

# EDUC T-EDUCATION TECHNOLOGY (EDT)

## EDT 210 Tech in Elementary Education 3 Credit Hours

Introduces students to the application of technology in elementary education. Students experience and become familiar with advanced learning technology tools; learn to use telecommunication tools for emailing, participating in educational listserv and online discussion groups, and accessing electronic resources on the WWW; learn to use productivity tools for word processing, drawing, painting and digital editing, spreadsheet application, database management, and multimedia presentation; learn to use educational multimedia for visual thinking, creativity, and multimedia authoring, learning to practice ethical and legal use of technology resources, and explore the use of such technology tools in the elementary classroom.

### Restriction(s):

Can enroll if Class is Undergrad Certification only or Post-baccalaureate Cert only or Sophomore or Junior or Senior  
Can enroll if College is Education, Health, and Human Services

## EDT 211 Design Tech-Based Learn Solutn 3 Credit Hours

EDT 211 provides students with the opportunity to design and develop technology-based learning solutions for real-world instructional problems. Students will identify an instructional problem, collect data to assess relevant needs of an authentic population of learners and work collaboratively to create learning solutions for face-to-face, blended and/or online environments. Students will also become proficient in the operation of various pieces of hardware and software and develop skills for evaluating and integrating technology into the different learning environments.

## EDT 215 Learning Technologies in Early Childhood Education 3 Credit Hours

This course is designed to prepare early childhood educators to use educational technology effectively and appropriately with young learners. Emphasis is also placed on learning to use relevant technologies to document and assess student learning as well as to build and maintain collaborative relationships between the classroom and home. (F, W).

## EDT 216 Introduction to Learning Technologies 1 Credit Hour

This course provides students with the opportunities to become familiar with a range of advanced learning technologies and their instructional applications. In addition, the course acquaints the students with research, trends, and issues facing education in the digital era. (F, S, W).

**Corequisite(s):** EDA 306

## EDT 317 Learning Technologies in Content Areas 1 Credit Hour

This course provides students with the necessary skills to conduct Technological Pedagogical and Content Knowledge (TPACK) instructional design and analysis in their specific content areas. (F, S, W).

**Prerequisite(s):** Apprenticeship I, TCERT Admit with a score of 1 and ((EDD 449\* and EDFP 401\*) or (EDD 423\* and EDFP 438\*))

### Restriction(s):

Can enroll if College is Education, Health, and Human Services

## EDT 401 Research, Trends, and Issues in Learning Technologies 3 Credit Hours

This course is designed to provide students with an in-depth exploration of the rapidly evolving field of learning technologies. In an era where technology plays a pivotal role in education and training, understanding the latest research, emerging trends, and critical issues is essential for educators, instructional designers, and anyone interested in the intersection of technology and learning. (YR).

### Restriction(s):

Can enroll if Class is Junior or Senior  
Can enroll if Level is Undergraduate  
Can enroll if College is Education, Health, and Human Services

## EDT 402 Emerging Learning Technologies and Concepts 3 Credit Hours

This course is designed to provide students with a comprehensive understanding of the rapidly evolving landscape of learning technologies. The course will explore the latest trends, tools, and innovations in learning technology and their impact on teaching and learning processes. Students will engage in critical discussions, hands-on activities, and practical applications to harness the potential of emerging technologies for educational purposes. (YR).

### Restriction(s):

Can enroll if Class is Professional Development or Junior or Senior  
Can enroll if College is Education, Health, and Human Services or Arts, Sciences, and Letters

## EDT 410 Teaching with Technology 3 Credit Hours

Introduces students to the management and integration of technology in education. Students experience and become familiar with technologically based teaching and learning materials; learn methodologies for using technology in specific teaching situations including audiovisual and media methods; develop skills in effectively evaluating educational software; explore how technology can be used as a problem-solving tool within the classroom environment; and become familiar with application programs, telecommunications and multimedia. Students also log a minimum of 45 hours of practicum experience in an instructional capacity where they have the opportunity to implement a variety of technology-enhanced learning activities that they create (F,W,S)

## EDT 414 Instructional Design Fundamentals 3 Credit Hours

This comprehensive instructional design course equips learners with the essential knowledge, skills, and strategies to create effective and engaging learning experiences. Instructional design is a dynamic field that combines educational theory, technology, and creativity to design and develop instructionally sound materials and experiences. Whether you are an educator, trainer, e-learning developer, or simply interested in improving your instructional design abilities, this course will provide you with a strong foundation in the principles and practices of instructional design. (YR).

### Restriction(s):

Can enroll if Class is Junior or Senior  
Can enroll if College is Education, Health, and Human Services

## EDT 418 Learning Technologies in the Classroom 1 Credit Hour

This course provides students with the opportunity to design, practice, and evaluate technology integration in a real classroom while also reflecting on their implementation experiences. (F, W, S).

**Prerequisite(s):** Apprenticeship II with a score of 1 and ((EDD 409\* and EDFP 402\*) or (EDD 444\* and EDFP 444\*) or (EDD 455\* and EDFP 455\*) or (EDD 488\* and EDFP 488\*) or (EDD 499\* and EDFP 499\*) or (EDD 409\* and EDFP 439\*))

### Restriction(s):

Can enroll if College is Education, Health, and Human Services

**EDT 420 Online Learning Design and Development 3 Credit Hours**

In today's rapidly evolving educational landscape, the design and development of effective online learning experiences have become essential skills for educators, instructional designers, and anyone interested in creating engaging and impactful online courses. This comprehensive online learning design and development course provides a solid foundation in the principles, tools, and best practices needed to create engaging and effective online learning experiences. (YR).

**Restriction(s):**

Can enroll if Class is Junior or Senior

Can enroll if Level is Undergraduate

Can enroll if College is Education, Health, and Human Services

**EDT 422 Curriculum and Training Development 3 Credit Hours**

This course equips students with the knowledge and skills to create effective educational and training programs. In today's rapidly evolving educational landscape, designing and implementing engaging and results-oriented curricula and training materials is a critical skill. By the end of the course, participants will have a comprehensive understanding of curriculum and training development principles and be prepared to design and implement effective educational and training programs in a variety of settings. (YR).

**Restriction(s):**

Can enroll if Class is Junior or Senior

Can enroll if Level is Undergraduate

Can enroll if College is Education, Health, and Human Services

**EDT 430 Assistive Technology 3 Credit Hours**

This course is designed to provide students with a comprehensive understanding of assistive technology and its pivotal role in enhancing accessibility and improving the quality of life for individuals with disabilities. Assistive technology encompasses a wide range of tools, devices, and software applications that assist individuals in overcoming various physical, cognitive, sensory, and communication challenges. Through theoretical knowledge and hands-on practical experience, students will learn to assess, select, implement, and customize assistive technology solutions for diverse user needs. (YR).

**Restriction(s):**

Can enroll if Class is Junior or Senior

Can enroll if Level is Undergraduate

**EDT 462 Internship in Instructional Design and Learning Technologies 3 Credit Hours**

This internship is a supervised field experience in which students will work as instructional design and learning technology interns for 135 clock hours. The course is designed to provide students with hands-on, real-world experience in instructional design and the application of learning technologies. This internship offers a unique opportunity for students to bridge the gap between theory and practice by working with professionals in educational settings or corporate training environments. Students should complete EDT 402, EDT 414 & EDT 420 prior to taking EDT 462. An internship application is required for registration and must be submitted by July 15th for Fall, October 15th for Winter, or March 15th for Summer. The internship application can be found at: <https://umdearborn.edu/cehhs/cehhs-office-student-success/field-placement-office/education-practicums> (F, W, S).

**Restriction(s):**

Can enroll if Level is Undergraduate

\*An asterisk denotes that a course may be taken concurrently.

Frequency of Offering

The following abbreviations are used to denote the frequency of offering: (F) fall term; (W) winter term; (S) summer term; (F, W) fall and winter terms; (YR) once a year; (AY) alternating years; (OC) offered occasionally