



# LEARNING TECHNOLOGIES AND MEDIA SYSTEMS PROGRAM OVERVIEW

# What is the field of learning technologies?

# Over the years, there have been many definitions for the phrase"learning technologies." The one that is used by this program comes from the program textbook:

The field of instructional design and technology (also known as instructional technology) encompasses the analysis of learning and performance problems, and the design, development, implementation, evaluation and management of instructional and non-instructional processes and resources intended to improve learning and performance in a variety of settings, particularly educational institutions and the workplace. Professionals in the field of instructional design and technology often use systematic instructional design procedures and employ instructional media to accomplish their goals. Moreover, in recent years, they have paid increasing attention to non-instructional solutions to some performance problems. Research and theory related to each of the aforementioned areas is also an important part of the field. (Reiser & Dempsey, 2016)

# THE PROGRAM OBJECTIVES OF THE LTMS PROGRAM

The LTMS program is a rigorous and systematic exploration of the field. At the end of the program you should expect to be able to do the following:

- Analyze performance improvement opportunities to determine appropriate solutions
- Create engaging learning solutions to improve performance
- Evaluate the effectiveness and efficiency of learning solutions
- Play a role as a thought leader in the integration of technology to improve learning and performance

# **PROGRAM ORGANIZATION**

The LTMS program is made up of three major sections: The Learning Technologies & Media Systems Master of Science student can choose courses totaling 15 semester hours from any of the following Master of Science programs: Analytics, Information Systems Engineering and Management, Learning Technologies, or Project Management.

# THE CORE

All students must take 5 core courses that provide a background of the ideas and technologies that every graduate should master. These 5 courses, and the general areas they cover are:

- LTMS 500 | Instructional Design Fundamentals
- LTMS 510 | Instructional Development Software
- LTMS 514 | The creation of Instructional Elements (video, graphics, etc.)
- LTMS 518 | The creation of eLearning
- LTMS 525 | Learning theories and how to use them

# **ELECTIVES**

While there are a number of electives in LTMS that students can select, the most common (and popular) are:

- LTMS 520 | Learning Assessment
- LTMS 530 | Managing Technology Resources
- LTMS 531 | Introduction to Games and Simulations.
- LTMS 532 | Games and Simulations (Lab Fee)
- can be included in the students' portfolio.
- LTMS 609 | Synchronous Facilitation
- LTMS 614 | Social Learning in the Organization

# CAPSTONE

This is a two-course sequence that provides you with an opportunity to develop something that solves a real problem, and which can then be placed in your portfolio as an example of professional work. It consists of two courses. **GRAD 695** | Research Methodology. Here you will research something that is of interest to you and the LTMS community. You will write a 25-page paper that describes what your found, and how you plan to implement this in your practice. "A" papers will be published on the Harrisburg University Website. **LTMS 698/699** | Experiential project. Here you will work with either your school or your business to implement a new learning project based on your research in GRAD 695.

• LTMS 610 | Learning Technologies Project: This class is taken after 4 other core courses have been completed. In this class students work on a real project for a client. The output of the course

## WORKLOAD

All LTMS courses are 3 credits. This means that there should be three hours of class time (or equivalent) every week. For each hour of class time there should be 2 hours of preparation. This means that you need to schedule 9 hours of work per week per class. If you are taking two courses this is 18 hours per week. If you are working, you need to build a schedule that includes your employment, your schoolwork and all the other parts of your life. Your instructors can explain this in more detail.

### **ATTENDANCE & PARTICIPATION**

These topics are grouped together because they are very interrelated. In addition to being present in the class, you are expected to contribute. Most LTMS classes are built on the assumption that you will contribute your experiences and knowledge to the discussions in class.

Executive format classes meet three times per semester on campus in Harrisburg. You are required to attend these sessions. There are no "make-ups" because you cannot make up 4 hours of in-class interaction with anything you can do sitting by yourself. The absence will impact your contribution to the class and your grade.

Online sessions are also interactive. Watching a video of class may be acceptable for the one or two missed sessions that are unavoidable during a semester, but more than that will impact your grade.

In the event of weather-related closings please check the Harrisburg University website: http://harrisburgu.edu/ . If weather makes the University unreachable, please do not consider this a "day off". There will be alternatives that include a variety of virtual/distance sessions. Be prepared to dial in at the time of class, and to participate for the duration of the class.

## **TEXTBOOK**

While each course may (or may not) have specific textbook requirements, there is one book that provides information on every area of study. It is where you saw the definition of instructional technology above. The book is:

**Reiser, R. A., & Dempsey, J. V.** (2018) **Trends and Issues in Instructional Design and Technology** New York: Pearson

Every faculty member in the LTMS program has a copy of this book and all have reviewed it. It provides a solid, academic introduction to every topic currently of interest in the field, and it should serve as a reference while you are here at HU, and afterwards.

Please purchase this text as soon as possible as there will be readings assigned in it across the curriculum.



### **COMPUTERS & SOFTWARE**

The Harrisburg University website lists various requirements for laptops. These can be found here: http://HarrisburgU.edu/laptop-requirements/

The LTMS program is deeply interconnected with computer technology. We study how it is used to teach, to learn, to present information and to administer learning. Because of this there are additional suggestions regarding computers and software for LTMS students.

## HARDWARE

The recommendation is to use a Window's based device. This is not because they are better. It is an acknowledgement that some development software for learning will only run under Windows. You may work with other instructional hardware during the program such as Chromebooks and Raspberry Pi's. Textbook

# SOFTWARE

As a Harrisburg University student you have access to Microsoft Office 365 at no charge. You will need to supplement this with other packages as you create learning. For most categories of applications, there are both paid (i.e. Adobe Creative Cloud) and open source alternatives. While there is a nature inclination to select the open source alternative because of the cost, this may limit your employment opportunities after graduation. Students are encouraged to review job postings and see which software has the greatest potential after graduation. You will review this information in one of your first LTMS courses.

## WEBSITE

The latest information on the LTMS program can be accessed at the LTMS program website. http://harrisburgu.edu/ltms-program-main/ . There you will find course descriptions for most LTMS classes, course sequences and a variety of other useful and up-to-date information.

### **CONTACT INFORMATION**

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