hours)

Select 9 credit hours of 1000-2000 level coursework from the following prefixes: ART, BIOL, CGDD, CHEM, COM, CSE, ECE, ECON, EDUC, ENGL, GEOG, HIST, HPE*, IAD, ICT, ISCI, IS, IT, MAED, MATH, MUAP, MUSI, PHYS, POLS, PSYC, STS, SWE, TCID, TCOM, or WELL.

Note: HPE 1000-level courses cannot satisfy General Education Field of Study requirements.

Major Requirements (33 Credit Hours)

Students must earn a "C" or better in these courses.

- LDT 3100: Foundations of Instructional Design
- LDT 3200: Foundations of Visual Design for Learning
- LDT 3300: Performance Improvement & Needs Assessment
- LDT 3400: Instructional Design & Development
- LDT 3500: Multimedia Design & Development for Learning
- LDT 3398: Internship in Learning, Design and Technology
- LDT 4100: Evaluation of Educational Programs
- LDT 4200: Interactive Learning Environments
- LDT 4300: Trends & Issues in Instructional Design
- LDT 4500: Project Management of Instructional Design
- LDT 4600: Capstone and Portfolio in Learning, Design, and Technology

University Electives (27 Credit Hours)

In accordance with KSU Graduation Policy, students must earn a grade of "D" or better in these courses while maintaining a minimum 2.00 cumulative GPA.

Upper-Division Electives (9 Credit Hours)
Select 9 credit hours of 3000-4000 level coursework from the University Catalog.

An additional 3 credit hours of LDT 3398 Internship in Learning, Design, and Technology may be used to satisfy credit requirements in this area.

These credit hours do not have to be taken in a single discipline, but should relate to a particular interest or career goal. Completion of a formal minor or certificate program is encouraged.

Free Electives (18 Credit Hours)
Select 18 credit hours of 1000-4000 level coursework from the University Catalog.

Program Total (120 Credit Hours)