LEARNING TECHNOLOGY AND EXPERIENCE DESIGN (MA)

Department Website (https://steinhardt.nyu.edu/alt/)

NYSED: 07830 HEGIS: 0605.00 CIP: 13.0501

Program Description

This 30-36 credit MA program focuses on the design, use, and evaluation of digital tools, media and learning experiences for varied contexts such as K–12 schools, universities, workplaces, museums, nonprofits, and international development. Students learn to design impactful learning tools and experiences including traditional and emerging media, VR/AR/XR, simulations, apps, games, maker spaces, learning analytics, artificial intelligence, and more. They produce designs and prototypes that apply research-based principles of design and practice for enriching learning experiences a cross a spectrum of contexts – from informal to formal, and from face-to-face to online.

Students may choose an area of focus specialization including User Experience Design for Learning, Learning Analytics and Educational Data Science, Transformative Learning Design, Games for Learning, or create their own area of focus. Students who take three of the four foundational courses in Games for Learning may declare a formal concentration in Games for Learning.

Admissions

Admission to graduate programs in the Steinhardt School of Culture, Education, and Human Development requires the following minimum components:

- Résumé/CV
- Statement of Purpose
- · Letters of Recommendation
- Transcripts
- · Proficiency in English

See NYU Steinhardt's Graduate Admissions website (https:// steinhardt.nyu.edu/admissions/how-apply/graduate-students/) for additional information on school-wide admission. Some programs may require additional components for admissions.

See How to Apply (https://steinhardt.nyu.edu/degree/ma-learningtechnology-experience-design/how-apply/) for admission requirements and instructions specific to this program.

Program Benefits for International Students

If you're an international student, you may be able to work in the United States after graduation for an extended period of time. Most students studying on F-1 visas will be eligible for 12 months of Optional Practical Training (OPT) off-campus work authorization. F-1 students in our program may also be eligible for the STEM (Science, Technology, Engineering, or Mathematics) OPT extension, allowing you to extend your time in the United States to pursue degree-related work experience for a total of 36 months or 3 years. For more information on who can apply for this extension visit NYU's Office of Global Services: STEM OPT (http:// www.nyu.edu/students/student-information-and-resources/student-visaand-immigration/alumni/extend-your-opt/stem-opt.html).

Program Requirements

Course	Title	Credits		
Major Requirements				
Learning Foundati	on			
EDCT-GE 2174	Foundations of Cognitive Sciences	3		
EDCT-GE 2175	Foundations of the Learning Sciences	3		
Design Foundation				
EDCT-GE 2158	Design Process for Learning Experiences	3		
EDCT-GE 2015	User Experience Design	3		
Electives				
12 additional cree of 30 credits. Stu program maximu credit internships Learning concent	lits are required to complete the program minim dents may take up to 6 additional credits for a m of 36 credits. All elective courses, including 1 s, to be determined by advisement. A Games for ration is available.	ium12-18 -3-		

Total Credits		30-36
EDCT-GE 2095	Capstone Thesis	1 6
Thesis Capstone F	Project	

¹ Students take this 3 credit course two times for a total of 6 credits.

Optional Concentration

Games for Learning

The Games for Learning concentration requires 3 of the 4 following courses:

- 1. EDCT-GE 2500 Games and Play in Education
- 2. EDCT-GE 2505 Designing Simulations/Games for Learning
- 3. EDCT-GE 2510 Narrative, Digital Media, and Learning
- 4. EDCT-GE 2520 User Research Methods

Sample Plan of Study

Course	Title	Credits
1st Semester/Term		
EDCT-GE 2174	Foundations of Cognitive Sciences	3
EDCT-GE 2175	Foundations of the Learning Sciences	3
EDCT-GE 2015	User Experience Design	3
	Credits	9
2nd Semester/Term		
EDCT-GE 2158	Design Process for Learning Experiences	3
Elective Course		3
Elective Course		3
	Credits	9
3rd Semester/Term		
EDCT-GE 2095	Capstone Thesis	3
Internship		3
Elective Course		3
	Credits	9
4th Semester/Term		
EDCT-GE 2095	Capstone Thesis	3
Elective Course		3

Elective Course	з
Credits	9
Total Credits	36

Learning Outcomes

Upon successful completion of the program, graduates will be able to:

- Demonstrate competency in media and technology skills to a) make informed choices about tools for design and project management;
 b) communicate with colleagues and colleagues; c) understand affordances and limitations of established and emerging media and technologies for supporting learning.
- Apply theories in the learning sciences and cognitive science to design, implement and evaluate learning technologies, systems, applications, and instructional materials for multiple learning contexts and modalities.
- 3. Discuss the role of social, cognitive, emotional and cultural dimensions in the design, implementation and evaluation of educational media, technology, and learning experiences.
- Draw from instructional design, human-centered design and HCI/ User experience practices to design effective, innovative, equitable, and sustainable designs for wide-ranging educational and training settings.

Policies Program Policies STEM OPT Benefits for International Students

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NYU Policies

University-wide policies can be found on the New York University Policy pages (https://bulletins.nyu.edu/nyu/policies/).

Steinhardt Academic Policies

Additional academic policies can be found the Steinhardt academic policies page (https://bulletins.nyu.edu/graduate/culture-education-human-development/academic-policies/).