LEARNING DESIGN AND TECHNOLOGY (B.A.)

The Bachelor of Arts and Bachelor of Science in Learning Design and Technology prepares students for work in instructional design, development, and implementation. Graduates of the program will be qualified for careers in business, public or private agencies, health care institutions, military or governmental entities, and a variety of community and professional firms. They will be prepared to become instructional developers, corporate training developers, project managers, media specialists, etc. Graduates of this program may also wish to pursue graduate studies in Learning Design and Technology, Administration, or related fields.

Admission Requirements
1. The admission requirements for the undergraduate program in Learning Design and Technology are the same as for admission to the University. Undergraduate students entering Wayne State University, either from high school or transferring from other universities or colleges, are admitted directly into the College of Education degree program in Learning Design and Technology.
2. Attend a mandatory orientation to the Learning Design and Technology Program (by invitation only).

Candidates for the Bachelor of Arts or Bachelor of Science in Education with a Major in Learning Design and Technology must complete a minimum of 120 credits. All course work must be completed in accordance with the academic procedures of the College of Education (http://bulletins.wayne.edu/undergraduate/college-education/academic-regulations) and University (http://bulletins.wayne.edu/undergraduate/general-information) governing undergraduate scholarship and degrees. At graduation, the College of Education requires a minimum 2.5 grade point average.

1. Completion of all General Education Requirements (http://bulletins.wayne.edu/undergraduate/general-information/general-education). General Education Requirements may be met by transfer of community college courses, the WSU General Education Transfer Policy/MACRAO, MTA, and/or by completing WSU courses.
2. Completion of the College of Education mathematics requirement.
3. Completion of required Core Course Subjects.
4. Completion of the required Major Courses.
5. A minimum cumulative g.p.a. of 2.5 with no grade below a ‘C’ in any program course.

Required Core Course Subjects (at least 47 credits, such as the following)
- Advanced Game Development 4
- Business Communication 4
- C++ Programming 1 4
- College Algebra 4
- Computer and Information Processing Principles or Foundations of Business Information Technology 4
- Digital Layout: Adobe 4
- Multimedia 1 4
- Game Programming 4
- Introduction to Game Development 4
- Introduction to Photoshop 4
- Introduction to Web Programming 3
- Introduction to 3D 4
- Pre-visualization 4

Any deficiencies in core course requirements must be completed before proceeding to the major course work of the program.

Required Major Courses
The following courses are completed at Wayne State University:
- LDT 2015 Introduction to Learning Design and Technology 2
- LDT 3115 Instructional Design 3
- LDT 3125 Evaluation Techniques and Tools 3
- LDT 3135 Practical Project Management 3
- LDT 3145 Interactive Course Design 3
- LDT 4135 Presentation and Facilitation Skills 3
- LDT 4215 Team Players and Team Work 3
- LDT 4125 Learning Design and Technology in a Global World 3
- LDT 4145 Digital Games for Learning 3
- LDT 4155 Simulations for Learning 3
- LDT 4165 Digital Video for Learning 3
Select one of the following: 3-4
- LDT 4225 Advanced Seminar in Learning Design and Technology
- LDT 5275 Training and Development
- LDT 5285 Developing Technical Training
- LDT 4235 Directed Study in Learning Design and Technology 1-4
- LDT 4175 Internship in Learning Design and Technology 4
- LDT 4185 Capstone Seminar in Learning Design and Technology 3

Total Credits 43-47

College of Education Mathematics Requirements
STA 1020 Elementary Statistics: Cr. 3