

LEARNING DESIGN AND TECHNOLOGY, MS

Banner Code: E1-MS-LDTC

Academic Advising

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This master's program is designed to equip students in various industry contexts to work collaboratively with business leaders and subject matter experts to identify opportunities and recommend solutions to address learning needs; apply new and emerging technologies to design, develop, and implement innovative solutions to learning and performance problems; and monitor and evaluate the effectiveness of learning interventions using metrics, measures and analytics that align with business objectives. Students will be able to perform these functions individually and as part of interdisciplinary design teams using a variety of methodologies, learning technologies and digital courseware development packages.

EDIT 706	Business of Learning Design and Technologies	3
EDIT 710	Online Teaching Essentials	1
EDIT 732	Analyzing the User Experience in Learning Design and Technology	3
EDIT 751	Perspectives on Learning Analytics	3
EDIT 752	Designing and Evaluating the User Experience in Learning Design and Technology	3
EDIT 772	Virtual Worlds, Augmented Reality, and Gaming Applications	2
Total Credits		30

Admissions & Policies

Admissions

Applicants to all graduate programs at George Mason University must meet the admission standards and application requirements for graduate study. See Graduate Admissions Policies (<https://catalog.gmu.edu/admissions/graduate-policies/>).

Policies

For policies governing all graduate degrees, see AP.6 Graduate Policies (<https://catalog.gmu.edu/policies/academic/graduate-policies/>).

Requirements

Degree Requirements

Total credits: 30

Core Coursework

Code	Title	Credits
EDIT 526	Web Accessibility and Design	2
EDIT 575	e-Learning Design Applications	2
EDIT 611	Innovations in e-Learning	3
EDIT 702	Exploring Trends and Professional Identity in the Learning Design and Technology (LDT) Field	2
EDIT 704	Instructional Technology Foundations and Theories of Learning	3
EDIT 705	Instructional Design	3