EDTC - Educational Technology | Grad

EDTC 5290 Video Production for Teaching and Learning (3)

This course enables participants to plan, design, script, produce, edit and present videos. Emphasis is on classroom lesson designs and teaching-learning applications. The course focuses on teachers making videos for instructional presentations and students making video for creative writing/storytelling, reporting research, and assessment of learning.

EDTC 5334 Instructional Coaching in a Remote Environment (3)

This course will introduce students to the various roles of instructional coaching in a remote environment. Best practices regarding creating engaging and remote student-centered lessons, collaborative hands-on activities, and problem-solving projects will be addressed. Students will explore constructivism and other learning methodologies and how they inform a personal learning philosophy.

EDTC 5460 Curriculum Design Technology Apps (3)

This course is designed to help individuals and educational leaders plan learning experiences for the use of technology in the curriculum. Topics included are technology in the classroom, research regarding learning, models of curriculum design, and methods of evaluation. Educational leaders will explore issues of equity in schools and how to mitigate those inequities. They will also design a differentiated curriculum, a curriculum plan for their particular content area or for a school, while integrating technology into the student learning experience. Evaluating software packages for use within the curriculum is required.

EDTC 5633 Adult Learning and Technology (3)

This class focuses on two specific areas of teaching and learning: adult learning methods and the use of technologies appropriate to environments that engage adult learners. While the material covered in this course will deal with good practices in the teaching of adult learners, it will also provide sound methodology as the focus is on individualizing education and creating relevance in course materials specific to immediate needs.

EDTC 5823 Designing an Online Course (3)

This course will engage students in building an online course using online software and Learning Management Systems (LMS). Current curriculum and instructional design principles will be utilized. The focus is on curriculum building for a single course.

EDTC 5830 Collaboration and Learning in a Virtual Environment (3)

Students will develop collaborative and communication skills in using videoconferencing such as Zoom, Google Meet, and Teams, in support of learning and professional development. The focus of this course will be to access and share global resources to attain professional goals.

EDTC 5840 Designing an Online Curriculum (3)

This course will engage the student in designing a virtual school curriculum using current curriculum and instructional design principles. The focus is on curriculum building for an entire virtual school. **Prerequisite**: EDTC 5460.

EDTC 5900 Technology, Ethics, and Society (3)

This course will engage social ethics in response to its impact on the developing technologies of global societies, districts, and schools. Students will explore the relationship of technology through various philosophical and/or moral perspectives. This course will assist students in exploring their implicit values as they relate to technology.

EDTC 5995 Final Program Survey (0)

All educational technology MET students are required to register for this zero credit hour course during their final semester. Students complete a program evaluation survey about their participation in the educational technology program. For specific guidelines see the EDTC Coordinator. This course is graded on a credit/no credit basis only.

EDTC 5996 Digital Portfolio (3)

In this course students will demonstrate mastery in educational technology by creating a digital portfolio to demonstrate program goals and international technology coaching standards. Students will apply learning competencies with international technology facilitation and coaching standards. Discussion topics related to emerging learning technologies such as Blockchain, Gamification, Digital badges, Internet of Things (IOT) and Artificial Intelligence (AI) in learning will also be explored.

Course Descriptions