EDLT-EDUCATION

EDLT 268. Integrating Technology with Teaching
3 Credits (3)
Considers impact of technology on communication and knowledge
development; engages students in the design of technology-integrated
lessons with a constructivist approach.

EDLT 368. Integrating Technology with Teaching
3 Credits (3)
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 550. Fostering Online Learning Communities
3 Credits (3)
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 560. Social Media in Blended and Online Learning Environments
3 Credits (3)
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 574. Technology Planning and Grant Writing
3 Credits (3)
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 (3)
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
training adults in higher education, business, or government settings.

EDLT 576. Online Teaching and Learning
3 Credits (3)
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 577. Design and Delivery of Webconferences and Webinars
3 Credits (3)
This course provides hands-on experiences with web conferencing
and examines the theoretical and practical implications of webconferencing’s impact on
online teaching and learning.

EDLT 578. Design and Delivery of Webconferences and Webinars
3 Credits (3)
Examines the theoretical and practical implications of asynchronous and synchronous tools and their impact on teaching and
learning through research and hands-on experience.

EDLT 579. Universal Design in Online Course Design
3 Credits (3)
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
training adults in higher education, business, or government settings.

EDLT 580. Tools and Techniques for Online Teaching
3 Credits (3)
Explores the theoretical and practical implications of 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 (3)
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 (3)
Supervised academic work. Consent of Instructor required.

EDLT 590. Assisting and Evaluating Online Learning
3 Credits (3)
Explores a variety of online assessment and evaluation options with an
emphasis on continual assessment and evaluation to improve teaching and
learning.

EDLT 592. Directed Studies
3 Credits (3)
Supervised academic work. Consent of Instructor required.

EDLT 607. Current Research in Learning and Technology
3 Credits (3)
Explores models and methods for examining and researching the impact
of technology on learning and education.

EDLT 610. Teaching, Society, and Education
3 Credits (3)
Same as EDUC 610.

EDLT 612. Advanced Fieldwork
3 Credits (3)
Fieldwork in learning technologies provides opportunities to integrate
teaching and practice through research, teaching and/or development.
EDLT 620. Multimedia, Authoring and Curriculum Design  
3 Credits (3)  
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 (3)  
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 (3)  
Same as BIL 633, ECED 633, EDUC 633, RDG, 633. Consent of Instructor required.

EDLT 672. Emerging Models for Learning Design & Technology  
3 Credits (3)  
Integration of technology into content areas. May be repeated up to 3 credits.

EDLT 677. Online Teaching and Learning  
3 Credits (3)  
This course provides a survey of theories; models and methods used to design and deliver online education through the use of technologies in K-12, higher education, business/industry, and continuing education. Topics covered include accreditation, assessment, culturally responsive course design, current trends and best practices, hybrid and blended learning, learning management systems, online support services, social justice issues in online education, learner engagement, and retention. Crosslisted with: EDLT 577.