

## **LDT 3500: Multimedia Design & Development for Learning**

### **3 Credit Hours**

In this course, students take a multimodal approach to uncovering the fundamental theories and practices of designing and developing for multimedia-rich learning environments. This course provides a practical introduction to current industry software suites and technology, including Adobe Creative Cloud and Articulate 360. Students can apply these multimedia and instructional design skills to multiple contexts (e.g., corporate training, online courses, and streaming video) to support diverse learners regardless of their background or experience.

## **LDT 4100: Evaluation of Educational Programs**

### **3 Credit Hours**

*Prerequisite: LDT 3400*

This course examines models and methods of formative and summative evaluation of instructional design products and programs. The effective and efficient evaluation of instructional and training programs is a key task for instructional designers, particularly in the face of demands for greater accountability. As a result, instructional designers are under increased pressure to show how designed instruction works and identify possible improvements. In this course, students learn the theories, processes, and procedures of program evaluation via diverse instructional tasks, including case study analyses and role play.

## **LDT 4200: Interactive Learning Environments**

### **3 Credit Hours**

This course examines the tools and technologies used to design interactive learning environments. apply their instructional design knowledge and technological skills to ILE design projects. Topics include understanding Quality Matters Rubrics, using various Learning Management Systems, designing interactive learning environments using tools like Adobe Captivate, Articulate Storyline, and SCORM, and integrating accessible tools to ensure the accessibility of the interactive learning environments.