SANFORD COLLEGE OF EDUCATION

MASTER OF SCIENCE IN EDUCATIONAL AND INSTRUCTIONAL TECHNOLOGY

Use Technology to Improve Educational Outcomes

Explore the exciting changes and opportunities available in modern education with a Master of Science in Educational and Instructional Technology degree. Gain the skills necessary to impact and enhance student learning experiences in grades K-12.

Candidates in this program will experience application of emerging technologies to resolve instructional problems, and learn to use their newfound knowledge and skills to improve instruction, whether in education, business, industry, or government. Candidates receive extensive technical training and learn to integrate multimedia elements into simulations, virtual worlds, and learning objectives. This degree opens the door for a career in education in K-12 technology coordination in public, private, home school, and virtual school instruction settings, including in online instruction in higher education.

Online and On-campus Programs
Monthly Starts and Accelerated Classes
WSCUC Accredited

Program highlights:

- Entire program can be completed online.
- Explore the social, political, economic, and global impact of online education.
- Apply the theories of learning, instruction, and interactive communication.
- Learn to use leading-edge technology in a variety of disciplines.
- Incorporate technology, psychology, and interactive communications.
- Use technological theories and methodologies to achieve educational goals.

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MASTER OF SCIENCE IN EDUCATIONAL AND INSTRUCTIONAL TECHNOLOGY 🖥

Academic Program Director: Everett Beckwith; (909) 806-3349; gbeckwith@nu.edu

The Master of Science in Educational and Instructional Technology is designed for students who want to participate in the paradigm changes that technology is precipitating in both education and training, as human learning moves from print and classroom-based instruction to digital media. The history and effectiveness of change processes and the role of technology in human learning are key components to the program.

Graduates will be prepared to enter education careers such as K-12 technology coordination, site administration, home school and virtual school instruction, and online instruction in higher education. Graduates will be prepared for the rapidly growing employment opportunities available to people skilled in applying emerging information and telecommunication technologies to solving instructional problems. These graduates will be capable of applying their knowledge and skills to any situation in which digital technologies hold the potential for improving instruction especially business, industry, and governmental agencies. This program emphasizes practical applications by offering extensive technical training in a variety of software. The program culminates with a final technology project that applies the theory and practice of educational and instructional technology.

Program Technical Requirements

Students are expected to possess an Intel Core i3 computer or higher with a dedicated graphics card or to have access to a campus with a computer lab. Given the nature of educational and instructional technology, the off-campus computer should have a broadband connection (minimum 15 Mbps download and 3 Mbps upload) and have at least 2.4 GHz processing speed with 4 GB RAM memory. The computer should also have Windows 7,8, or 10 (recommended) for PC's or OS 10.9 or higher for a MAC with a minimum computer hard drive storage of 250 GB (500 GB is recommended). In addition, students should have access to MS Office (Word, PowerPoint, Excel) and use an updated browser such as Chrome or Firefox. Additional software may be required depending on projects selected in various courses. Finally, students must also have access to a computer headset with microphone and a camera for synchronous video enabled, web-based conferences.

Program Learning Outcomes

Upon successful completion of this program, students will be able to:

- Develop research skills and conduct an educational needs assessment using analysis of subject matter, job/task, audience, and context.

- Apply learning theory, instructional theory, and interactive communication theory using various technology methods across disciplines to prepare students for lifelong learning.

- Apply interdisciplinary elements from technology, psychology, and computer-assisted interactive communications.

- Construct an instructional module requiring students to use and display appropriate theories and methodologies to include literary and communicative skills.

- Present effective teaching methods for adult learners using available technologies.

- Develop the social, political, economic, and global implications of web-based instruction to include tools for group processes and collaboration.

- Demonstrate multimedia elements such as simulations, virtual worlds, and learning objects.

- Demonstrate professional ethics as well as cultural and global awareness to be responsible citizens in a diverse society to include how technology education may contribute to each.

Degree Requirements

(10 courses; 45 quarter units)

To obtain a Master of Science in Educational and Instructional Technology students must complete 45 quarter units of graduate work. Where appropriate, students can transfer a maximum of 4.5 quarter units of graduate work completed at another regionally accredited institution to meet stated requirements in the program if the units were not used toward a conferred degree. Students should refer to the section on graduate admission requirements for specific information regarding application and evaluation.

Core Requirements

(10 courses; 45 quarter units)

EDT 600A   Technology Foundations
EDT 601   Instructional Design
     Prerequisite: EDT 600A
EDT 605   Education Theory & Technology

EDT 607   Media Based Learning Objects
     Prerequisite: EDT 600A, EDT 601 and EDT 605
EDT 609   Developing Online Courseware
     Prerequisite: EDT 600A, EDT 601, EDT 605 and EDT 607
EDT 613   Simulations & Virtual Reality
     Recommended: prior completion of: EDT 600A, EDT 601, EDT 605, EDT 607 and EDT 609
EDT 631   Media and Instruction
     Prerequisite: EDT 600A
EDT 632   Technology and Leadership
     Prerequisite: EDT 600A, EDT 601, EDT 605, EDT 607, EDT 609, EDT 631 and completion of all core requirements.
EDT 693   Instructional Eval. & Devl.
     Prerequisite: EDT 600A, EDT 601, EDT 605, EDT 607, EDT 609, EDT 613, EDT 631 and EDT 632
EDT 695   Capstone Project
     Prerequisite: EDT 693

For complete program information, see the National University Catalog 82, effective 10/2018.