

# EDIN - Education and Innovation

## EDIN 5001 Foundations of Global Citizenship (3)

This course enables educators to develop knowledge, skills and competencies for working in the global and digital age learning environments. Students develop research and professional writing and scholarship skills using both traditional media (books, journals) and new media (online databases, video and online resources, wiki-book authoring). They understand local and global societal issues and responsibilities and model legal and ethical behaviors in their professional practice. They develop skills in communicating, collaborating and building learning communities with peers, experts, and students.

## EDIN 5190 Leadership and Innovation (3)

This course introduces managers, trainers and educators to the principles of interdisciplinary team collaboration and leadership, change leadership and cultivating a "culture of creativity" in organizations. The students experiment and evaluate methods for promoting team-building for innovation in their own organizations.

## EDIN 5200 Independent Study (1-3)

Students with special interest or needs that are not met by an existing course may request that a member of the faculty supervise an independent study. Together the student and faculty member decide the content of the independent study and the criteria for evaluation. An independent study may not duplicate an existing course that covers the subject.

## EDIN 5410 In-Service Topics (3)

In-service courses provide degree-seeking students with practical applications of current research and methodology. These courses require the advisor's approval (prior to enrollment) to be included in a student's graduate program. May be repeated for credit if content differs.

## EDIN 5461 Curriculum: Creativity and Design (3)

This course enables participants to create authentic, real-world curriculum that engages learners in personally relevant and meaningful learning experiences with creative processes and outcomes. Topics include creatively teaching to the big idea, how to develop authentic performance tasks, how to evaluate performance tasks, how to match the interests and meet the needs of all learners, and how to integrate technology.

## EDIN 5490 Seminars in Education and Innovation (1-3)

Seminars are designed to focus on current research in various topics in Education and Innovation and their real-world applications. May be repeated for credit if content differs.

## EDIN 5620 Mindfulness (3)

This course provides an introduction to the concepts and practice of mindfulness. The course emphasizes the practice of the moment-by-moment awareness of one's thoughts, emotions, bodily sensations and surrounding environment. Students review research on the impact of mindfulness practice on physical and mental health, and the effects of mindfulness on teaming environments. Students design a mini mindfulness retreat.

## EDIN 5622 Restorative Justice: Learning Communities (3)

This course examines the roots of restorative practices in indigenous cultures and in the reform of juvenile and adult justice system. Emphasis will be on (a) application of restorative justice techniques in the workplace and educational settings, and (b) on evaluation of the impact of restorative practices on the climate and norms (including bullying and aggression) in families, peer groups, formal, informal and virtual learning communities.

## EDIN 5624 Transformative Learning (3)

Transformative learning is the expansion of consciousness through the process of first questioning and deconstructing one's worldview, identity and ways of thinking, and then revisioning, reframing and reintegrating them. In this course, participants read and reflect on the theories and recent research in transformative learning and examine how transformative learning applies to their own life experiences, to educational practice and to transformation of collective consciousness.

## EDIN 5631 Multimedia Design for Innovative Learning (3)

This is a project-based course that will explore how various multimedia, productivity, and communications technologies can facilitate cognitive discovery and learning insights, and how they can serve as tools for creative solutions to real-world local, global and personal concerns.

## EDIN 5650 Design Thinking (3)

Designing experiences that focus on how people and organizations grow and thrive is a systematic and thoughtful process. This course is concerned with helping students think about and engage in design thinking as a way to engage learners and build innovative learning tools, products and environments. It practically focuses on using design thinking to plan prototype and build learning experiences.

Globally, learners and audiences for systematized educational offerings have changed markedly since the rise of the Internet and World Wide Web. In every country, today's learners and audiences are defined by a deep hunger for information and an insatiable desire for knowledge. In developed economies, an openness to messaging from many different sources define daily existence. Educators in all settings must be agile and innovative in order to maintain engagement and build audience interest via meaningful curriculum as well as "classroom" offerings. In this course, we explore Design Thinking as a catalyst for reshaping learning experiences towards more innovation. We examine ways of developing novel learning designs to solve real-world living and learning problems to meet the needs of diverse learners.

## EDIN 5750 Special Institute (1-3)

Various special institutes to provide sponsored research or project-based learning, field-based or international travel-based experiences. May be repeated for credit if content differs.

## EDIN 5800 Research Designs for Education and Innovation (3)

This course enables students to develop strategies and methods to investigate a focused research question or to conduct an interdisciplinary problem-solving project within their workplace or learning environment. **Prerequisite:** Advancement to candidacy.

## EDIN 5840 Innovations in Learning Systems: Global Perspectives (3)

Comparing innovative learning models and educational systems from various countries increases intercultural understanding and provides insight into one's own philosophies, beliefs, values and methodologies. Each participant investigates and compares innovative systems across two or more nations or cultures and presents reports for class evaluation and discussion.

## EDIN 6000 Advanced Graduate Certificate Project (3)

The advanced graduate certificate (AGC) project is the culminating experience in the AGC program. The student chooses a faculty member to supervise this final project. Examples include

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a presentation or demonstration for a class, a school district, a local board of education, or a community group; a paper or research project which might be published or distributed within an appropriate school, community group, or for a large audience; or an action project designed and implemented within the student's place of employment.

## **EDIN 6001 Integrated Studies: Education and Innovation (3)**

In this capstone course, students develop and implement a comprehensive project in their specialization area. The project may be a field-based design, implementation and evaluation of a course, program or a professional development plan for other educators; or it may be a research project. **Prerequisite:** Completion of 27 hours of coursework in the MA program.