

LEARNING DESIGN AND TECHNOLOGY (B.S.)

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 the 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. Up to 50 credits of lower-division coursework in any discipline. LDT major coursework builds on previous work in psychology, information management, business, communications, graphic design and many other areas of study.
3. Completion of the College of Education mathematics requirement.
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 Major Courses

The following courses are completed at Wayne State University:

Code	Title	Credits
LDT 2015	Introduction to Learning Design and Technology	3
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	Engaging Presentation and Facilitation Strategies	3
LDT 4145	Digital Games for Learning	3
LDT 4155	Simulations for Learning	3
LDT 4165	Digital Video for Learning	3

LDT 4235	Directed Study in Learning Design and Technology	1-4
LDT 4905	Advanced Seminar in Learning Design and Technology	3
LDT 4920	Internship in Learning Design and Technology	4
LDT 4995	Capstone Seminar in Learning Design and Technology	3
Select two of the following courses for a minimum of 6 credit hours:		
LDT 4195	Emerging Technologies	3
LDT 4310	Next Generation Learning Management Systems	3
LDT 4410	Multi-dimensional Learning Environments	3
LDT 5275	Learning in Organizations	4

College Education Mathematics Requirement

Code	Title	Credits
STA 1020	Elementary Statistics	3