Learning Design and Technology
In the College of Professional Studies and Fine Arts

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Faculty
Emeritus: Allen, Anthony, Harrison, Hoffman, Mathison, McAllister, Ritchie, Rossett, Saba
Area Coordinator: Bober-Michel
Professors: Bober-Michel, Dodge, Wang

Offered by the School of Journalism and Media Studies
Master of Arts degree in education.
Concentration in learning design and technology.
Specialization in workforce education and lifelong learning.

Learning Design and Technology Minor
(Minor Code: 08999) (SIMS Code: 664645)
The minor in learning design and technology consists of a minimum of 15 units to include Learning Design and Technology 540, 544, and nine units selected from Learning Design and Technology 532, 561, 570, 572, or 596 (when applicable).
Courses in the minor may not be counted toward the major, but may be used to satisfy preparation for the major and general education requirements, if applicable or as prerequisites for the master’s degree concentration in learning design and technology. A minimum of six upper division units must be completed in residence at San Diego State University.

Instructional Technology Certificate
(SIMS Code: 664601)
To receive a certificate in instructional technology, candidates must meet departmental admission requirements (which include relevant work experience or academic preparation), complete 15 units of coursework to include Learning Design and Technology 540, 544, and nine units selected from Learning Design and Technology 561, 570, 572, or 596 (when applicable).
With the approval of the program adviser, a student may apply no more than three units of coursework from the certificate program toward a minor.

Courses (LDT)
Refer to Courses and Curricula and University Policies sections of this catalog for explanation of the course numbering system, unit or credit hour, prerequisites, and related information.

LOWER DIVISION COURSE
LDT 296. Experimental Topics (1-3)
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.

UPPER DIVISION COURSES
(Also Acceptable for Advanced Degrees)
LDT 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 learning design and technology master's concentration or certificate programs. (Formerly numbered Educational Technology 532.)

LDT 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. (Formerly numbered Educational Technology 540.)

LDT 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. (Formerly numbered Educational Technology 541.)
LDT 544. Instructional Design (3)
One lecture and six hours of laboratory.
Prerequisite: Learning Design and Technology 540.
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. (Formerly numbered Educational Technology 544.)

LDT 561. Advanced Multimedia Design for Learning (3)
Six hours of activity.
Prerequisite: Learning Design and Technology 540.
Educational visualization with digital video, animation, sound, 2D and 3D graphics for mobile and web-based learning. (Formerly numbered Educational Technology 561.)

LDT 570. Advanced Teaching with Technologies (3)
Prerequisite: Learning Design and 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. (Formerly numbered Educational Technology 570.)

LDT 572. Managing the Technology-Rich Classroom (3)
One lecture and six hours of laboratory.
Prerequisite: Learning Design and Technology 540.
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. (Formerly numbered Educational Technology 572.)

LDT 596. Topics in Learning Design and 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.