

MASTER OF EDUCATION IN INSTRUCTIONAL SYSTEMS DESIGN AND TECHNOLOGY

The Master of Education in Instructional Systems Design and Technology is an online professional practice master's program designed to prepare individuals to become an expert in the integration of technology in instructional systems. Primarily, this program prepares individuals as competent practitioners of instructional technology in PK-16 education. These prepared technology practitioners will guide districts, campuses, and instructors toward achieving meaningful integration of technology. Secondly, the program prepares people in business and industry to handle the improvement of technology integration as it relates to training and continuing education programs. Tertiary to the first two categories, the degree produces instructional technology practitioners who are working in a school district, community college, university, or business in a support and service role regarding instructional design, assessment of learning/management systems, networking, and assessment/implementation of instructional software.

This program is a combination of courses specially designed to prepare candidates for careers as instructional designers in all areas of instruction and training. With a curriculum that teaches established learning and instructional theories as well as a research-based instructional design methodology and best practices, graduates have opportunities for careers as instructional designers and coaches in business and industry, healthcare, military, government, and higher education institutions as well as in the traditional K-12 venue.

The program consists of 30 credit hours, utilizing a variety of methods to provide the most beneficial online learning experience. The program is entirely online and designed to provide individuals with the skills to effectively use instructional technology for learning, instruction, or professional training. In this online program, all course materials, resources, tasks, and assignments will be posted in the University's Learning Management System (i.e., Blackboard Online). You are expected to learn, interact with peers and instructors, and submit assignments online. You will be expected to be vigilant and prompt in responding online to the instructor and your peers. Also, you will be expected to meet online, possibly, with group members; that is dependent upon the arrangements of your group.

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Applicants seeking admission to the Master of Education in Instructional Systems Design and Technology must submit the following directly to the Office of Graduate Admissions (<https://www.shsu.edu/dept/graduate-admissions/prospective-students.html>):

1. Graduate Application (<http://www.shsu.edu/admissions/apply-texas.html>)
2. Application fee (<http://www.shsu.edu/dept/graduate-studies/application-fee.html>)
3. Official transcript from the baccalaureate institution with a preferred GPA of 3.0 or higher.

Code	Title	Hours
Master of Education in Instructional Systems Design and Technology		
Required Courses		
ISDT 5319	Critical Anlysis-Instruc Sftwr	3
ISDT 5336	Educational Multimedia	3
ISDT 5337	Desgn Instrctnl Mat For Web	3
ISDT 5338	Dev of Tech Infrastructre-Schl	3
ISDT 5363	The Role of Technology Liaison	3
ISDT 5365	Technology And Cognition	3
ISDT 5367	Rdgs&Trends In Instructnl Tech	3
ISDT 5369	Practicm-Technology Facilitatn	3
ISDT 6335	Mgmt Applic Analysis I	3
ISDT 6351	Distance Learning I	3
Total Hours		30

The Texas Higher Education Coordinating Board marketable skills initiative is part of the State's 60x30TX plan and was designed to help students articulate their skills to employers. Marketable skills are those skills valued by employers and/or graduate programs that can be applied in a variety of work or education settings and may include interpersonal, cognitive, and applied skill areas.

The online Master of Education in Instructional Systems Design and Technology program at Sam Houston State University is a combination of courses specially designed to prepare candidates for careers as instructional designers in all areas of instruction and training. With a curriculum that delivers established learning and instructional theories as well as an evidence-based learning design methodology and best practices, graduates have opportunities for careers as instructional designers and coaches in business and industry, healthcare, military, government, and higher education institutions as well as in the traditional K-12 venue. Marketable skills include:

- Identify learning, instructional, and training problems and needs.
- Use technology to solve learning, instructional, and training problems.
- Present learning, instructional, and training ideas creatively using technology.
- Evaluate and assess learning, instructional, and training environments and programs.
- Work on a virtual team efficiently and effectively