Adelphi Ed Tech Courses

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The Adelphi *Master’s of Arts in Educational Technology* is a 32-credit graduate degree offered as a fully online program, as well as a blended degree based on Adelphi’s Garden City campus, with access to facilities and faculty at the Manhattan campus as well. Students complete **21 credits of required coursework** studying cognition and learning sciences, instructional design, digital media studies, and computer science. They choose elective courses, usually in-depth looks at current themes and technologies, for an additional **9 credits of electives**. Students complete the Master’s with a [**2 credit thesis** or thesis project which they design with their thesis advisor](thesis.html).

**✔ required course** | **✪ elective course**

✔ [EDT 501 Digital Literacies and 21st Century Skills](digital-literacies.html)

How do multimedia, texting, chat, status updates, and hypertext change the way we read and interpret texts? Students study various theories of literacy and how it changes with the introduction of digital technologies. Readings will include selections on new media, new literacy, multiliteracies, multimedia cognition, and visual semantics.

✔ [EDT 503 Technology and Instructional Design](instructional-design.html)

Students will learn the foundations of instructional design and understand how to integrate technology in meaningful ways in K-12, higher education or other educational settings. Students will also learn how to develop and assess learning plans that are aligned to technology standards and/or other learning outcomes.

✔ EDT 604 Technology and Society

Students are introduced to major critical views on technology, culture, society, and education. Students are also exposed to perspectives and ideologies such as Marxist, feminist, and posthumanism. These positions will help students analyze and contextualize the role of technology along sociotechnical, historical, political, pedagogical, and ethical lines.

✔ [CSC 602 Introduction to Computer Programming](intro-to-programming.html)

This course introduces students to programming and some core concepts of computer science, using a modern, object oriented programming language. Students learn concepts of variables, functions, selection, repetition/loops, basic data structures (arrays, lists, hashtables), and basic object oriented programming.

✔ [EDT 606 Educational Information Systems and Networks](school-networks.html)

From a foundation of computer networks and systems, this course expands to cover instructional technology infrastructure: file systems, users, wired and wireless networks, email, web servers, computer labs, and common educational software services. This course focuses on Free Software; where the source code is free to use, study, or modify. To explore these topics in this hands on class all students will be configuring their own Raspberry Pi computers and using them to complete a software/hardware project.

✪ [EDT 603 Programming Web-Based Educational Media](web-programming.html)

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✔ [EDT 618 Research and Evaluation of Educational Technology](research-seminar.html)

In this course, students investigate methods for determining if a given technology contributes to a stronger educational experience. Reviewing the body of research on educational technology, students will probe the merits of different methodologies. Students learn how to develop good research questions and choose methodologies to conduct their own investigations.

✔ [EDT 620 Educator’s Multimedia Studio](multimedia-studio.html)

✪ [EDT 612 Mobile Learning](mlearning.html)

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✪ [EDT 611 Learning with Video Games](video-games.html)

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✪ EDT 610 Online Learning

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✪ [EDT 613 Teaching with Social Media](social-media.html)

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✪ [EDT 791 S/T Learning analytics](learning-analytics_syllabus.pdf)

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✪ EDT 791 S/T The art of digital storytelling with video

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✪ [EDT 502 Foundations of Open Education](open-ed.html)

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