



# Master of Science / LEARNING DESIGN AND TECHNOLOGY

## PROGRAM DESCRIPTION /

The Master of Science in Learning Design and Technology (LDT) provides a comprehensive curriculum and intensive training to prepare you for the job market of today and the emerging fields of tomorrow in K-12 schools, higher education, industry, military and/or other governmental agencies.

## WHAT YOU WILL LEARN /

Students will learn a broad base of leading-edge skills and techniques from the field of learning technology, including design, development, implementation and evaluation of online learning, game-based learning, cybersecurity education and learning analytics.

## PROGRAM FORMAT /

- 100 percent online
- Classroom-based courses available
- Includes some live-online instruction
- Full- and part-time options available

## ADMISSION REQUIREMENTS /

You must meet university requirements as well as the requirements for admission listed below.

- A bachelor's degree or its equivalent from a regionally accredited institution
- An undergraduate GPA of 3.00 or higher (on a 4.00 scale)\*
- Two letters of recommendation (professional or academic letters are acceptable)
- Resume or CV documenting your work and educational experiences to date
- A one-page goals statement describing your motivation for entering the MS degree program, what you hope to achieve upon completion of the program, and the number of courses you plan to take each semester while in the program
- English proficiency scores (international applicants only)





## PROGRAM REQUIREMENTS (33 CREDITS)

### Required Program Core (21 Credits)

- Foundations of Educational Research (3 Credits)
- Current Trends in Instructional Technology (3 Credits)
- Problems in Instructional Design for Computers (3 Credits)
- Online Teaching and Learning (3 Credits)
- Digital Media and Learning (3 Credits)
- Web Design and Programming (3 Credits)
- Introduction to Big Data and Learning Analytics (3 Credits)

Choose one of the concentrations below or complete 9 hours of electives.

### Concentrations (9 Credits)

#### E-Learning Design and Development

- Motivational Design for Learning Technology (3 Credits)
- Technology Project Management (3 Credits)

Recommended electives (choose one):

- Interactive Media (3 Credits)
- Instructional Graphics (3 Credits)
- Digital Video (3 Credits)

#### Cybersecurity Education

- Digital Citizenship and Online Safety (3 Credits)
- Cybersecurity in the Schools (3 Credits)

Recommended electives (choose one):

- Technology and Literacy (3 Credits)
- Internet in Education (3 Credits)
- Technology Leadership in Education (3 Credits)

#### Big Data and Learning Analytics

- Predictive Learning Analytics (3 Credits)
- Data Visualization in Education (3 Credits)

Recommended electives (choose one):

- Data in Assessment and Accreditation (3 Credits)
- Game Analytics for Learning (3 Credits)

#### Game-Based Learning and Analytics

- Game Design for Learning (3 Credits)
- Game Analytics for Learning (3 Credits)

Recommended electives (choose one):

- Instructional Graphics (3 Credits)
- Digital Video (3 Credits)
- Web Programming (3 Credits)

### Electives (9 Credits)

If you choose electives in lieu of a concentration, select 9 hours of electives in consultation with the graduate director.

#### Capstone (3 Credits)

Choose One

- Development of Technology-Based Instruction (3 Credits)
- Internship (3 Credits)

#### E-Portfolio

During the final semester of the program, each master's degree candidate will submit an electronic portfolio (e-portfolio) that highlights learning design and technology abilities, skills and performance acquired from the program coursework. Through the collection of digital projects/products, master's candidates present not only a record of their studies but also their competencies in LD&T to potential employers or institutions for doctoral studies.

The e-portfolio takes the place of a comprehensive exam and must address five areas of national standards developed by the Association for Educational Communications & Technology (AECT) in 2012.



## COST TO ATTEND /

- Click to see [the graduate cost of attendance](#)

## TIME TO COMPLETION /

- 18 to 24 Months

## HOW TO APPLY /

- 1 Submit [graduate application online](#) with \$30 application fee
- 2 Upload the following to the application website:
  - Resume or CV
  - One-page statement of purpose
  - Unofficial transcripts
  - Two letters of recommendation
- 3 Submit one of the following, if your undergraduate GPA is less than 3.00:
  - Official GRE scores directly from the testing agency exceeding the following minimums: V:149 (old 430), Q: 147 (old 570), and AW:4. USF's code is 5828.
  - FACTS transcript for a USF graduate certificate in instructional technology with a 3.50 GPA or higher
  - Graduate degree from a regionally accredited institution with a 3.50 GPA or higher
- 4 Mail an official transcript from each institution of higher learning attended to:

University of South Florida  
Office of Graduate Admissions  
4202 E. Fowler Ave., SVC 1036  
Tampa, FL 33620-2910
- 5 Submit official TOEFL scores directly from the testing agency (**international applicants only**). USF's code is 5828.



## APPLICATION DEADLINES /

- June 1 for a Fall start
- Oct. 15 for a Spring start  
(International Students: Sept. 15)
- We do not accept summer admission

## FOR MORE INFORMATION /

Contact: Heather Van Allen (Program Specialist)

Email: [hvanallen@usf.edu](mailto:hvanallen@usf.edu)

Contact: Sanghoon Park, Ph.D. (Program Coordinator)

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