

# Learning Experience Design and Technology, Graduate Certificate

The Graduate Certificate in Learning Experience Design and Technology offers a practice-based exploration of the key skills required in the rapidly expanding field of learning design. Never before has the need for professionals with LXD expertise been so essential across all industry sectors. The certificate is designed to meet this need by grounding designers, educators, technologists, and other professionals in the art and science of effective learning design. Students will have the opportunity to build or strengthen design and technological skills that can be applied across PK–12, higher education, government, military, corporate, and nonprofit environments. Skills can be applied to learners of all ages and in online, mobile, virtual, face-to-face, and blended formats.

The program's innovative approach blends academic and workplace-based learning with a focus on how people learn, foundational learning design skills, and advanced learning design topics. Experiential opportunities are built into each course. Students will have the opportunity to develop an online portfolio of work to demonstrate their capacity to think strategically; put creative ideas into action using a variety of technologies; learning design environments that meet academic, personal, professional, and organizational goals; and interpret and clearly communicate results to stakeholders. Credits earned in this certificate may be used to satisfy some of the degree requirements of the Master of Professional Studies in Learning Experience Design and Technology program.

## Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

### Required Courses

Code	Title	Hours
<b>Core Requirements</b>		
EDU 6319	How People Learn	4
EDU 6334	Foundations of Learning Experience Design	4
EDU 6335	Advanced Practices in Learning Experience Design	4

### Electives

Code	Title	Hours
Complete a minimum of 4 quarter hours from the list below to reach the program credits required		
CMN 6025	Digital Era Skills: Platforms, Tools, and Techniques	4
CMN 6080	Intercultural Communication	
CMN 6090	Organizational Culture, Climate, and Communication	
CMN 6095	Foundations of Developing Cultural Awareness	
DGM 6145	Information Technology and Creative Practice	
DGM 6279	Project Management for Digital Media	
DGM 6461	Interactive Information Design 1	
DGM 6501	Web Creation Boot Camp	
EDU 5978	Independent Study	
EDU 6202	Faculty, Curriculum, and Academic Community	
EDU 6223	Change Agency	
EDU 6329	Connecting Theory and Practice	
EDU 6332	Open Learning	
EDU 6338	Learning Experience Design Studio	
EDU 6558	Issues in Education	
NPM 6140	Grant and Report Writing	
PJM 5900	Foundations of Project Management	
PJM 6205	Leading and Managing Technical Projects	
TCC 6120	Usability and User Experience	
TCC 6610	Prototyping	
TCC 6710	Content Strategy	

## Program Credit/GPA Requirements

16 total quarter hours required  
Minimum 3.000 GPA required