DEPARTMENT OF LIBRARY SCIENCE AND TECHNOLOGY

Chair: Dr. Holly Weimar (hweimar@shsu.edu), (936) 294-1150

Website: Department of Library Science and Technology (https://www.shsu.edu/academics/colleges/education/library-science-technology/)

Mission

The Department of Library Science and Technology is dedicated to excellence in instruction, scholarship, creative endeavors, and through service to both our students and the broader communities we serve. Through these efforts, we prepare professionals to meet the evolving needs of diverse learning environments--locally, nationally, and globally. We also cultivate leaders who elevate their fields and champion meaningful, lasting improvements in educational practices and outcomes.

Academic Programs

The Department is home to a Bachelor of Arts in Learning Technologies. The program is 100% online and is designed to equip future educators and educational support staff with a deep understanding of the role that digital technologies play in the modern teaching and learning process. Students explore digital technology tools commonly used in education and develop the skills necessary to integrate these tools effectively into traditional, virtual, and hybrid learning spaces. In addition, students engage with foundational theories of instructional systems, design principles, educational research, and assessment and evaluation. Those who are considering a non-traditional path towards a degree may be interested in this program. Anyone interested in becoming a professional in an educational technology field might want to pursue this degree.

Values

- Student success
- Academic excellence
- Inclusiveness
- Collaboration
- Creativity and innovation

Highlights

- The online program has class sizes that provide an opportunity for close working relationships between faculty and students
- The faculty collaborate together and provide support for students
- The programs prepare students with critical thinking and problem-solving skills that may be applied in their careers

Career Opportunities

- Instructional Technologist
- Instructional Designer
- Experience Designer
- eLearning Developer
- Training Specialist

- Bachelor of Arts, Major in Learning Technologies (https://catalog.shsu.edu/undergraduate/colleges-academic-departments/education/library-science-and-technology/ba-learning-technologies/)
- Minor in Learning Technologies (https://catalog.shsu.edu/undergraduate/colleges-academic-departments/education/library-science-and-technology/learning-technologies-minor/) (as of Spring 2027)

Library Science Scholarships

Apply for the following scholarships through Scholarships4Kats (https://www.shsu.edu/cost-aid/types-of-aid/scholarships/):

- Allene Susie Homan Memorial Library Science Endowed Scholarship
- Beatrice Craig Endowed Scholarship Fund
- Bonnie Baker Thorne Scholarship Fund
- Dr. Marie Hayden Scholarship Fund
- Former Library Science Professors Endowed Scholarship
- Homer Glen Cowan and Billie Caperton Cowan Educational Scholarship
- Janelle Avenell Paris Endowment for Library Science Scholarship Fund

- Sophie Williams Cloninger Library Science Endowed Scholarship Fund
- Virginia Gibbs Smyth Scholarship

Instructional Systems Design and Technology Scholarships

Apply through Scholarship4Kats (https://www.shsu.edu/cost-aid/types-of-aid/scholarships/).

Learning Technologies (LETE)

LETE 1301. Technology in Education. 3 Hours.
Students examine the application of technology in educational settings. Topics include past and current perspectives on educational technology, development of in-person and web-based lesson activities using instructional technology products, and key strategies for integrating technology into different subject areas in educational settings.

LETE 1302. Online Technology and Learning Strategies. 3 Hours.
Students examine online technology skills and instructional/learning strategies to meet minimum-level competencies with online learning and distance education. Topics include self-regulated learning and collaboration in online learning environments.

LETE 1303. Learning Technology Tools. 3 Hours.
Students examine instructional/learning technology applications and tools, including computer hardware, operating systems, software applications, and peripheral devices in instructional, learning, and training settings. Topics include networking, communications, and multimedia in learning technology.

LETE 2301. Web Technologies for Learning. 3 Hours.
Students examine web design for learning and training. Topics include three main languages for building educational websites (HTML, CSS, and JavaScript) and 3rd party environments.

LETE 2302. Multimedia Learning: Design & Development. 3 Hours.
Students apply foundational instructional design models and learning theories to analyze needs and design solutions for diverse contexts, including corporate, government, and educational settings. This course emphasizes evidence-based development and the evaluation of usability, accessibility, and impact.

LETE 2303. Systemic Evaluation & Development for Learning Experience Design I. 3 Hours.
Students apply a systemic, learner experience design (LXD) to evaluate learning needs and develop digital solutions. This course focuses on rapid prototyping and testing methods to build and validate design concepts that address authentic instructional problems.

LETE 3301. Learning and Technology Foundations. 3 Hours.
Students explore various pedagogical approaches, and design and implement technology-based lessons for learning, instruction, and training. Topics include instructional and learning design theories in the field of instructional/learning technology. Concurrent enrollment is allowed.
Prerequisite: LETE 1301 or LETE 1302 or LETE 1303.

LETE 3302. Designing Learning Experiences. 3 Hours.
Students focus on aligning learning objectives, assessments, and instructional materials to address defined performance gaps across diverse settings. The core design process is structuring a complete learning experience with aligned components.

LETE 3303. Systemic Evaluation & Development for Learning Experience Design II. 3 Hours.
Students assess existing content, leverage authoring tools to modify content, evaluate off-the-shelf products, and managing projects for successful deployment and support. This course extends upon learner experience design (LXD) skills in LETE 2303 to focus on the implementation of digital learning solutions within organizational constraints.
Prerequisite: LETE 2302.

LETE 4301. Seminar in Learning Technologies. 3 Hours.
Students review and evaluate learning technologies in educational and training settings. Topics include current trends, issues, and professional skills in the field of instructional/learning technology.
Prerequisite: 24 Hours of LETE Courses.

LETE 4302. Field Experience in Learning Technologies. 3 Hours.
Students complete their first semester-long internship experience in the field of instructional/learning technology. Students will implement training needs analysis under the mentorship of the field experience supervisor.
Prerequisite: 24 hours of LETE courses.

LETE 4303. Learning Technology Capstone. 3 Hours.
Students increase their impact and effectiveness as an instructional/learning technology leader by developing an initiative for a client-based project that can be focused on professional industry, community, or school. Students are required to develop a case study and case analysis for this capstone project.
Prerequisite: 24 hours of LETE courses.

Director/Chair: **Holly Ann Kizer Weimar**

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