Learning Technologies - Master of Education

The Miami University online graduate program in Learning Technologies (M.Ed.) prepares individuals in a variety of fields (K-12, higher education, corporate, etc.) to develop skills in the process of designing and integrating technology and digital media for value-added learning. With a blend of both theoretical and practical knowledge and skills, this program consists of 5 core courses, 4 electives, and a culminating experience, and may be completed in 12-18 months as full or part-time students. The program is designed to support both novice and advanced users of technology in developing knowledge and skills relevant to their individual career goals.

Program Requirements

The Master of Education (M.Ed.) option requires a minimum of 30 credit hours. All courses are offered online.

Code	Title	Credit Hours
Core Courses (required)		
EDP 537	Blended and Online Learning Design	3
EDP 603	Theories of Human Learning	3
EDP 607	Educational Measurement and Evaluation	3
EDP 631	Foundations of Instructional Design and Technology	3
EDP 651	Educational Research	3
Culminating Experience		
EDP 648	Capstone Project	3
or EDP 652	Educational Research Practicum	
Electives		
Select twelve hours of the following:		12
EDP 543	Audiovisual Instruction: Methods, Media, and Technology	
EDP 547	eLearning in K-12 Education	
EDP 583	Game-based Learning Design	
EDP 632	Instructional Design Theory and Models	
EDP 633	Formative/Summative Evaluation of Learning Design	
EDP 636	Diversity, Learning & Technology	
EDP 639	Trends in Learning Design and Analytics	
EDP 643	Interactive Design	
EDP 645	Curriculum and Technology	
IMS 513	User Experience Research	
IMS 524	Ethics and Digital Media	
IMS 617	Interactive Web Programming	
TCE 606	Curriculum Innovation and Transformation through Understanding and Design	
TCE 623	Students, Justice, and Equity Centered Pedagogies	
Total Credit Hours		**30**