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;
3. 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
4. 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

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, Engineering, Speech-communications, Business, I/O Psychology) with approval of advisor and GPD		

Area II: Research Core Courses Required

Problem Paper Option

FOUN 612	Applied Research Methods in Education	3
SEPS 636	Problems in Occupational and Technical Studies	3

Total Credit Hours	**30-36**

Additional Requirements

Continuance

Students must:

1. maintain a grade point average of 3.00;
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.