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 earn to design impactful learning tools and experiences including traditional and emerging media, simulations, apps, games, maker spaces, learning analytics, and more. In doing so, they produce prototypes and media, applying principles of design and practice that hold the greatest promise for enriching learning experiences across the spectrum of learning environments — from informal to formal learning as well as face-to-face and online learning.

Students may choose an area of focus specialization including User Experience Design, Learning Analytics, Online Transformative Learning Design, or create their own area of focus. Students who take three of the four foundations of games for learning courses 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-learning-technology-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-visa-and-immigration/alumni/extend-your-opt/stem-opt.html).

Program Requirements

Course	Title	Credits
Major Requirements		
Learning Foundation		
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		
Specialization Courses		
Select 12 credits chosen by advisement, can include internship		12
Cognate Courses		
Select six credits chosen by advisement		6
Thesis Capstone Project [1]		
EDCT-GE 2095	Capstone Thesis	3
EDCT-GE 2095	Capstone Thesis	3
Total Credits		**36**

[1]

Students take the thesis course twice, in two consecutive semesters (Research in Educational Communication and Technology). Students are advised to complete all other course requirements prior to enrolling in the thesis course for the second time, in order to devote their final, graduating semester exclusively to the thesis.

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 2095	Capstone Thesis	3
Elective Course		3
Elective Course		3
	Credits	**9**
3rd Semester/Term		
EDCT-GE 2158	Design Process for Learning Experiences	3
Elective Course		3
Elective Course		3
	Credits	**9**
4th Semester/Term		
EDCT-GE 2095	Capstone Thesis	3
Elective Course		3

Elective Course	3
Credits	**9**
Total Credits	**36**

Learning Outcomes

Upon successful completion of the program, graduates will:

1. Be able to demonstrate competency in media and technology skills that equip students to a) make informed choices about tools for design and project management and b) communicate with technical peers, colleagues, and team members c) understand affordances of established and emerging media and technologies and how they support learning.

2. Be able to apply theories in the learning sciences and cognitive science that are relevant to learning when designing, implementing and evaluating learning technologies, systems, applications, and instructional materials for multiple learning contexts and modalities.

3. Be able to discuss the role of social, cognitive, emotional and cultural dimensions that factor into the design, implementation and evaluation of educational media & technology.

4. Be able to draw from instructional design, human-centered design and HCI/User experience practices to design effective, innovative and sustainable designs for wide-ranging educational and training settings.

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/).