

Learning Design and Technology

IN THE COLLEGE OF PROFESSIONAL STUDIES AND FINE ARTS

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Faculty

Emeritus: Allen, Anthony, Dodge, Harrison, Hoffman, Mathison, McAllister, Ritchie, Rossett, Saba

Area Coordinator:

Professors: Bober-Michel, Wang

Offered by the School of Journalism and Media Studies

Master of Arts degree in learning design and technology.

Minor in learning design and technology.

Certificate in distance education

(refer to the *Graduate Bulletin*).

Certificate in instructional design

(refer to the *Graduate Bulletin*).

Certificate in instructional technology.

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 515, 525, 561, 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 12 units of coursework to include Learning Design and Technology 540, 544, and six units selected from Learning Design and Technology 561 and 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

(Intended for Undergraduates)

LDT 410. Social Media for Learning (3)

Two lectures and one hour of discussion.

Prerequisites: Journalism and Media Studies 408 with a grade of C (2.0) or better. Admission to a major in the School of Journalism and Media Studies.

Social media for learning and workforce training. Current and prospective social media practices in learning organizations. Integration of social media strategies into learning experiences.

LDT 432. Producing Digital Learning Media (3)

One lecture and four hours of activity.

Prerequisites: Journalism and Media Studies 408 with a grade of C (2.0) or better. Admission to a major in the School of Journalism and Media Studies.

Design and development of technology-delivered multimedia training and education materials. Principles of training design applied to diverse organizations and audiences. Production of digital media and tools for learning in organizations.

LDT 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.

LDT 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.

UPPER DIVISION COURSES

(Also Acceptable for Advanced Degrees)

LDT 515. Games, Play, and Learning (3)

Prerequisite: Upper division or graduate standing.

Analysis of games and play from cognitive, historical, motivational, and social perspectives. Design of simple learning games. Survey of the game industry and use of games in education and training.

LDT 525. Virtual Reality, Imaginary Worlds, and Future of Learning (3)

Prerequisite: Upper division standing or admission to a graduate program in learning design and technology or journalism and media studies.

Learning experiences using virtual reality and worlds. Cognitive load in novel environments, sensory perception, theories and models of social interaction. Implications of virtual interaction.

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 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 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*.