

BUSINESS & MARKETING EDUCATION (BME)

BME 590 INDEPENDENT STUDY

1-3, 0/0

BME 600 PRINCIPLES OF BUSINESS AND MARKETING EDUCATION

3, 3/0

Prerequisite: Teacher certification in an education discipline. Historical and philosophical developments in business and marketing (distributive) education.

BME 601 RESEARCH SEMINAR

3, 3/0

Prerequisite: Graduate status. Current research in occupational/vocational/business education; methods of research; locating appropriate information; development of a research proposal. Required for all BUS, CTE, DED, TED students.

Equivalent Course: SPF 689

BME 602 CURRICULUM DEVELOPMENT AND PLANNING IN BUSINESS AND MARKETING EDUCATION

3, 3/0

Prerequisite: Teacher certification in an education discipline. Historical developments and changing concepts of curriculum; principles of curricula development; components of the curriculum-development process; dimensions of curriculum design systems; purposes and problems of curriculum evaluation. Required for all, BUS, CTE, and TED students.

Equivalent Course: CTE 602

BME 604 IMPROVING INSTRUCTION IN BUSINESS AND MARKETING

3, 3/0

Prerequisite: Teacher certification in an education discipline. Development of instructional techniques and resources; current best practices in educational settings; application of curriculum enhancement through effective pedagogy and program development.

BME 605 EVALUATION IN BUSINESS AND MARKETING EDUCATION

3, 3/0

Prerequisite: Teacher certification in an education discipline. General principles of evaluation and measurement; construction and use of objective tests, informal devices, and techniques of evaluation applicable to occupational education; selection and use of observation, rating scales, anecdotal records, individual and group projects; interpreting, recording, and using the results of evaluation data for the improvement of instruction. Required for all BUS, CTE, and TED students.

BME 690 MASTER'S PROJECT

3, 3/0

BME 721 THESIS/PROJECT CONTINUATION

0, 0/0

BME 722 THESIS/PROJECT EXTENDED

0, 0/0