Master of Arts (MA) in Learning Design and Technology

Learning Outcomes: Knowledge and Understanding, Cognitive Skills, Practical Skills, Transferable Skills 1. Knowledge and Understanding (outcomes, teaching, assessment):	
2. Cognitive	Skills (outcomes, teaching, assessment)
Outcomes	Upon completion of this program students should be able to: 1. Generate learning designs that are inclusive, meet the needs of diverse stakeholders, and are based on design thinking and data from learner analysis, assessment, and evaluation. 3. Use analysis, synthesis, interpretation, and problem-solving skills to develop effective, ethical, and innovative applications of educational technologies.
4. Practical S	kills (outcomes, teaching, assessment)
Outcomes	 Upon completion of this program students should be able to: 1. Design, conduct, and analyze appropriate process and product evaluation 2. Employ a range of learning theories and research-based evidence to design, develop, deliver, and support learning and training activities, materials, courses, and programs
5. Transferab	le Skills (outcomes, teaching, assessment)
Outcomes	Upon completion of this program students should be able to: 1. Communicate effectively in written and oral formats with a variety of stakeholders (clients, subject matter experts, organizations, administration, upper management, etc.) 2. Demonstrate effective task and project management skills