EDTEC 350. Going Global: Designing Your International Learning Experience (3) [GE]
Prerequisite: Completion of the General Education requirement in Foundations II.B., Social and Behavioral Sciences.
Transforming study abroad into personal odyssey. Using telecommunications tools and educational technology to assess personal, academic, career opportunities, arrange meaningful learning experiences, develop global awareness and cross-cultural communication skills, manage logistics of living abroad, record, and communicate growth.

EDTEC 496. Experimental Topics (1-4)
Selected topics. May be repeated with new content. See Class Schedule for specific content. Limit of nine units of any combination of 296, 496, 596 courses applicable to a bachelor’s degree.

EDTEC 499. Special Study (1-3)
Prerequisites: Consent of instructor. Open only to senior and graduate students in education who have shown ability to work independently. Individual study. Maximum credit six units.

EDTEC 532. Producing Digital Learning Media (1-3)
Two hours of activity per unit. Digital learning media production for professionals in health, law, science, business, publishing, and other settings. Use of web- and video-based technologies, presentation, and data analysis tools for training and education. Not open to students in educational technology master’s degree or certificate programs.

EDTEC 540. Educational Technology (3)
Six hours of activity. Rationale, foundations, theories, careers, trends, and issues in educational technology. Implications of educational technology for instruction and information in schools, government, and corporations.

EDTEC 541. Educational Web Development (3)
One lecture and six hours of laboratory. Prerequisite: Basic computer literacy. Systems, graphic design, and usability principles applied to design and development of web-based educational multimedia. Planning and prototyping digital media.

EDTEC 544. Instructional Design (3)
One lecture and six hours of laboratory. Prerequisites: Educational Technology 540 and 541. Systematic design of products for education and training. Use of analyses and content mapping to set instructional goals. Instructional methods derived from learning theories for use in schools, universities, corporations, and other settings. Rapid prototyping of instructional products.

EDTEC 561. Advanced Web-Based Multimedia Development (3)
Six hours of activity. Prerequisites: Educational Technology 540 and 541. Educational visualization with digital video, animation, sound, 2D and 3D graphics for mobile and web-based learning.
EDTEC 570. Advanced Teaching with Technologies (3)
Prerequisite: Educational Technology 470 or equivalent work experience.
Design of project-based and problem-based learning using Internet resources. Constructivist learning with online databases. Collaboration with distant classrooms and experts.

EDTEC 572. Technology for Course Delivery (3)
One lecture and six hours of laboratory.
Prerequisites: Educational Technology 540 and 541.
Use of technology to support planning, presenting, and managing instructor-led courses. Strategies for integrating audience response systems, collaborative tools, and social software into courses.

EDTEC 590. Evaluation Techniques for Performance Technologist (3)
Two lectures and three hours of activity.
Prerequisites: Educational Technology 540 and 541. Recommended: Education 690.
Design and use of tools to collect, analyze, and communicate data about learning and performance.

EDTEC 596. Topics in Educational Technology (1-3)
Selected problems in educational technology. May be repeated with new content. See Class Schedule for specific content. Limit of nine units of any combination of 296, 496, 596 courses applicable to a bachelor’s degree. Maximum credit of six units of 596 applicable to a bachelor’s degree. Credit for 596 and 696 applicable to a master’s degree with approval of the graduate adviser.

GRADUATE COURSES
Refer to the Graduate Bulletin.

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