Learning Experience Design and Technology, MPS

The Master of Professional Studies in Learning Experience Design and Technology is a robust practice-based program. It builds expertise in learning designers, educators, trainers, technologists, and other professionals by grounding them in the art and science of learning and the effective use of learning design principles and technology. It provides both foundational and advanced design-related coursework that is experiential, taught by experts in the field, and incorporates skill-building opportunities that align with contemporary industry-based competencies.

During their course of study, students will have the opportunity to:

- Design learning environments that support learners in meeting academic, personal, professional, and/or organizational goals
- Put creative ideas into action using a variety of technologies and design and delivery modalities
- Develop a robust online portfolio of work to demonstrate their design skills

Program Requirements

- Concentrations and course offerings may vary by campus and/or by program modality. Please consult with your advisor or admissions coach for the course availability each term at your campus or within your program modality.
- Certain options within the program may be *required* at certain campuses or for certain program modalities. Please consult with your advisor or admissions coach for requirements at your campus or for your program modality.

Complete all courses and requirements listed below unless otherwise indicated.

Foundation Courses

Code	Title	Hours
EDU 6050	Education as an Advanced Field of Study	5
EDU 6051	Introduction to Social Justice in Educational Settings	4

Core Courses

Code	Title	Hours
EDU 6319	How People Learn	4
EDU 6323	Digital Learning Tools and Technologies for LXD	4
EDU 6334	Foundations of Learning Experience Design	4
EDU 6335	Advanced Practices in Learning Experience Design	4
EDU 6336	Data Literacy for Data-Driven Decision Making	4

Capstone

Code	Title	Hours
EDU 6225	Capstone	4

Electives

Code	Title	Hours
Electives may be satisfied by any EDU 6000-level course not already being used toward degree requirements. Suggested EDU 6000-level courses are listed below. Additionally, CPS graduate-level courses that may also be used to satisfy elective requirements are listed below:		12
EDU 5978	Independent Study	
EDU 6001	Experiential Learning Theory and Practice	
EDU 6002	Culturally Responsive Experiential Teaching and Learning	
EDU 6003	Applied Research in Experiential Teaching and Learning	
EDU 6004	Leading Experiential Teaching and Learning	
EDU 6202	Faculty, Curriculum, and Academic Community	
EDU 6323	Digital Learning Tools and Technologies for LXD	
EDU 6329	Connecting Theory and Practice	
EDU 6331	E-Learning Design as a Collaborative Profession	
EDU 6332	Open Learning	

EDU 6336	Data Literacy for Data-Driven Decision Making
EDU 6338	Learning Experience Design Studio
EDU 6558	Issues in Education
CMN 6080	Intercultural Communication
DGM 6501	Web Creation Boot Camp
NPM 6140	Grant and Report Writing
PJM 5900	Foundations of Project Management

Program Credit/GPA Requirements

45 total quarter hours required

Minimum 3.000 GPA required