

LDT 2100: Tools & Technologies for Learning

3 Credit Hours

Students learn to use tools and technologies for learning. Through hands-on activities to practice how to effectively use tools and technologies for learning, students apply the skills they learn into creating authentic technology-facilitated projects. Topics include using technology to promote their learning and to improve their productivity. Students also learn digital citizenship topics to manage their digital activities in ways appropriate for a 21st-century citizen.

LDT 3100: Foundations of Instructional Design

3 Credit Hours

This course provides the knowledge of the foundational theories, models, ethical principles, and career options in Learning, Design and Technology (LDT). Students engage in instructional design situations in which they apply the appropriate LDT models, theories, and ethical principles. Students select an LDT career option they are interested in and research the essential competencies of it to develop career goals within the LDT field.

LDT 3200: Foundations of Visual Design for Learning

3 Credit Hours

This course enables students to develop foundational visual communication design skills related to instructional design. With a focus on visual design, typography, grid structures, and the application of these skills to achieve specific instructional and learner goals, students use industry-standard technologies to demonstrate visual design proficiencies. Students create effective instructional and learner artifacts through sketching, digital rendering, and apply instructional design practices and processes.