

## **Master of Educational Technology (M.E.T.) Program Description**

### ***Program Description***

The Master of Educational Technology (M.E.T.) degree enables professional educators and corporate trainers, to develop multiple literacies and to foster creative thinking using technologies. Candidates learn to develop learner-centered and content-centered projects and assessments. Candidates in this program acquire the 21<sup>st</sup> century learning skills to creatively apply, assess and reflect on technologies and media in formal and informal learning environments. Candidates view technology and media as vehicles for learning, communication, and collaboration.

### ***Themes of the Master of Educational Technology Degree Program***

Candidates who pursue the Master of Educational Technology (M.E.T.) degree explore technology and multimedia including print, graphics, sound, video, and the web. The following ISTE NETS.T 2008 supported themes form the foundation of student learning experiences:

- Practicing, supporting and fostering student learning and creativity through technologies.
- Enhancing student learning experiences and assessments with digital age tools and processes.
- Modeling authentic digital age work and learning practices through collaboration, professional development, and leadership in professional learning communities
- Practicing and modeling digital citizenship and responsibility with colleagues and with students

### ***Goals of the Master of Educational Technology Degree Program***

Students completing the MET degree program will be able to:

- Model ethical uses and applications of digital media in educational and work settings. (NETS.T 2008.4)
- Demonstrate effective uses of technology and multimedia (audio, video, text, images, interactive media, etc) for student learning and teacher reflection, professional growth and productivity. (NETS.T 2008.2; NETS.T 2008.5)
- Demonstrate effective uses of technology and multimedia (audio, video, text, images, interactive media, etc) for collaborative learning and the development of professional learning communities. (NETS.T 2008.3)
- Design, develop, implement and evaluate technology-embedded learning experiences for students that enhance content mastery, creative thinking, critical thinking, and global citizenship. (NETS.T 2008.1)

**Requirements:**

<b>MASTER OF EDUCATIONAL TECHNOLOGY (MET)</b>	
<b>Course Categories</b>	<b>Courses</b>
Design & Ethics Core  <b>(8 hours)</b>	EDTC 5460 Curriculum Design Technology (3 hours)*
	EDTC 5465 Instructional Design (2 hours)
	EDTC 5900 Technology Ethics & Society (3 hours)*
Technology Core <b>(11 hours)</b>	EDTC 5040 Graphic Design for Educators (2 hours)*
	EDTC 5070 Desktop Publishing for Educators (2 hours)*
	EDTC 5290 Digital Video for Educators (3 hours)*
	EDTC 5550 Web Page Authoring and Design I (2 hours)
	EDTC 5555 Web Page Authoring and Design II (2 hours)*
Electives <b>(12 hours)</b>	Advanced EDTC courses (any 6 hours)
	Transfer, MAT or In-service (any 6 hours)
	EDTC 5995 Final Program Survey (0 hours)
Capstone <b>(2 hours)</b>	EDTC 5996 Content Performance Portfolio*
<b>TOTAL HOURS</b>	
<b>33</b>	

\* Key Assessment Courses