

SDSU LDT Certificate Programs

Please check [SDSU Course Catalog](#)

Please note:

- Each Certificate, 12 Units Total (4 Courses)

Instructional Design

A formal application to SDSU, with A bachelor's degree from an accredited institution with a GPA of at least 2.85 in the last 60 semester (90 quarter) units attempted. Mastery in telecommuting and learning new information technology applications.

Required Courses

(6 Units Total)

LDT 540

Educational Technology

Rationale, foundations, theories, careers, trends, and issues in educational technology. Implications of educational technology for instruction and information in schools, government, and corporations.

LDT 544

Instructional Design

Systematic design of products for education and training. Use of analyses and content mapping to set instructional goals. Instructional methods are derived from learning theories in schools, universities, corporations, and other settings. Rapid prototyping of instructional products.

Electives (6 Units Total)

LDT 630

Mobile Solutions Development for Learning

Prerequisite: LDT 540

Mobile learning models and examples. Design principles and development processes. Adapting mobile learning for different environments, settings, and cultures. Future trends.

LDT 640

Psychology of Technology-Based Learning

Prerequisite: LDT 544.

Principles of human learning and cognition applied to design and use of technology-based learning systems. Development of research-based guidelines for designing educational products and services.

LDT 670

Exploratory Learning Through Simulation and Games

Prerequisite: LDT 540

Design, evaluation, and use of simulations and games for education and training. Instructional applications of role plays, board games, and multiplayer virtual worlds. Theories of motivation and interest.

LDT 671

Learning Environment Design

Prerequisites: LDT 544 and LDT 561

Design and development of individualized instruction delivered through e-learning, learning management systems, and informal learning for corporate and museum education.

LDT 684

Management of Educational Technology

Prerequisites: LDT 540 and LDT 541

Recommended: LDT 544

Management of instructional design and performance interventions. Development of timelines, staffing plans, communication strategies, and budgets.

LDT 685

Performance Technology

Prerequisites: LDT 540

Organizational and informational systems that support instructional products and services. Individual, team, and organizational analyses. Incentives, feedback, coaching, job aids, selection, knowledge management, and other performance improvement strategies.

LDT 700

Seminar in LDT (Offered in the Fall and Spring; different topics)

Prerequisite: LDT 540

Selected areas and topics in educational technology. It may be repeated with new content.

LDT 775

Directed Internship in LDT (requires a Proposal and Graduate Advisor approval)

Grading Method: Cr/NC

Prerequisites: Consent of staff; to be arranged with the department chair.

Supervised internship in an educational or training setting. Application to take the course must be made during the preceding semester.

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LDT 798

Special Study (requires a Proposal and Graduate Advisor approval)

Grading Method: Cr/NC/RP

Prerequisites: Consent of staff; to be arranged with the department chair and instructor.

It may involve fieldwork. Individual study

Instructional Technology

ADMISSION NOT NEEDED

Bachelor's degree from an accredited institution with a GPA of at least 2.85 in the last 60 semester (90 quarter) units attempted.

MUST COMPLETE 12 units of coursework and maintain a 3.0 (B) GPA, earning no less than a "C" in any class.

Required Courses

(6 Units Total)

LDT 540

Educational Technology

Rationale, foundations, theories, careers, trends, and issues in educational technology. Implications of educational technology for instruction and information in schools, government, and corporations.

LDT 544

Instructional Design

Systematic design of products for education and training. Use of analyses and content mapping to set instructional goals. Instructional methods are derived from learning theories in schools, universities, corporations, and other settings. Rapid prototyping of instructional products.

Electives (6 Units Total)

LDT 515

Games, Play, and Learning

Prerequisite: Upper-division or graduate standing
Analysis of games and play from cognitive, historical, motivational, and social perspectives. Design of simple learning games. Survey of the game industry and use of games in education and training.

LDT 525

Virtual Reality, Imaginary Worlds, and the Future of Learning

Prerequisite: Upper-division standing or admission to a graduate program in LDT.
Learning experiences using virtual reality and worlds. Cognitive load in novel environments, sensory perception, theories, and models of social interaction. Implications of virtual interaction.

LDT 561

Advanced Multimedia Design for Learning

Prerequisite(s): LDT 540.
Educational visualization with digital video, animation, sound, 2D and 3D graphics for mobile and web-based learning.

LDT 572

Active Learning Strategies with Technology

LDT 596

Topics in LDT

1-3 Units
Selected problems in educational technology. May be repeated with new content.

Distance Education

A formal application to SDSU with A bachelor's degree from an accredited institution with a GPA of at least 2.85 in the last 60 semester (90 quarter) units attempted. Mastery in telecommuting and learning new information technology applications.

Required Courses

(6 Units Total)

LDT 544

Instructional Design

Systematic design of products for education and training. Use of analyses and content mapping to set instructional goals. Instructional methods are derived from learning theories in schools, universities, corporations, and other settings. Rapid prototyping of instructional products.

LDT 700

Seminar in LDT (Offered in the Fall and Spring; different topics)

Management Issues in Distance Education

Prerequisite(s): LDT 540
Selected areas and topics in educational technology. It may be repeated with new content.

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Electives (9 Units Total)

LDT 525

Virtual Reality, Imaginary Worlds, and Future of Learning

Prerequisite: Upper-division standing or admission to a graduate program in LDT or JMS.

Learning experiences using virtual reality and worlds. Cognitive load in novel environments, sensory perception, theories, and models of social interaction. Implications of virtual interaction.

LDT 630

Mobile Applications for Learning

Prerequisite: LDT 540.

Mobile learning models and examples. Design principles and development processes. Adapting mobile learning for different environments, settings, and cultures. Future trends.

LDT 640

Psychology of Technology-Based Learning

Prerequisite: LDT 544.

Principles of human learning and cognition applied to design and use of technology-based learning systems. Development of research-based guidelines for designing educational products and services.

LDT 670

Exploratory Learning Through Simulation and Games

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Learning Environment Design

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Management of Educational Technology

Prerequisites: LDT 540 and LDT 541

Recommended: LDT 544

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LDT 685

Performance Technology

Prerequisites: LDT 540

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LDT 775

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Grading Method: Cr/NC

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For More Information:



[LDT Program](#)

[SDSU Catalog Search](#)