

MASTER OF SCIENCE IN LEARNING, DESIGN AND TECHNOLOGY

Academic Programs

The rapid development of learning models, delivery systems, technological innovations and analytics for higher education has led to a growing need for professionals who can employ these breakthroughs in their institutions. Public and private institutions, large and small, are facing strong demand for leaders who know how to use learning design, technology and analytics (LDT) to improve upon learning processes of all kinds. The Master of Science in Learning, Design and Technology focuses on near and long term opportunities to utilize LDT to improve upon classroom, program, work team and organizational learning opportunities.

Program Requirements

Students must complete 30 hours of graduate coursework to complete the Master of Science in Learning Design and Technology.

Students must select one of the following concentrations:

- Advanced Learning, Design and Technology, M.S. (<https://catalog.baypath.edu/graduate/academic-programs/master-science-learning-design-technology/advanced-learning-design-technology-ms/>)
- Higher Education Administration, M.S. (<https://catalog.baypath.edu/graduate/academic-programs/master-science-learning-design-technology/higher-education-administration-ms/>)
- Online Teaching Concentration, M.S. (<https://catalog.baypath.edu/graduate/academic-programs/master-science-learning-design-technology/online-teaching-concentration-ms/>)
- Self Design Concentration, M.S. (<https://catalog.baypath.edu/graduate/academic-programs/master-science-learning-design-technology/self-design-concentration-ms/>)

Student Learning Outcomes

Upon successful completion of the Master of Science in Learning Design and Technology, graduates will:

- Describe breakthroughs in science and technology that are driving disruptive trends in learning, design, technology and analytics.
- Develop a foundational grasp of learning theory design, technology and analytics.
- Evaluate best practices in learning design, technology and analytics.
- Design solutions for real life learning challenges leveraging best practices in learning design, technology and analytics.
- Demonstrate fluency with the theory and practice of interdisciplinary design and innovation.
- Analyze data to improve learning in the classroom, at the program level, and across the institutional dashboard.
- Apply analytical methods, critical thinking and a systematic approach to a wide range of learning challenges.
- Act as change agents in higher education employing learning design, technology and analytics to improve learning processes.