EDLT-EDUCATION (EDLT)

EDLT 368. Integrating Technology with Teaching
3 Credits
Considers impact of technology on communication and knowledge development; engages students in the design of technology-integrated lessons with a constructivist approach.
Prerequisite: EDUC 168 or previous computer experience.

EDLT 520. Critical Digital Literacy
3 Credits
Explore, evaluate and use a variety of multimedia authoring tools including website, video, audio, image editing and apps (iOS/Android) for educational applications. Pre/
Prerequisite(s)/Corequisite(s): EDUC 518 or consent of instructor.

EDLT 522. Technology and Language Learning
3 Credits
Use of technology to enhance second language and dual language programs. Organized around technology enhanced communicative and interactive language learning environments.
Corequisite: EDUC 587 or consent of instructor.

EDLT 528. Foundations of Learning Design & Technology
3 Credits
This course covers how to access, use, design, and evaluate instructional resources on the Internet, for blended and online learning environments. Pre/
Prerequisite(s)/Corequisite(s): EDUC 518 or consent of instructor.

EDLT 529. Developing and Managing Educational Networks
3 Credits
For educators who plan to manage technology resources in schools. Focus on operating systems, network capabilities and management, connections and transfer of files between different computer platforms and managing peripheral devices. Prerequisite(s)/
Corequisite(s): EDUC 518 or consent of instructor.

EDLT 560. Fostering Online Learning Communities
3 Credits
Examines theoretical and practical aspects of communication and collaboration and their impact on the formation of online learning communities for those teaching adults in higher education, business, or government settings.

EDLT 561. Social Media in Blended and Online Learning Environments
3 Credits
This course will explore the role of social media in online and blended learning environments through practical hands-on activities, critical dialogue, and collaborative projects which will prepare you to utilize social media personally and pedagogically.

EDLT 572. Emerging Models for Learning Design and Technology
3 Credits
Applies instructional strategy development supported by technology for classroom curriculum.

EDLT 573. Culturally Responsive Teaching with Technology
3 Credits
Use of inquiry and problem-based learning supported by computer-based applications. Critical analysis of multiple forms of electronic media.
Prerequisite(s)/Corequisite(s): EDUC 518 or consent of instructor.

EDLT 574. Technology Planning and Grant Writing
3 Credits
Application of principles of curriculum development to the integration of technology to improve educational programs. How to develop technology plans, assess current uses of technology, write grants to acquire technology, improve the management of existing and future learning resources, and develop staff development strategies in technology.

EDLT 575. Designing and Organizing Online Learning Environments
3 Credits
Explores the theories, models, approaches, technologies, and methods of online teaching and adult learning. Provides a foundation for examining the roles and characteristics of the online teacher and learner for those teaching adults in higher education, business, or government settings.

EDLT 577. Online Teaching and Learning
3 Credits
This course provides a survey of theories, models and methods used to design and delivery online education through the use of technologies in K-12, higher education, business/industry, and continuing education.

EDLT 578. Design and Delivery of Webconferences and Webinars
3 Credits
This course provides hands-on experiences with web conferencing and examines the theory and research of webconferencing’s impact on teaching and learning.

EDLT 579. Universal Design in Online Course Design
3 Credits
Examines theory, practical application of strategies, and global and policy implications of universal design (UD) in online learning environments.

EDLT 580. Tools and Techniques for Online Teaching
3 Credits
Examines the theoretical and practical implications of various asynchronous and synchronous tools and their impact on teaching and learning through research and hands-on experience.

EDLT 581. Emerging Technology Tools and Techniques
3 Credits
This course examines the theory, research, and practice of emerging technologies for educational practice and their impact on online teaching and learning.

EDLT 582. Directed Studies
3 Credits
Supervised academic work. Consent of Instructor required.

EDLT 587. Current Research in Learning and Technology
3 Credits
Explores models and methods for examining and researching the impact of technology on learning and education.

EDLT 610. Technology, Society, and Education
3 Credits
Same as EDUC 610.

EDLT 612. Advanced Fieldwork
3 Credits
Fieldwork in learning technologies provides opportunities to integrate theory and practice through research, teaching and/or development.
EDLT 620. Multimedia, Authoring and Curriculum Design  
3 Credits  
Explore, evaluate and use a variety of multimedia authoring tools including website, video, audio, image editing and apps (iOS/Android) for educational applications. Includes additional theoretical research component for doctoral students.

EDLT 628. Designing Educational Resources for the Internet  
3 Credits  
This course covers how to access, use, design, and evaluate instructional resources on the Internet, for blended and online learning environments. Includes a theoretical and research component for doctoral students.

EDLT 633. Praxis and Reflexivity  
3 Credits  
Same as BIL 633, ECED 633, EDUC 633, RDG, 633. Consent of Instructor required.

EDLT 672. Emerging Models for Learning Design & Technology  
3 Credits  
Integration of technology into content areas.  
Prerequisite(s): EDUC 518.

EDLT 673. Literacy and Technology  
3 Credits  
Same as RDG 673, BIL 673.