LEARNING DESIGN AND TECHNOLOGY MINOR

The Learning Design and Technology Minor is available to undergraduate students majoring in other disciplines. The minor provides an excellent opportunity for non-education majors to broaden their knowledge of the learning and performance improvement disciplines. In addition, the program enhances career prospects and establishes a solid business base for pursuing a Master of Education in Learning Design and Technology degree.

The Learning Design and Technology Minor consists of six courses, totaling eighteen credits. To be eligible to apply for the minor, students must have a minimum cumulative g.p.a. of 2.5.

Required Courses

LDT 3115  Instructional Design
LDT 3125  Evaluation Techniques and Tools

Select 4 of the 5 following courses:

LDT 3145  Interactive Course Design
LDT 4145  Digital Games for Learning
LDT 4155  Simulations for Learning
LDT 4165  Digital Video for Learning
LDT 4195  Emerging Technologies

Total Credits 18

Students must achieve a cumulative g.p.a of 2.5 or better with no grade below ‘C’ in the 18 minor credits.