

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 examine multimedia design for learning and training. Topics include designing instructional and interactive multimedia artifacts using Adobe Fireworks, Adobe Photoshop, and authoring software.

LETE 2303. Systematic Evaluation & Development for Learning Design I. 3 Hours.

Students examine digital product design for learning and training. Topics include identification of user needs and translation of learner problems into developing digital solutions.

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. Learning Design. 3 Hours.

Students develop skills and experiences that allow for the effective and appropriate design of technology into learning, instruction, and training activities. Topics include different types of learning design models.

LETE 3303. Systematic Evaluation & Development for Learning Design II. 3 Hours.

Students apply digital product design to develop digital solutions for learning and training. Topics include learner discovery, design research, lean UX (lean user experience), and evaluation of digital products.

Prerequisite: LETE 2303.

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.