

Programs

Master of Science in Instructional Design and Learning Technology

(30 credits)

The Master of Science in Instructional Design and Learning Technology, under the Tagliatela School of Business and Leadership, is a graduate professional degree designed for students from a variety of professional backgrounds to expand their knowledge and skills and prepares them to deliver 21st century learning and training experiences. The program is rooted in the principles of instructional design, technology use, professional training, education, and learning. Combining elements of technology use and integration with principles of teaching and learning, it serves to address the educational and workforce development needs of organizations across both public and private sectors.

Upon completing the program of study in Instructional Design and Learning Technology, students will:

- Design curriculum and learning experiences that will address best practices and the diverse needs of organizations and institutions in the 21st Century environment.
- Develop teaching and learning materials that ensure accessibility and equity across a range of contexts and situations.
- Create blended, virtual, online, synchronous, and asynchronous learning experiences using a variety of current pedagogical tools.
- Foster and promote learner engagement and dynamic training methodology through progressive applications of technology and software applications.
- Incorporate a variety of formative and summative assessments into teaching, training, and learning contexts.
- Model professional and organizational ideals in the development and delivery of instructional design and content delivery.
- Work collaboratively with a variety of stakeholders and subject matter experts to integrate best practices into curriculum design and delivery.
- Promote a personal and professional character that is aligned with the ideals and values of the field of instructional design, education, and business development.

Admission Requirements

- Bachelor's degree from a nationally or regionally accredited institution approved by the U.S. Department of Education (USDE) or the Council for Higher Education Accreditation (CHEA).
- Minimum cumulative grade point average of 3.0.
- Proficiency in the business application of personal computers.

- For non-native English-speakers, a minimum score of 550 paper-based, 80 internet-based, or 213 computer-based on the Test of English as a Foreign Language .
- Proof of immunization in accordance with Connecticut state requirements.
- For fully online students, a driver's license or DMV photo identification is required.
- Applicants intending to use VA benefits submit a copy of their certificate of eligibility to a school certifying official.

The applicant must submit:

- Official transcripts from all nationally and regionally accredited degree-granting institutions, approved by the USDE or CHEA, attended.
- An essay (of 500–600 words, double-spaced) on their professional career interests, reasons for entering the program, expectations of the program, and must cite specific examples of training, development, and/or instructional design of which they have been a part.
- Two letters of recommendation from former professors or professional associates.

Tuition and Fees

- Application Fee: \$50.00
- Tutorial Surcharge: \$500.00 (for student requested tutorial)
- Thesis Continuation Fee: \$250.00 per registration period (within seven years of matriculation) until completion of the thesis.

Fees and rates are subject to change.

Transfer Credits

Albertus Magnus College will accept a maximum of 6 graduate hours from nationally or regionally accredited institutions approved by the U.S. Department of Education (USDE) or the Council for Higher Education Accreditation (CHEA) toward satisfying the program requirements. Such credits must have been completed prior to entrance into the program and must satisfy degree requirements. Transfer credits must have been completed with a minimum grade of 3.0 within the last five years. Transfer credits will be considered on an individual basis. Students must submit an official transcript showing proof of completion of the course(s) to be transferred. All requests to transfer credits must be completed prior to starting the program. Internal transfer students from other Albertus graduate programs must complete at least 50% of their requirements (15 credits) in the Albertus M.S. in Instructional Design and Learning Technology program.

Accreditation

Albertus Magnus College is accredited by the New England Commission of Higher Education.

The Master of Science in Instructional Design and Learning Technology is accredited by the State of Connecticut Office of Higher Education.

Program Format

Classes are offered in five, eight-week modules during the calendar year. All classes are fully online. On-ground courses may be offered with sufficient demand.

Academic Advisement

Admitted students are assigned a faculty advisor, typically the program director. Together the student and advisor will develop a program of study. Throughout the program the advisor will assist students with course planning, registration and regular academic review.

Course Load

Students may register for no more than 6 credits per mod.

Graduation Requirements

- Completion of all requirements within seven years of matriculation, including completion of the capstone course.
- Minimum cumulative grade point average of 3.0.
- Minimum grade in each course of 2.0.
- Payment of all tuition and fees.

Graduation with Honors

Master’s degree candidates who have a cumulative grade point average of at least 3.90 are awarded honors and will have the notation included on their transcript and diploma.

PROGRAM OF STUDY

REQUIRED CORE (30 credits)

IDT 500	Introduction to Curriculum Design
IDT 512	Foundations of Blended, Remote & Online Learning
IDT 523	Principles of Curriculum Assessment
IDT 534	Collaborative Project Management
IDT 542	Developing Multimedia Content
IDT 611	Designing for Accessibility and Inclusion
IDT 623	Gamification and Learner Motivation
IDT 637	Engaging Diverse Audiences
IDT 650	Future Directions of Learning Design
IDT 660	Capstone Portfolio

Master of Science in Instructional Design and Learning Technology: 4 + 1 B.S./M.S. (Traditional Undergraduate Students Only)

This program is designed for traditional undergraduate students who have demonstrated an ability to excel and a desire to obtain a Master of Science in Instructional Design and Learning Technology degree in a minimal amount of time. A total of 150 credits are required to receive both the Bachelor of Arts or a Bachelor of Science and Master of Science in Instructional Design and Learning Technology degrees. Of these, 120 credits are completed in the undergraduate program and 30 credits in the graduate program. During senior year, students take 2 graduate courses. There is no extra cost to the student for these credits during their undergraduate study if they have been accepted into the 4 + 1 program.

Students should apply to the Master of Science in Instructional Design and Learning Technology program during the spring of their junior year and must have an overall G.P.A. of 3.5 to be accepted into the 4 + 1 program. At the time of acceptance, students will be assigned a graduate faculty advisor in addition to their undergraduate faculty advisor.