

INSTRUCTIONAL DESIGN (IDN)

IDN 525. Instructional Design for Digital Environments. 3 Credits.

This course introduces some of the more widely used models of instructional design, including ADDIE, First Principles of Design, and the Systems Approach. We will investigate each phase of the instructional design process, along with appropriate elaboration on the concepts involved. To help you connect in-class learning and real-world applications, this course requires you to identify a local organization (e.g. school, community center, corporation), conduct a needs assessment to identify an instructional need, and design an instructional solution.

Offered: Every year, Fall and Spring

IDN 526. Cognitive Science and Educational Design. 3 Credits.

IDN 526 examines theoretical perspectives and empirical evidence on learning, instruction, and the use of digital resources for education. Focus is on the application of theory to guide design decisions. Readings include empirical studies as well as theoretical material to help students become comfortable with reading, interpreting and applying theory and research to design. The final project for the course is a design proposal and prototype for an instructional media resource.

Offered: Every year, Fall

IDN 527. Society, Culture and Learning. 3 Credits.

This course examines theories, approaches, and environments that address social and cultural contexts for learning. Students investigate a range of resources that reflect the importance of society and culture in their design, analyzing the influences that shape them. Readings include both theoretical material and research studies, with an emphasis on practical applications of theory. The final project for the course is a design proposal and prototype for an instructional media resource that specifically addresses social and cultural considerations.

Offered: Every year, Spring

IDN 528. Collaborative Design of Digital Environments. 3 Credits.

This course focuses on the design of learning environments as a collaborative effort. Concurrent with ongoing discussion and analysis of existing digital learning resources of many types (e.g., learning management systems, games, simulations, microworlds, social media networks), students work in small teams to create a needs analysis, design specifications for and prototype of their own learning resource.

Offered: Every year, Fall

IDN 529. Educational Media Design Lab. 3 Credits.

This course examines the principles, techniques and current practices used to produce and/or deliver interactive multimedia applications for education. Through a series of project-based assignments, students gain experience with a range of software tools used to create media artifacts such as text, graphics, animation, audio, video, games or wireframes. Course makes use of a variety of applications based on each student's specific interests, needs and level of proficiency.

Offered: Every year, Spring

IDN 530. Web Design for Instruction. 3 Credits.

What factors contribute to a compelling web design that can engage users and support their learning? In this course, students investigate web-based instructional resources. They examine relevant theoretical frameworks and use these principles to analyze the design of existing web resources, including graphics and functionality. Students develop a design document and a working prototype of a web-based instructional resource using various web design tools. Topics include principles of HTML, CSS, UX, and approaches to mobile design.

Offered: Every year, Spring and Summer

IDN 531. Design of Interactive Educational Environments. 3 Credits.

This course examines the design of interactive environments, including games, simulations and microworlds, from both theoretical and practical perspectives. Topics include information representation, types of interactivity, user control and pedagogical implications of interactivity, as well as the effective design of these resources for education. Students develop proficiency in the use of an interactive authoring environment or game design platform, depending on the individual's technical background, creating a functioning prototype of their design.

Offered: Every year, Fall and Summer

IDN 532. Design and Development of Online Learning. 3 Credits.

What does it take to design a compelling online learning experience, one that engages students and fosters their construction of new understandings? This class examines current approaches to planning, development, and implementation of online courses. Students will apply research-based principles and methods to develop an online "mini-course," designed to support a successful learning experience for the user. IDN 532 provides excellent foundational training in Learning Management Systems.

Offered: Every year, Fall and Spring

IDN 533. Producing Educational Video and Digital Training. 3 Credits.

This course examines the use of video in education, including theoretical approaches to visual learning as well as practical considerations about planning, writing, producing, and integrating video resources. Students will investigate artistic and technical practices used in combining audio, still images and moving pictures into coherent messages. Additional topics include directing, cinematography, audio, lighting, editing, and effective distribution. Depending on levels of technical preparation, students will use a range of applications to plan and produce short video segments.

Offered: Every year, Fall and Summer

IDN 534. Implementing Digital Media for Learning. 3 Credits.

This course examines the challenges of implementing digital environments for learning in real-world contexts. Through research articles and case studies, students explore issues such as selecting, budgeting and evaluating technology resources. Within the structure of the class, students may choose to focus on implementing media in K-12 environments (in and out of school), higher education, industry or public spaces.

Offered: Every year, Summer

IDN 535. New Directions in Digital Environments for Learning. 3 Credits.

As new digital resources are developed, instructional designers need to be able to understand and evaluate their practicality and value for educational use. This course allows students to explore new and changing technologies, applications and approaches. By definition, topics in this course change each time it is offered, but may include such areas as virtual and augmented reality, handheld devices and interactive media.

Offered: Every year, Spring

IDN 536. Independent Study. 3 Credits.

This course includes supervised study of special topics in instructional design. This option is designed to allow a student to further customize his or her course of study if needed. Each student must submit a proposed course of study including assessment plan for approval prior to enrolling.

Offered: Every year, Fall and Spring

IDN 537. Designing and Utilizing Assistive Learning Technologies. 3 Credits.

This course explores the use of technology to support achievement for individuals with different learning needs. Topics include an overview of the continuum of assistive technologies, from simple to complex; a discussion of theoretical bases, support, and guidelines for the use of these technologies; an examination of the principles of Universal Design for Learning; and the exploration of specific tools and devices. Course projects will emphasize hands-on experience in using these approaches.

Offered: Every year, Spring

IDN 540. Capstone Experience: Thesis and ePortfolio. 3 Credits.

In IDN540, the first of two courses comprising the capstone experience, students explore potential career paths; learn the essentials of project management in order to develop a project management plan for their capstone project; and develop and present the thesis for that project. The project, which will be developed in IDN541, serves to demonstrate the student's fluency with the elements of an instructional design analysis, technical competence, and ability to apply theory to inform design.

Offered: As needed

IDN 541. Capstone Experience: Project and Presentation. 3 Credits.

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IDN541, the second of two courses comprising the capstone experience, requires students to curate an ePortfolio demonstrating the quality and scope of their work, refine their resumes, and refine and develop the final capstone project. The project will serve to demonstrate fluency with the elements of an instructional design analysis, technical competency, and the ability to use theory to inform design.

Offered: As needed