Master of Science in Education

Secondary Education with a Concentration in Instructional Design and Technology (MSEd)

John Baaki, Graduate Program Director

The Master of Science in Education – Secondary - instructional design and technology concentration is designed to meet the needs of professionals interested or involved in the design, development, and delivery of instruction. The courses are appropriate for a variety of venues, including preK-12, higher education, military, and business. In this specialization, student's select 24 to 30 credits in instructional design and technology plus the problems paper or seminar research option. Working with an advisor, students select courses that complement their backgrounds and professional goals. *The MSEd - Secondary -- instructional design and technology concentration is offered on-campus and online.*

Admission

Students must:

- 1. hold a bachelor's degree from a regionally accredited college/university;
- 2. have a cumulative undergraduate grade point average of 2.80;
- take and receive satisfactory scores on either the Graduate Record Examination (score of 290 combined on verbal and quantitative with a minimum of 140 verbal for regular admission) or Miller Analogies Test (minimum score of 45 or 399 for regular admission); and
- have an interview with the graduate program director or his/her designee.

Performance in classes taken as a non-degree graduate student will not be taken into consideration in the admission process.

Curriculum Requirements

Area I: Emphasis Courses

1

Introductory Courses			
IDT 617	Foundations of Instructional Technology (*)	3	
IDT 749	Instructional Systems Design	3	
Elective Courses *	-		
Complete elective courses		18-24	
Theory:			
Select at least one of the following:			
IDT 746	Foundations of Distance Education		
IDT 760	Cognition and Instructional Design		
IDT 763	Instructional Design Theory		
IDT 764	Instructional Message Design		
Design:			
IDT 725	Human Performance Assessment		
IDT 761	Applied Instructional Design Tools		
IDT 773	Advanced Instructional Design Techniques		
Technology:			
Select at least one of the following:			
IDT 735	Noninstructional Interventions		
IDT 751	Computer-Based Multi-Media Design		
IDT 752	Diffusion and Adoption of Instructional Technology Innovations		
IDT 755	Theory and Design of Instructional Simulation		

IDT 756	Instructional Gaming: Theories and Practice			
IDT 775	Designing Online Instruction			
Human Performance Technology:				
Select at least one of the following:				
IDT 730	Principles and Practices of Human Performance Technology			
IDT 737	Consulting Skills for Instructional Designers			
IDT 739	Needs Analysis and Assessment			
Electives: From above, or from related areas (e.g., Modeling & Simulation, Psychology, Engingeering, Speech-communications, Business, I/O Psychology) with approval of advisor and GPD				

Area II: Research Core Courses Required

Total Credit Hours		30-36
	Studies	
SEPS 636	Problems in Occupational and Technical	3
FOUN 612	Applied Research Methods in Education	3
Problem Paper Option	on	

Additional Deguinaments

Additional Requirements

1. maintain a grade point average of 3.00;

Continuance

- Students must:
- 2. maintain a grade point average of 3.00 in the major.

All ID&T students are expected to have regular and reliable access to a multimedia computer (headphones, microphone, and web cam) and a high speed internet connection.

Exit

Students must:

- 1. have a 3.00 grade point average;
- 2. pass a written comprehensive examination;
- 3. have an exit interview:
- 4. have completed all course requirements; and
- 5. submit an application for graduation.

Program Requirements

All courses in the core and elective blocks are offered via synchronous and asynchronous format.