

MASTER OF SCIENCE IN INSTRUCTIONAL DESIGN AND TECHNOLOGY

XEDU 570	Career and Leadership Development	3
XEDU 580	Learning Analytics	3
XEDU 590	Methods of Professional Inquiry	3
XEDU 610	Capstone Project	3
Total Credits		30

The Master of Science in Instructional Design and Technology (MSIDT) is a competency-based program designed to provide the knowledge, skills, abilities, and experience to meet industry standards for instructional design. The MSIDT Program is designed for individuals who wish to further their abilities to design and develop engaging learning experiences through the application of theory, integration of technology, critical examination of active and evidence-based teaching and learning strategies, and applied learning experiences. The principal competencies of this program focus on theoretical foundations, instructional design and development skills, data literacy, project management, and professional scholarship.

The successful student will complete this program with the following:

- Master of Science degree in Instructional Design and Technology.
- Career portfolio demonstrating their capabilities within the competencies.
- Digital badges for the demonstration of technical competencies.
- Digital badges for demonstrating the ability to perform specific softskills required to be a successful instructional designer.

Program Learning Outcomes (PLOs) for the M.S. Degree in Instructional Design and Technology

Graduates of the Master of Science degree in Instructional Design and Technology will be able to:

- **PLO 1:** Create digital learning assets using industry standards and technology
- **PLO 2:** Integrate the use of learning data to inform instructional design and development decisions
- **PLO 3:** Design inclusive, equitable, student-centered learning experiences
- **PLO 4:** Analyze diverse factors affecting the design and delivery of learning and talent development
- **PLO 5:** Use theoretical frameworks and practical skills for effective design of learning and training

Program Requirements

This program features 10 courses which total 30 credits. In order to earn the Master of Science degree in Instructional Design and Technology, graduate students must complete the following required courses while achieving a minimum cumulative grade point average (GPA) of 3.0:

Requirement	Title	Credits
XEDU 510	Creating Learning Experiences	3
XEDU 520	Organizational Development	3
XEDU 530	Legal, Professional, and Ethical Behavior	3
XEDU 540	Learning Delivery and Facilitation	3
XEDU 550	Instructional Development and Technology	3
XEDU 560	Knowledge Management	3