

MASTER OF EDUCATION IN INSTRUCTIONAL SYSTEMS DESIGN AND TECHNOLOGY

The Master of Education in Instructional Systems Design and Technology (ISDT) is an online professional practice master's program designed to prepare individuals to become experts in the integration of technology in instructional systems. 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 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. These prepared technology practitioners can guide educational institutions, businesses, and industries in meaningful technology integration as it relates to training and continuing education programs. Support and service roles include instructional design, assessment of learning management systems, networking, and assessment and implementation of instructional software.

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.

Additional information: Reference the Program Landing Page (<https://www.shsu.edu/programs/graduate/instructional-systems-design-and-technology/>) for additional information, such as cost, delivery format, contact information, or to schedule a visit.

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 degree-granting institution
4. Minimum undergraduate GPA of a 3.0, either overall or in the last 60 credit hours

Code	Title	Hours
Master of Education in Instructional Systems Design and Technology		
Required Courses		
ISDT 5319	Critical Analysis of Instructional Software	3
ISDT 5336	Educational Multimedia	3
ISDT 5337	Designing Instructional Material for the Web	3
ISDT 5338	Development of Technology Infrastructure in Schools	3
ISDT 5363	The Role of Technology Liaison	3
ISDT 5365	Technology And Cognition	3
ISDT 5367	Readings and Trends In Instructional Technology	3
ISDT 5369	Practicum-Technology Facilitation	3
ISDT 6335	Management Application 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.

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- 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