

LEARNING TECHNOLOGIES GRADUATE CERTIFICATE

Banner Code: E1-CERG-LTCH

Concentration in Blended and Online Learning in Schools

Website: <https://education.gmu.edu/learning-technologies-schools/blended-and-online-learning-in-schools-graduate-certificate> (<https://education.gmu.edu/learning-technologies-schools/blended-and-online-learning-in-schools-graduate-certificate/>)

Concentration in Designing Digital Learning in Schools

Website: <https://education.gmu.edu/learning-technologies-schools/designing-digital-learning-in-schools-graduate-certificate> (<https://education.gmu.edu/learning-technologies-schools/designing-digital-learning-in-schools-graduate-certificate/>)

Concentration in E-Learning

Website: <https://education.gmu.edu/learning-design-technology/elearning-certificate> (<https://education.gmu.edu/learning-design-technology/elearning-certificate/>)

Available Concentrations

There are three available concentrations, two of which meet the needs of K-12 educators interested in teaching in blended as well as fully online learning environments, and one focused on learning designers working in industry, government, and the non-profit sector. All three concentrations are offered fully online.

Concentration in Blended and Online Learning in Schools

This concentration meets the needs of K-12 educators interested in teaching in blended as well as fully online learning environments. The concentration is offered fully online.

Concentration in Designing Digital Learning in Schools

This concentration is offered to practicing teachers who wish to gain the necessary knowledge and skills for integrating digital learning and K-12 curricular knowledge outcomes. The concentration is framed by four learning outcomes: investigation of the theory and practice of digital learning, connection of digital learning and knowledge outcomes, use of design principles and processes to inform practice, and knowledge of a range of technologies appropriate for PreK-12 learners.

Concentration in E-Learning

This concentration provides professionals with specialized knowledge in instructional design and e-learning practices that utilize current and emerging technologies to meet education and training goals in communities, government agencies, and corporate settings. Courses are offered totally online.

Admissions & Policies

Policies

For policies governing all graduate certificates, see AP6.8 Requirements for Graduate Certificates (<https://catalog.gmu.edu/policies/academic/graduate-policies/#ap-6-8>).

Requirements

Certificate Requirements

Total credits: 15-18

This certificate may be pursued on a full-or part-time basis.

Students pursuing this graduate certificate may choose from any of the following concentrations:

Concentration in Blended and Online Learning in Schools (BOLS)

Total credits: 15

This concentration may be pursued on a part-time basis only.

Coursework

Code	Title	Credits
EDIT 760	Blended and Online Teachers and Learners	1
EDIT 761	Models of Blended and Online Learning	2
EDIT 763	Tools for K-12 Blended and Online Learning	2
EDIT 767	Designing K-12 Blended and Online Learning	3
EDIT 768	K-12 Online Design I	1
EDIT 791	Project Development Practicum I (6 credits are required)	6

Total Credits 15

Concentration in Designing Digital Learning in Schools (DDLs)

Total credits: 18

This concentration may be pursued on a part-time basis only.

Coursework

Code	Title	Credits
EDIT 780	Principles of School-Based Design	3
EDIT 781	Designing for Information Using	3
EDIT 782	Designing for Literacy	3
EDIT 783	Designing for Problem Solving	3
EDIT 784	Designing for Community Participation	3
EDIT 787	Teacher Leadership and Advocacy for Digital Learning	3

Total Credits 18

Concentration in E-Learning (ELRN)

Total credits: 15

This concentration may be pursued on a full-time or part-time basis.

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 705	Instructional Design	3
EDIT 706	Business of Learning Design and Technologies	3
EDIT 772	Virtual Worlds, Augmented Reality, and Gaming Applications	2
Total Credits		15