ADMINISTRATIVE AND ORGANIZATIONAL STUDIES

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The Division of Administrative and Organizational Studies has as its primary goal the development and enhancement of leadership and organizational learning. It is within the scope of this division to study emergent trends, technologies and educational innovations; to develop rationales for supporting educational change; to present viable programs of study for advanced students in education which will enable them to function skillfully as educational leaders in facilitating change, and in developing and conducting on-going programs; and to design and implement learning innovations, and the impact of instructional methodologies on the improvement of human and organizational performance. The program areas — Educational Leadership and Policy Studies and Learning Design and Technology — are under the guidance of this Division.

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- Educational Leadership AGRADE (http://bulletins.wayne.edu/undergraduate/college-education/administrative-organizational-studies/educational-leadership-agrade/)

Educational Evaluation and Research

EER 1501 Quantitative and Qualitative Methodology Cr. 3
The rationale of quantitative methods applied to research design, sampling, instruments, and descriptive and inferential statistics via university supplied software; and qualitative methods for categorical data including nonrandom sampling, coding, and networks/displays. Applicable to all majors for solving real-world problems and defending the results. Offered Fall, Winter.

EER 4501 Quantitative and Qualitative Research, Measurement, and Program Evaluation Cr. 3
Provides an introduction to systematic disciplined inquiry and program evaluation. Topics in quantitative methods to be covered include : experimental, quasi-experimental, and survey research; instrument reliability and validity; descriptive and inferential statistics. Topics in qualitative methods to be covered include: grounded theory, ethnography, case study; trustworthiness, coding, and data networks/displays. Offered Fall, Winter.

Learning Design and Technology

LDT 2015 Introduction to Learning Design and Technology Cr. 3
Exploration of the field including its history, foundational knowledge, and the skills and attitudes required to be a professional. Students will create their professional development journey by applying design theories, principles and best practices. Offered Fall, Winter.
Restriction(s): Enrollment is limited to Undergraduate level students.

LDT 3115 Instructional Design Cr. 3
Explores broad conceptions of instructional design including all activities involved in generating intentional learning and performance improvement experiences. Offered Fall, Winter.
Restriction(s): Enrollment is limited to Undergraduate level students.

LDT 3125 Evaluation Techniques and Tools Cr. 3
Evaluation techniques and tools for learning design and technology based on formative and summative evaluation approaches. Students will learn to select appropriate evaluation techniques and design effective evaluation tools to generate feedback and facilitate improvement. Offered Yearly.
Prerequisites: LDT 3115 with a minimum grade of C

LDT 3135 Practical Project Management Cr. 3
Foundational skills, knowledge, and practice of agile project management for instructional designers using process frameworks. Students will learn the application of methods, tools, and techniques aligned with the Project Management Institute (PMI) standards. Offered Yearly.
Prerequisites: LDT 3115 with a minimum grade of C

LDT 3145 Interactive Course Design Cr. 3
Design, implementation, and evaluation of digital learning products based on theory and evidence-based practices. Students will use modern development tools to create engaging and interactive digital learning products. Offered Yearly.
Prerequisites: LDT 3115 with a minimum grade of C
Restriction(s): Enrollment is limited to Undergraduate level students.

LDT 4135 Engaging Presentation and Facilitation Strategies Cr. 3
Knowledge and delivery skills for conducting professional presentations in multiple settings and the facilitation of small and large group sessions. The focus is on the communication process, audience analysis, preparation, and selection of content and support materials. Offered Yearly.
Restriction(s): Enrollment is limited to Undergraduate level students.

LDT 4145 Video and Games for Learning Cr. 3
Design, implementation, and evaluation of serious games based on theory and evidence-based practices. Students will use emerging multimedia production tools for engaging videos and serious game-based learning products. Offered Yearly.
Prerequisites: LDT 3115 with a minimum grade of C
Restriction(s): Enrollment is limited to Undergraduate level students.

LDT 4155 Simulations for Learning Cr. 3
Design and development of models and interfaces for simulations, including devices, linear/discrete, XR, and branching scenarios. Offered Yearly.
Prerequisites: LDT 3115 with a minimum grade of C
Restriction(s): Enrollment is limited to Undergraduate level students.

LDT 4165 UX Design for Learning Cr. 3
Application of user experience (UX) design principles and processes to create a meaningful learning experience. Students will use modern UX tools to design and create an interactive, evidence-based learning experience. Offered Yearly.
Prerequisites: LDT 3115 with a minimum grade of C
Restriction(s): Enrollment is limited to Undergraduate level students.

LDT 4195 Mobile Learning Technologies Cr. 3
Design, implementation, and evaluation of mobile learning products based on theory and evidence-based practices. Students will use emerging multimedia production tools to create engaging and effective mobile learning products. Offered Yearly.
Prerequisites: LDT 3115 with a minimum grade of D-
Restriction(s): Enrollment is limited to Undergraduate level students.

LDT 4235 Directed Study in Learning Design and Technology Cr. 1-4
Supervised individual learning experience design or research project which is outside the scope of formal courses. Offered Fall, Winter.
Restriction(s): Enrollment limited to students with a class of Junior or Senior; enrollment is limited to Undergraduate level students; enrollment limited to students in the College of Education.
Repeatable for 8 Credits

LDT 4900 Advanced Instructional Design Cr. 3
Application of learning design theories, principles and techniques to create a meaningful design product that meets learner needs. Students will engage in a 15-week design challenge, working in design teams employing empathic design with an authentic client who requires a specific design deliverable. Offered Yearly.
Prerequisites: LDT 3115 with a minimum grade of C
Restriction(s): Enrollment is limited to Undergraduate level students.

LDT 4915 Capstone in Learning Design and Technology Cr. 3
A capstone learning experience situated in the learning design ecosystem. Apply accumulated learning experiences to execute a viable instructional solution and develop designer identity. Offered Fall, Winter.
Prerequisites: LDT 4900 with a minimum grade of C
Restriction(s): Enrollment limited to students with a class of Senior; enrollment is limited to Undergraduate level students.

LDT 4920 Internship in Learning Design and Technology Cr. 4
Supervised training under faculty or professional mentor. Students will gain experience in the demonstration of analysis, instructional design, evaluation, project management, and performance improvement. Offered Fall, Winter.
Prerequisites: LDT 4915 with a minimum grade of C
Restriction(s): Enrollment limited to students with a class of Senior; enrollment is limited to students with a major, minor, or concentration in Learning Design and Technology; enrollment is limited to Undergraduate level students.

LDT 6135 Technology Applications in School Administration Cr. 2-3
Use of technology tools by school administrators; factors related to leadership and research in technology integration. Also offered online. Offered Fall.
Repeatable for 3 Credits