

# EDUCATIONAL TECHNOLOGY (EDIT)

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## **EDIT 1300 Multimedia**

This course will introduce the basics of multimedia production to students with no prior multimedia production experience. Students will have opportunities to develop interactive multimedia content using appropriate software and examine legal and ethical issues concerning the development and distribution of multimedia products. Emphasis will be placed on the application of multimedia authoring programs.

## **EDIT 3300 Instructional Tech Appl**

The course presents pedagogical modes and strategies for effective utilization of instructional technology applications, software and hardware suitable for instruction in grades EC-12. Students will be introduced to state of the art technology tools including: computers, image capture devices, presentation tools and software. Integrated curriculum instruction technology and innovative teaching strategies incorporating collaborative and student centered methods of learning will be explored. Prerequisites: Admission to the College of Education and a 2.7 overall grade point average.

## **EDIT 5300 Prin of Ins Design & Learn The**

This course introduces the processes, methods, and techniques involved with systematic design of instruction in P-16 educational settings. This course examines established and emerging theories of instructional design such as the ADDIE model. Learning theories explored are based on behavioral, information processing, constructivist, and sociocultural. Analysis and exploration of the relationship between theory and practice are demonstrated using a variety of technology tools. Course content should also align as applicable to the Texas Education Agency's Technology Applications standards EC-12 and ISTE standards.

## **EDIT 5320 Inst Lead & Tech Integration**

This engaging, intermediate-level course examines the importance and relationship between the leadership role as curriculum designers and the integration of technology in professional learning or educational classroom settings. Emphasis on practical and applicable ways to integrate technology into a P-16 curriculum using curriculum design processes, future-ready concepts, and education technology theories such as TPACK and SAMR. Inquiry into instructional leadership concepts such as adult learning and mentoring principles to build teacher capacity and support innovative change. Course content should also align as applicable to the Texas Education Agency's Technology Applications standards EC-12 and ISTE standards.

## **EDIT 5322 Tech Apps Sec Sch Math&Sci**

An intensive concentration on the development and enhancement of various technology applications used in the secondary science and mathematics classroom. Specific attention will be paid to skill with graphing calculators, mathematics and science software packages used in the middle school classroom, and other pertinent electronic-based resources. Significant time in the computer laboratory is a major component of this course.

## **EDIT 5330 Teach Learn&Assessing Dig Age**

This course is an intermediate level deepening the concepts of the teaching process of planning, instruction, and assessing learning utilizing technology through research-based pedagogy and practice in a P-16 setting. This course is an inquiry into a variety of technology programs, software, applications, and tools to develop engaging and effective instructional materials and engaging student-centered lessons. Examples include using multimedia, presentation tools, social media, virtual and augmented realities, gamification, STEM, and computer science concepts. Students will design a comprehensive instructional module focusing on the teaching process and specific technology tools that enrich learning outcomes. Course content should also align as applicable to the Texas Education Agency's Technology Applications standards and ISTE Standards.

## **EDIT 5340 Emerging Tech Mod & Lear Env**

This advanced-level course addresses emerging and advanced technologies such as web design development, LMS, and video interaction for educational uses in a P-16 class setting. Emphasis is on using these elements for different learning environments such as in-person, blended, or virtual/remote. In this course, students analyze different models and technologies that promote active and collaborative learning such as inquiry based, flipped classroom, and project-based learning, and how to effectively implement such models in a digital context. Students in this course will create an educational website or course in an LMS. Synchronous meetings are expected. Course content should also align as applicable to the Texas Education Agency's Technology Applications standards and ISTE Standards.

## **EDIT 5350 Access, Equity&Assistive Tech**

An advanced level course that investigates the ways in which technology can differentiate instruction to support the needs of all students, including students with disabilities. In doing so, students will identify and classify adaptive assistive hardware and software for students with special needs and locate resources to assist in their implementation. Topics include current issues in education and laws concerning equity and accessibility for diverse learners and populations. Special emphasis will be placed on the role of digital accessibility in creating accessible and inclusive learning materials and addressing such needs through ethical digital citizenship teaching. Course content should also align as applicable to the Texas Education Agency's Technology Applications standards and ISTE Standards.

## **EDIT 5360 Coll Des of Vis Multi & Print**

This course will explore the design and development of computer generated instructional graphics, animation, and print based materials. Students will explore and evaluate the design and creation of graphical, iconic, and metaphoric information in interactive visual learning environments and a conceptual framework for understanding design and of development of visual materials. Students will experience hands-on projects using desktop print design and web based graphics as part of a multimedia design team. The objective will be a research-based project to produce an instructional package for a client. Prerequisites: Six semester hours of graduate level EDIT coursework or permission of instructor.

**EDIT 5370 Instr Apps Interactive Video**

This course deals with the use of analog and digital video in the design and creation of instructional materials. Students will explore how interactive video resources can be located, designed, created, modified, and integrated into the educational process. Video production, editing and post-production in a digital, non-linear environment and net video streaming will be emphasized.

Prerequisites: Six semester hours of graduate level EDIT coursework or permission of instructor.