



Inspired to Learn

The Master of Arts in Education (M.A.E.) in Educational Technology provides students with the fundamentals of instructional design and technology applications to be applied in professional and educational settings. This framework includes the design and delivery of learning through technology, curriculum, evaluation, and assessment. Students explore theories, models, and roles of creativity and innovation in society and learning environments. Students will develop skills in utilizing technology and tools to communicate and collaborate with others in a global community.

Our courses are offered 100% online and in an asynchronous format. This flexibility allows you to complete coursework around your busy schedule, at the time and place that is right for you.

- “Make It and Take It” – over the course of the program, develop a portfolio of work that is immediately applicable to your career
- Complete your degree in 24 months
- Broaden your knowledge base with our updated curriculum, covering Instructional Design, Game Design, and Application Development

Required Coursework

30 Credits

Course	Name	Credits
EDT 650	Foundations of Educational Technology	3
EDT 652	Creativity and Innovations in Technology	3
EDT 653	Instructional Design and Project Development	3
EDT 655	Developing Grant Proposals: Integrating Technology	3
EDT 663	Advanced Practices in Instructional Design	3
EDT 668	Introduction to Game Design and Development	3
EDT 670	Future Ready Learning	3
EDT 675	Applied Game Design and Development	3
EDT 680	Technology and Leadership	3
RDG 674	Digital Literacies	3

LEARN MORE TODAY

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