MASTER OF ARTS IN EDUCATION: CONCENTRATION IN INSTRUCTIONAL TECHNOLOGIES

Graduate Advisors: Dr. Patricia Donohue, Dr. Zahira Merchant

The Department of Equity, Leadership Studies, and Instructional Technologies offers the Master of Arts in Education with a concentration in Instructional Technologies, and an 18-unit Certificate in Training Systems Development. The program prepares professionals in online and e-learning instructional design, design of technology-based instruction for K-20 educators or trainers in a variety of business and industry environments, and design for problem-based learning solutions. The program also offers a California supplementary authorization in computer science for K-12 teachers who complete 12 units of coursework in the four required areas.

The ITEC program offers all courses online and many in blended learning environments with simultaneous in-class and online attendance using a web conference system. The program accommodates distance learners and can be completed in an average of 3-5 semesters. Additional courses are offered in special Winter or Summer Sessions.

The program prepares participants for careers in the prestigious, fast-moving Instructional Design field. Students gain skills with traditional and emerging learning technologies, choosing courses in mobile applications, Web design, gamification, augmented/virtual reality, social networking and assistive/adaptive technologies. Students are introduced to a variety of pedagogies for learning from established to current learning strategies. Students create instruction for various learners, designing learning for mobile, e-learning, and face-to-face instruction using a number of software, hardware, and physical technologies. Graduates become instructional designers for corporations, industry, public service organizations, and classrooms. Alumni can be found around Bay Area companies and school districts as well as across the state. The program prepares students in traditional Instructional Systems Design methods as well as rapid prototyping, agile and design-based methodologies.

ITEC caters to the working adult with all courses offered in late afternoons or evening. Students develop a career pathway and a portfolio during their studies. For further information, contact either of the ITEC program coordinators: Dr. Patricia Donohue (pdonohue@sfsu.edu), or Dr. Zahira Merchant (zahiram@sfsu.edu).

Admission to the Program

Admission to the program is a two-step process that should be completed simultaneously.

1. Apply to the University. Complete the on-line CSU Mentor application.
   Follow all other requirements for admission to the University by accessing [http://grad.sfsu.edu](http://grad.sfsu.edu).
2. Meet Department requirements as noted:

   Applicants should schedule an interview with the program coordinator to go over the applicant’s interest and preparation in the field. In addition, two letters of recommendation and a two-page (500-1,000 word) Statement of Purpose are required. Letters of recommendation should come from professionals who can attest to the applicant’s promise as a graduate student and professional educator. The statement of purpose should clearly explain the applicant’s educational and career goals and how the M.A. degree will help achieve those goals. The statement of purpose should represent the quality of an applicant’s English-language writing ability. Applicants must have basic computer literacies.

Written English Proficiency Requirement

Level One

Applicants must submit a writing sample in the form of a two-page (500-1,000 word) statement of purpose that will be evaluated by the department admissions committee. Students who receive an unsatisfactory evaluation of their written application materials may be admitted conditionally and required to earn a B or better in an English skills development course within the first two semesters. The course will be selected in consultation with an advisor.

Level Two

Level Two is satisfied by the successful completion of the culminating experience (ITEC 894 or ITEC 895).

Continuing Enrollment Requirement

Students admitted fall 2013 and beyond must meet the University’s continuous enrollment requirement that stipulates students be enrolled in their continuing experience course during the semester of anticipated graduation. Students must maintain enrollment every semester after they have registered in the ITEC 894 or ITEC 895 culminating experience courses. Students may miss one semester of enrollment in the middle of the program (before registering in the culminating experience course). Two consecutive semesters of absence will automatically drop the student from the program and university.

For more information, please contact the ELSIT Department: (415) 338-1653 or BH 239.

Core Requirements

Core requirements consist of 15 units of study. During the first year of study, students are advised to take ITEC 800 and ITEC 801. Students are also encouraged, though not required, to enroll in ITEC 700 for an overview of the instructional design field and career options. Based on their interests, students must also take one of the following courses before completing the program:

- ITEC 830 for their third core requirement, or
- ITEC 850 for their third core requirement, or
- ITEC 816 for their third core requirement.

- Students must receive a grade of B or higher in each of the required core courses to advance to candidacy.
- Completion of core requirements includes taking ISED 797 and ITEC 894 or ITEC 895.

Electives

Students choose 15 units of electives within the department or in related disciplines. Electives cross several lines of specialization that include the following:

1. E-Learning,
2. Multimedia Design and Development,
3. Training Design and Development,
4. Technology Integration for Teachers, and
5. Instructional Product Design.

Students should select electives in consultation with an advisor.

**Education (M.A.): Concentration in Instructional Technologies — 30 Units**

**Core Requirements (6 Units)**

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Units</th>
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</thead>
<tbody>
<tr>
<td>ITEC 800</td>
<td>Theoretical Foundations of Instructional Technologies</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 801</td>
<td>Instructional Systems Design</td>
<td>3</td>
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</table>

**Research Requirements (6 Units)**

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>ISED 797</td>
<td>Seminar in Educational Research</td>
<td>3</td>
</tr>
</tbody>
</table>

Select 3 units from the following seminars:

- ITEC 816  Computer Resource Specialist
- ITEC 830  Design of Learning Environments with Emerging Technologies
- ITEC 850  Design and Management of Training Projects

**Electives (15 Units)**

See below

**Culminating Experience Requirement (3 Units)**

(See below for portfolio submission)

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITEC 894</td>
<td>Creative Work</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 895</td>
<td>Field Study</td>
<td>3</td>
</tr>
</tbody>
</table>

The minimal requirement for graduation is 30 units. Based on individual student needs, background, and interests, the department may require some students to complete more than 30 units to attain the degree.

**Electives**

**Elective Group One: E-Learning and Multimedia Design and Development**

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<thead>
<tr>
<th>Code</th>
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<tbody>
<tr>
<td>ITEC 715</td>
<td>Foundations of Instructional Multimedia</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 740</td>
<td>Computer Design of Instructional Graphics I</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 745</td>
<td>Instructional Web Authoring I</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 770</td>
<td>Instructional Videography I (may be repeated twice for credit)</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 823</td>
<td>Instructional Multimedia Tools: Flash I</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 830</td>
<td>Design of Learning Environments with Emerging Technologies</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 835</td>
<td>Instructional Multimedia Tools: FLASH II</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 840</td>
<td>Computer Design of Instructional Graphics II</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 845</td>
<td>Instructional Internet Authoring II</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 860</td>
<td>Distance Education</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 865</td>
<td>E-Learning Design and Development</td>
<td>3</td>
</tr>
</tbody>
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**Elective Group Two: Training Design and Development**

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
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</thead>
<tbody>
<tr>
<td>ITEC 700</td>
<td>Strategic Approaches for Instructional Technologies (may be required for some students)</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 720</td>
<td>Fieldwork in Educational Technology</td>
<td>3-5</td>
</tr>
<tr>
<td>ITEC 805</td>
<td>Contemporary Developments in Instructional Technologies (topic)</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 825</td>
<td>Formative Evaluation and Usability Testing</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 850</td>
<td>Design and Management of Training Projects</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 852</td>
<td>Instructional Technologies in Organizations</td>
<td>3</td>
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**Elective Group Three: Technology Integration for Teachers**

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<thead>
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</thead>
<tbody>
<tr>
<td>ITEC 815</td>
<td>Integration of Instructional Computing</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 816</td>
<td>Computer Resource Specialist</td>
<td>3</td>
</tr>
<tr>
<td>ITEC 842</td>
<td>Cognition, Mind, and Learning for Educators</td>
<td>3</td>
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**Culminating Experience Portfolio Submission**

Before undertaking a culminating experience, students must submit, for departmental review and approval, a portfolio of three instructional projects that demonstrate their technical skill and instructional design competencies.

The culminating experience may be completed by one of two options: ITEC 894 or ITEC 895.

**Creative Work Project Requirements**

To complete a creative work, students must design, develop, and produce an instructional product. The instructional unit may be in any medium—print, video, multimedia, or web-based. The instructional design process must be documented in writing and include a review of the instructional significance of the product, description of the design and production process, and product usability review. Students must provide a CD-ROM that contains the instructional product and the design documents.

**Field-Study Requirements**

To complete the field study, students must design, develop, and produce an instructional design project, using the instructional systems process, from needs analysis to formative evaluation. The instructional unit may be in any medium—print, video, multimedia, or web-based. The instructional design process must be described in writing and include a review of the instructional need and significance of the project, research review, description of the design process, formative evaluation, and conclusions. Students must provide a CD-ROM that contains the instructional unit and the design documents.