MASTER OF SCIENCE IN INSTRUCTIONAL DESIGN AND TECHNOLOGY

Description and Outcomes
The Master of Science in Instructional Design and Technology program is designed to provide the knowledge, skills, and practical experience to help you meet nationally recognized standards for excellence. The Master of Science in Instructional Design and Technology focuses on design, development, and evaluation of educational and informational programs and instructional materials. The program incorporates active, applied learning experiences that help you master the technical, pedagogical, and project and program management skills to successfully develop and implement engaging learning experiences.

The Master of Science in Instructional Design and Technology program is designed to help you develop proficiency in four program outcomes that are based on nationally recognized competencies, standards, and performance statements. In addition, the program is designed to prepare you to serve in a variety of career capacities, such as an instructional designer, curriculum developer or coordinator, trainer, learning and development specialist or manager, project manager, or instructional technology specialist, in educational institutions or corporate, nonprofit, government, or military organizations. The program could also help you develop practical competencies in instructional technology design and tools, pedagogy, and management that could apply to a wide variety of careers, beyond those listed here.

Concentration
In addition to the core curriculum courses, you will take five courses in the adults concentration, which is appropriate for those interested in opportunities in corporate, military, or nonprofit environments.

Program Length
The Master of Science in Instructional Design and Technology program consists of 50 quarter credit hours. Upon successful completion of the program, you will be awarded a master of science degree.

Program Outcomes
1. Design, develop, and implement instructional materials and solutions that both integrate learning technology and align with learning outcomes.
2. Analyze learning contexts to develop appropriate, workable instructional solutions.
3. Plan, manage, lead, and evaluate instructional design and technology projects and programs.
4. Apply current research and theory to the practice of instructional design and learning technology integration.

Professional Competencies
In addition to the discipline-specific outcomes, professional competencies are integrated throughout your academic program. You can review the professional competencies associated with your academic program in the Professional Competencies (https://catalog.purdueglobal.edu/graduate/professional-competencies/) section of this Catalog.

Program Availability
For program availability, please refer to the U.S. State and Other Approvals (https://catalog.purdueglobal.edu/policy-information/university-information/accreditation-approvals-memberships/) section and Program Availability Information (https://www.purdueglobal.edu/catalog-program-availability-info.pdf).

Policies

Progression Requirements
You can enroll in no more than one course per session without written permission from the Dean of the College of Social and Behavioral Sciences.

Certification, State Board, and National Board Exams
Certain state certification and licensure boards have specific educational requirements for programs to lead to a license or nongovernmental certification that is a precondition for employment in a recognized occupation.

Unless otherwise specified, Purdue Global's programs are not designed to meet any specific state's licensure or certification requirements. If certain licensed occupations, vocations, or professions are not explicitly listed, Purdue Global has not reviewed the licensure or certification requirements of those occupations, vocations, or professions, nor intended the program to meet such requirements. Licensure-track programs may limit enrollment to students in certain states; please see Purdue Global's Program Availability Information (https://www.purdueglobal.edu/catalog-program-availability-info.pdf) to determine enrollment eligibility.

You are responsible for understanding the requirements of optional certification exams. Such requirements may change during the course of your program. You are not automatically certified in any way upon program completion. Although certain programs are designed to prepare you to take various optional certification exams, Purdue Global cannot guarantee you will be eligible to take these exams or become certified. Your eligibility may depend on your work experience, completion of education and/or degree requirements, not having a criminal record, meeting other certification requirements, or the program or the University itself having appropriate accreditation or licensure.

Degree Plan
The icon appears in the title of traditional courses that are also available as a set of module courses. Module course availability may be limited to certain academic calendars. See Course Types (https://catalog.purdueglobal.edu/policy-information/university-information/approach-to-learning/) for information about module courses.

Program Requirements

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<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>IX500</td>
<td>Foundations of Instructional Technology</td>
<td>5</td>
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<td>IX510</td>
<td>Instructional Design</td>
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<tr>
<td>IX520</td>
<td>Needs Assessment and Evaluation in</td>
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<td></td>
<td>Education and Training</td>
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<td>IX540</td>
<td>Research Methods</td>
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Master of Science in Instructional Design and Technology

IX550  Project Management and Implementation in Education and Training  5

Total Core Requirements  25

Open Elective Requirements

Concentration Courses (see below)  25

Total Open Elective Requirements  25

TOTAL CREDITS  50

Concentration Requirement

Concentration courses are completed within the open electives requirement of the degree plan.

Students in this program are required to select a concentration.

Adults

<table>
<thead>
<tr>
<th>Code</th>
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<tr>
<td>HE521</td>
<td>Teaching Adult Learners</td>
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<tr>
<td>IX535</td>
<td>Developing Instructional Materials</td>
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<tr>
<td>IX536</td>
<td>Design and Development Tools</td>
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<tr>
<td>IX542</td>
<td>Multimedia Development and Implementation</td>
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<tr>
<td>IX565</td>
<td>Design of Learning Environments</td>
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TOTAL CREDITS  25