EDUCATIONAL TECHNOLOGY (EDT)

EDT 500 FUNDAMENTALS OF TECHNOLOGY LITERACY
3, 3/0
Basic hardware components of a computer system; operating systems software; hands-on experience using common communications, word processing, spreadsheet and database software applications.
Equivalent Course: CIS 500

EDT 590 INDEPENDENT STUDY
1-3, 0/0

EDT 594 GRADUATE WORKSHOP
3-12, 0/0

EDT 600 MULTIMEDIA FOR EDUCATORS
3, 3/0
THERE IS NO COURSE DESCRIPTION????

EDT 601 INSTRUCTIONAL TECHNOLOGIES
3, 3/0
Instructional uses of multimedia and the Internet; discussion of the hardware and software necessary for multimedia and Internet productions; integration of multimedia components into classroom instruction using presentation software and Web site development.

EDT 603 INSTRUCTIONAL DESIGN AND PROBLEM SOLVING WITH TECHNOLOGY
3, 3/0
The nature of instructional problems and various approaches to solving instructional problems, including the use of technology. The systematic design and development of instruction, including the use of technology, to create effective instructional design plans, materials, and modules.

EDT 604 AUTHORING FOR EDUCATORS
3, 3/0
Prerequisite: EDT 601 or equivalent. Authoring software; hardware and software necessary for multimedia productions; creating computer-aided instruction materials for use in classroom instruction; using an authoring package to create lessons utilizing this technology; creating Web sites.

EDT 607 NETWORKING FOR EDUCATORS
3, 3/0
Planning, design, and installation of educational technology networks, particularly computer-based data networks, such as those found in K¿12 and college educational environments. Networking concepts and issues, such as network topologies, network media, network protocols, network components, communication services, network cable installation tools and materials, and network software.

EDT 608 DISTANCE EDUCATION METHODS AND TOOLS
3, 3/0
Prerequisite: EDT 500 or instructor permission. Skills and tools for online teaching. Includes instructional design and delivery with technology; knowledge of online resources; use of application technologies; managing the variety of learners; special needs accommodation; and online assessment methods. Practice in facilitating and evaluating lessons for collaborative learning, motivation, and engagement.

EDT 610 CREATING AND INTEGRATING DIGITAL VIDEO IN THE CLASSROOM
3, 3/0
The roles and applications of digital video technologies in the teaching-learning process, and their integration into curriculum subject areas. Includes activities that require hands-on skills and critical thinking, such as using a camera, transferring moving images from a camera to a computer, and editing footage.

EDT 611 TELEVISION FOR EDUCATION AND TRAINING
3, 3/0
Design, production, and delivery of educational television programs, including: (a)instructional design principles and practices relevant to educational television production; and (b) theoretical and technical aspects of television production, such as: camera basics, lenses, camera operation, lighting, audio, character-generated (CG) graphics, video recording, scriptwriting, storyboarding, production switching, direction, and software.

EDT 612 EDUCATIONAL MODELS, SIMULATIONS, AND GAMES
3, 3/0
Design and development of educational models, simulations, and games across the curriculum, using a variety of methods, media, and tools, such as system modeling software, agent-based simulation software, and various approaches to educational game design and development. Emphasis on various thinking approaches, such as systems thinking, mathematical thinking, and creative thinking.

EDT 614 EDUCATIONAL GRAPHICS AND ANIMATION
3, 3/0
Educational media related to visual intelligence and visual literacy. Students apply a range of methods, tools, media, and resources in the planning, design, and development of educational graphics, graphic novels, and computer-based animation products to help meet classroom needs.

EDT 615 EDUCATIONAL HARDWARE METHODS AND TOOLS
3, 3/0
The theory, development, implementation, use, troubleshooting, and maintenance of current and emerging educational hardware (and associated software), including the personal computer, commonly-used peripheral equipment, and non-computer based hardware are examined. Students will become proficient in understanding, investigating, building, implementing, using, troubleshooting, and maintaining hardware for their own educational environments (both formal and informal), using a range of methods and tools.

EDT 617 EDUCATIONAL TECHNOLOGY FOR INFORMAL LEARNING ENVIRONMENTS
3, 3/0
Theories, methods, tools and issues relevant to effective educational exhibit design and development for informal learning environments, such as museums, art galleries, cultural centers, heritage sites, parks arboretums, science centers, etc. Students will gain knowledge and experience in the planning, design, development, implementation, and evaluation of developmentally appropriate, interactive products, exhibits, and programs for diverse audiences in these environments.

EDT 672 CREATING AND INTEGRATING TECHNOLOGY IN THE CLASSROOM
3, 3/0
Increasing the effectiveness of instructional programs through the use of microcomputers: selecting microcomputer software; fulfilling the specific curricular needs of learners, and aiding the management of the instructional program.
Equivalent Course: EDU 672

EDT 689 RESEARCH METHODS FOR MASTER'S PROJECTS AND THESES
3, 3/0
Prerequisites: Permission of the instructor required. The fundamentals of educational research methods and writing are introduced. The course is specifically designed for Educational Technology program students doing their master's projects. Topics include basic research methods, sources of information, interpretation of research studies, components of a research paper, and developing and writing a research paper and a literature review for a master's project. The emphasis throughout the course is on understanding and using the components and methods of research studies in education, and educational technology, in particular.

EDT 690 MASTER'S PROJECT
3, 3/0

EDT 707 COMPUTER APPLICATIONS IN EDUCATION ADMINISTRATION
3, 3/0
Use of computer technology to make everyday administrative tasks in the school classroom and office more effective and efficient.

EDT 721 THESIS/PROJECT CONTINUATION
0, 0/0

EDT 722 THESIS/PROJECT EXTENDED
0, 0/0