



EMPHASIS IN **LEARNING, TECHNOLOGY, AND DESIGN**

RELEVANT COURSES

- EDUC 130/IN4MATX 164: Children's Learning & Media
- EDUC 131: Educational Technology
- EDUC 146: Education, Learning & Culture
- EDUC 173: Cognition & Learning in Educational Settings
- I&C SCI 10: How Computers Work
- I&C SCI 60: Computer Games & Society
- IN4MATX H81: Ethics, Technology & Design

FIELD EXPERIENCE OPPORTUNITIES

- EDUC 198: Directed Research in Education
- Digital Learning Lab
- Connected Learning Lab
- Working Memory & Plasticity Lab
- Creativity Labs

OVERVIEW

This emphasis will prepare students for working in the Educational Technology field. Students will gain a theoretical understanding & practical know-how of current trends in technology and design as they interact with teaching and learning, such as the role of games and interactive media on learning and the design and evaluation of learning environments.

CAREER PATHWAYS

- Instructional Design
- Educational Technology Development
- Learning Engineering
- Children's Media Development
- Online Instruction
- Learning Analytics

(Some of these careers require additional specialized graduate coursework.)