

# PROGRAM OF STUDY

## CORE COURSES

ISLT 9450 – Research Methods in ISLT | Fall 2018 | 3 credits | Grade A+ | Dr. Jenny Bossaller

Research methods and ethics of research in the social sciences, focusing on the information professions and learning technologies.

ISLT 9471 – Instructional Systems Design | Spring 2020 | 3 credits | Grade A | Dr. Heather Tillberg-Webb

Develop knowledge and skills related to the systematic design of instruction. Learn to analyze, design, develop, implement, and evaluate learning systems and instruction. Identify appropriate technologies to support learning and explore alternative models of instructional design.

ISLT 9474 – Front End Analysis | Fall 2021 | 3 credits | Grade A | Dr. Rose M. Marra

Develop skills for systematically analyzing learning, or other types of systems, that need to be improved. Develop data collection instruments (e.g. surveys, observation protocols, interviews); analyze secondary data; analyze tasks or activities in the system, and interpret data to make recommendations for system.

## DESIGN COURSES

ISLT 7383 – Rapid Development Tools | Fall 2019 | 3 credits | Grade A | Dr. Danielle Oprean

Students will apply principles of rapid development and use rapid development tools to create a prototype of an e-learning module that uses technology features that can enhance learning (e.g. learner interactions). Specific competencies include: Storyboard and “rapidly” develop an e-learning module using software designed to support this process; Use software tools that develop specific elements of e-learning (e.g. video, animation, gaming), and incorporate those elements into an e-learning module; Evaluate rapidly developed e-learning products; Compare and contrast features of rapid development software packages.

ISLT 7384 – Designing Games for Learning | Fall 2018 | 3 credits | Grade A | Dr. Rose M. Marra

Learn why games can be useful in learning and how to design them. Play some exemplary games that will help you understand the mechanics of game design and work incrementally towards designing and developing your own educational game prototype via game modifications (“mods”), engaging in gaming communities, evaluating existing games, building learning plans using games and learning the basics of a simple gaming shell language.

ISLT 9461 – Interaction Design | Fall 2017 | 3 credits | Grade A | Dr. Joi Moore

Students will learn the basic concepts of interaction design, then focus on usability engineering and prototyping principles to support the design process for learning and performance-based technologies.

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## DEVELOPMENT COURSES

ISLT 7355 – Web Design & Development | Fall 2021 | 3 credits | Grade A | Dr. Jennifer Kueter

Learn fundamentals of setting up a website, creating and implementing web design, and exploring responsive web design using HTML5 and CSS3 (cascading style sheets). Develop a fully functional website ready to use or to allow for more advanced web languages to be integrated.

ISLT 7361 – Introduction to Digital Media | Spring 2017 | 3 credits | Grade A | Dr. So Mi Kim

Hands-on approach to multimedia production techniques. Develops understanding of technical and conceptual tools for the basics of digital media, video editing, still image and audio file manipulation. Students create web portfolio to present their digital products.

ISLT 9466 – Learning Analytics | Spring 2019 | 3 credits | Grade A | Dr. Krista Galyen

Learn how to discover, interpret, and communicate meaningful data patterns in this introductory course. Explore models and applications of learning analytics, as well as privacy and ethical considerations related to the collection and dissemination of learning data. Gain hands-on experience with analytics technologies (e.g., Tableau or Python) that can be used to prepare, visualize, and share data pertaining to learning.

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## ELECTIVE COURSES

ISLT 7373 – Exploring Moodle | Spring 2020 | 1 credit | Grade A | Dr. Jennifer Kueter

This course will prepare you to work within the Moodle Learning Management System (LMS) to set up and manage an online course. As a student in this course, you will investigate and manipulate components of Moodle from an instructor's perspective.

ISLT 9484 – Teaching Online Courses | Fall 2020 | 3 credits | Grade A | Dr. Jane Howland

Learn to be an effective online instructor! Examine issues in teaching and learning online; instructor and student roles; instructional strategies for supporting diverse learners; methods of student assessment; online communication; classroom management; characteristics of online learning management systems. Projects put you in the role of instructor to practice what you learn.