MASTER OF ARTS IN EDUCATION AND HUMAN DEVELOPMENT IN THE FIELD OF EDUCATIONAL TECHNOLOGY LEADERSHIP

Offered online

The master of arts in education and human development in the field of educational technology leadership degree program is designed for individuals who are entering or advancing in positions associated with schools, higher education, alternative educational settings, or other human service occupations in which computers and related information delivery technologies are used. The program of study is delivered online and provides students with opportunities to develop the knowledge, understanding, and skills necessary to provide leadership in the rapidly changing environment of technology in education.

This pioneering program is delivered in an interactive distance learning format to students around the world. The required curriculum covers the theory and practice of educational technology, including the use of computers and other instructional technology systems, technological management systems, policy making, research methods, and leadership.

Specific admission requirements are shown on the Graduate Program Finder. (http://www.gwu.edu/all-graduate-programs)

Visit the program website (http://gsehd.gwu.edu/programs/educational-technology-leadership) for additional information.

REQUIREMENTS

The following requirements must be fulfilled: 36 credits, including 27 credits in required courses and 9 credits in elective courses.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>Required</td>
<td></td>
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<tr>
<td>EDUC 6114</td>
<td>Introduction to Quantitative Research</td>
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<tr>
<td>or EDUC 6116</td>
<td>Introduction to Educational Statistics</td>
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<tr>
<td>EDUC 6368</td>
<td>Leadership and Education</td>
<td></td>
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<tr>
<td>EDUC 6371</td>
<td>Education Policy</td>
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<tr>
<td>EDUC 6401</td>
<td>Applying Educational Media and Technology</td>
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<tr>
<td>EDUC 6402</td>
<td>Computers in Education and Human Development</td>
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<tr>
<td>EDUC 6403</td>
<td>Educational Hardware Systems</td>
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<tr>
<td>EDUC 6404</td>
<td>Managing Computer Applications</td>
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<tr>
<td>Elective</td>
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<tr>
<td>EDUC 6406</td>
<td>Instructional Design</td>
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<tr>
<td>EDUC 6405</td>
<td>Developing Multimedia Materials</td>
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<td>EDUC 6421</td>
<td>Critical Issues in Distance Education</td>
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<td>EDUC 6422</td>
<td>Instructional Needs Analysis</td>
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<tr>
<td>EDUC 6425</td>
<td>Developing Effective Training with Technology</td>
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<tr>
<td>EDUC 6426</td>
<td>Computer Interface Design for Learning</td>
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<td>EDUC 6427</td>
<td>Advanced Instructional Design</td>
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<tr>
<td>EDUC 6428</td>
<td>Developing Digital Professional Portfolios</td>
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