LEARNING DESIGN AND TECHNOLOGY (M.ED.)

An admissions moratorium is in effect for this program.

The Master of Education in Learning Design and Technology prepares students as instructional designers, e-learning specialists, multimedia specialists, user engagement designers, consultants, and training and development directors. The program encompasses the analysis of learning and performance for the design, development, implementation, evaluation, and management of processes and resources intended to improve learning and performance in various settings. The curriculum provides knowledge necessary to create, use, assess, and manage theoretical and practical applications of instructional technologies and processes. Students learn to facilitate learning by creating, using, evaluating, and managing effective learning interventions within a supportive community of practice.

Admission Requirements

- A completed WSU Graduate Application
- A brief 2-3 paragraph personal interest statement explaining how this degree will aid the applicant in his or her future career pursuits.
- Official Transcripts from previous undergraduate and graduate college/university course work showing a minimum 2.80 GPA (Transcripts must be sent directly to the University from the various institutions). The Graduate Record Examination may be required for those students with undergraduate grade point averages between 2.50 and 2.80. Contact the program area for further information.

Program Requirements

General requirements may be found under the Master of Education (https://bulletins.wayne.edu/graduate/college-education/academic-regulations/) section. All coursework must be completed in accordance with the academic procedures of the College of Education (https://bulletins.wayne.edu/graduate/college-education/academic-regulations/) and the Graduate School's (https://bulletins.wayne.edu/graduate/general-information/degree-certificate-requirements/) regulations governing graduate scholarship and degrees.

A minimum of 30 credits is required for an online master's degree in Learning Design and Technology, at least 24 credits must be taken at Wayne State University. The degree can be completed by an all course work option also known as Plan C from the Graduate School and meet the General Professional Core requirements.

Students are required to meet with their academic advisor before registering for courses in the first term to develop a plan of work.

Code	Title	Credits
Required Courses (18 credits)		18
LDT 7111	Design Studio I	
LDT 7112	Design Studio II	
LDT 7145	Needs Assessment and Analysis	
LDT 7150	Evaluation of Learning and Performance	
LDT 7400	Capstone Project	
LDT Electives: 12 credit hours in consultation with your advisor (LDT 5000 – 8999)		12
LDT 7130	Facilitating Digital Learning	
LDT 7140	Interactive Course Design	
LDT 7180	Message Design for Learning	
LDT 7210	Emerging Technologies for Digital Learning	
LDT 7220	Mobile Learning Technologies	
LDT 7230	Video, Simulation, and Games for Learning	
LDT 7240	Learning in Organizations	
LDT 7310	UX Design for Learning	
LDT 8120	Practicum in Learning Design and Technology	
LDT 8320	Performance Consulting and Analysis	
Total Credits		**30**