Department of Instructional Technology & Learning Sciences
Utah State University

Program Requirements: The **EdS** degree program requires a minimum of **31** credits for students with a master's degree in Instructional Technology or Learning Sciences. A minimum of **40** credits for students with a master's degree in a field other than Instructional Technology or Learning Sciences, including the ITLS master's core listed below. Students have 6 calendar years to complete all degree requirements.

O = Online only, F = Face to Face only, B = Both Face to Face and Online options, S = Synchronous Broadcast, X = Check Catalog
Check the ITLS website for the courses available each semester. [http://itls.usu.edu/courses/schedule]

Core Courses – 7 credits required

			Credits	Fall°	Spring°	Summer°	Prerequisites
ITLS	6300	ITLS Orientation	1	O	O	O	Program Admittance
ITLS	7000	Pro-seminar in Instructional Technology	3	F			Program Admittance; Master's Core
ITLS	7300	Research in Instructional Technology & Learning Sciences	3		F		EDUC 6570 & ITLS 7000

Research Methods Course – 3 credits required

EDUC	6570	Research Methods	3	X	X	X	

Complete the online responsible conduct of research training https://gradschool.usu.edu/online-rcr-training/ with the "social and behavioral research" focus

Practicum – 6 credits required minimum

ITLS	7960	Culminating Project **OR** Externship – (40 hrs/wk, 14 wk min)	1-9	ARR	ARR	ARR

Master's Required Core Courses (9 credits)

			Credits	Fall°	Spring°	Summer°
ITLS	6520	Instructional Design I	3		B	
ITLS	6535	Design Thinking	3	B		
ITLS	6540	Learning Theory	3	B		
Other ITLS master's courses determined by your chairperson						

° Check the ITLS website for the courses available each semester. [http://itls.usu.edu/courses/schedule]

Your program of study is under the direction and approval of your graduate chairperson.
A temporary advisor is assigned upon matriculation to the program to guide through the first semester. A chairperson should be chosen by the end of the second semester to direct and approve the final program of study and practicum work.

General Elective Course Options - 15 credits required			Credits	Fall°	Spring°	Summer°
ITLS	5000	SLM Foundations & Information Management	3	S		
ITLS	5015	SLM Collection Development & Literature	3	S		
ITLS	5025	SLM Programs & Instructional Development	3		S	
ITLS	5030	Information Access, Literacy, & Technology	3		S	
ITLS	5040	SLM Center Administration & Leadership	3			S
ITLS	6205	Computer Applications for Instruction & Training	3		O	O
ITLS	6210	Virtual Environment and Development	3	O		O ^
ITLS	6215	Video and Audio Design and Production I	3	O		O
ITLS	6220	Video and Audio Design and Production II	3		O	
ITLS	6230	Graphic Design and Production I	3		O	O
	6240	Graphic Design and Production II	3	O		
ITLS	6245	E-Learning and Authoring Tools	3		O	O^
ITLS	6260	Mobile Design and Development for Learning	3	O		
ITLS	6265	Internet Development	3	B	B	O
ITLS	6270	Digital Making & Learning	3		F	
ITLS	6320	Writing for Design	3		O	O
ITLS	6390	Transformative Uses of Technology for Learning	3			O
ITLS	6510	Evaluation and Research	3		B	
ITLS	6520	Instructional Design I	3		B	
ITLS	6530	Instructional Design II	3	B		
ITLS	6560	Project and Organizational Management	3		B	
ITLS	6570	Performance Systems	3			O
ITLS	6650	Research Seminar*	3			
ITLS	6720	Adult Education, Theory & Practice	3			O
ITLS	6730	Games & Learning	3	O		
ITLS	6760	Grant and Proposal Writing	3	O		
ITLS	6870	Current Issues Seminar*	1-3			
ITLS	6900	Independent Study	1-6	ARR	ARR	ARR
ITLS	6910	Independent Research	1-6	ARR	ARR	ARR
ITLS	7340	Building Community Partnerships in Research Contexts	3		O	
Other courses approved by your chair						

^ Taught alternating years
* Taught periodically, check schedule for availability and delivery format

DegreeWorks

You are encouraged to use DegreeWorks to plan and keep track of your progress. **Login to Banner** [banner.usu.edu] using your USU A# & password. Click on **Student**. Click on **Student Records**. Click on **DegreeWorks**.
Consult your orientation booklet for details about using the program.