

INSTRUCTIONAL DESIGN AND LEARNING TECHNOLOGY, MASTER OF SCIENCE WITH A CONCENTRATION IN USER EXPERIENCE DESIGN (M.S.)

General Information

The master's degree in Instructional Design and Learning Technology prepares students to efficiently enter the profession as those who employ systematic, evidence-based approaches to designing and developing instructional products and experiences across multiple diverse environments. Students will acquire not only specialized foundational and theoretical knowledge of the field, but also hone relevant, industry-accepted skills while making connections with current practitioners. Because nearly every course culminates in development of a professional instructional product, students can be assured they are gaining relevant experience as well as curating a demonstrable portfolio showcasing their talents and abilities, a critical factor in many hiring decisions.

Admission Requirements

Applicants for admission to the Master of Instructional Design and Learning Technology program must:

1. Meet all admission requirements of the Graduate School;
2. Hold a bachelor's or masters' degree;
3. Have a 2.5 overall undergraduate GPA. Applicants who do not meet the GPA requirement for admission must submit official GRE scores to be considered for Probationary Admission. Applicants with Masters' degree can submit undergraduate or graduate transcripts.
4. Submit 2 letters of recommendation;
5. Write a letter of intent on why they want to pursue this degree.

International Students

Applications from international students are encouraged to apply to the program. Refer to the University admission guidelines for admitting international students found here: https://gradschool.eku.edu/intl_students (https://gradschool.eku.edu/intl_students/)

Program Requirements

| Code | Title | Hours |
|---|--------------------------------|-------|
| Core Courses | | |
| IDL 800 | Intro to Instructional Design | 3 |
| IDL 801 | Instructional Design Mastery | 3 |
| IDL 802 | Data-Driven Decision Making | 3 |
| IDL 820 | Field Internship ¹ | 3 |
| IDL 821 | Portfolio and Exit Review | 3 |
| Electives | | |
| Choose from 15 hours of the following: ² | | 15 |
| IDL 810 | Multimedia for Learning | |
| IDL 811 | Online Learning Design | |
| IDL 812 | Game Design for Learning | |
| IDL 813 | Instruction for Diverse Learne | |

| | | |
|---|--------------------------------|-----------|
| IDL 814 | Training the Modern Workforce | |
| DES 850 | Graphic Design for Learning | |
| DES 851 | User Experience Design | |
| ENG 840 | Foundations in ProTech Writing | |
| PSY 790 | Tests & Measurements | |
| Advisor approved elective | | |
| Concentrations | | |
| Students must select one of the following Concentrations: | | 12 |
| Online Learning Design | | |
| User Experience Design | | |
| Total Hours | | 42 |

1

Current working professionals in the instructional design, training and learning development, or other similar fields may take another elective in lieu of completing the internship (IDL 820 Field Internship). (Please contact the department head regarding the waiver process.)

2

Some of the elective courses listed above are grouped to provide two concentrations to meet the student's professional needs/interests.

Concentration

| Code | Title | Hours |
|------------------------------|--------------------------------|-----------|
| Concentration Courses | | |
| DES 850 | Graphic Design for Learning | 3 |
| DES 851 | User Experience Design | 3 |
| IDL 812 | Game Design for Learning | 3 |
| IDL 813 | Instruction for Diverse Learne | 3 |
| Total Hours | | 12 |