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