



Master of Science in Instructional Technology

10 classes, 1 Internship, a new career!

Learn how to create training, multimedia, websites, mobile apps, instructional games, simulations, and eLearning.

Corporate Track

Semesters listed in bold letters indicate when the online version of the class is offered.

Required Core Courses (12 credit hours - to be completed in the first semesters)

- 550 Instructional Design (Fall, **Spring**, Summer)
- 560 Multimedia Productions (Fall, Spring, **Summer**)
- 570 Intro to Website Development (Fall, Spring, **Summer**)
- 572 Intro to Authoring (**Fall**, Spring, Summer)

Required Capstone Courses (9 credit hours - to be completed in the last semesters) prerequisite: Instructional Design

- 551 Advanced ID (Fall, Spring, **Summer**)
- 575 Managing Multimedia Projects (**Fall**, Spring)
(prerequisite: Advanced Instructional Design prior to or during the same semester)
- 590 Internship or 57.599 Thesis

Required Advanced Authoring (3 credit hours – select 1 course) prerequisite: Intro to Authoring

- 577 Advanced Authoring (**Spring**)
- 576 Advanced Authoring for Mobile Devices (Fall)
- 574 Advanced Authoring for Networks (Summer)
- 578 Advanced Authoring for Game Development (Spring)

Required eCourse (3 credit hours – select 1 course)

- 585 eLearning Concepts (**Spring**)
- 584 Online Course Design (**Fall**)
- 586 Blended eLearning (**Summer**)
- 581 Special Topics: Social Media for eLearning (**Summer**)

Elective Courses (6 credit hours – select 2 courses)

- 579 Instructional Game Design (**Fall**)
- 588 Learning Management Systems (**Summer**)
- 581 Special Topics: Scenario Based Simulations (**Spring**)
- 581 Special Topics: Gamification of Learning (**Summer**)
- 565 Leading Co-Located and Virtual Teams (**Fall**)
- 577 Advanced Authoring (**Spring**)
- 576 Advanced Authoring for Mobile Development (Fall)
- 574 Advanced Authoring for Networks (Summer)
- 578 Advanced Authoring for Game Development (Spring)
- 585 eLearning Concepts (**Spring**)
- 584 Online Course Design (**Fall**)
- 586 Blended eLearning (**Summer**)
- 546 Research in Instructional Technology (**Fall**)
- 542 Technology Applications for the Classroom (**Fall**)
- 540 Technology Planning Across the Curriculum (**Spring**)
- 598 General Transfer Course for Instructional Technology