

Cover Sheet: Request 14654

Educational Technology Minor

Info

Process	Minor New/Close Ugrad
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Bojan Lazarevic blazarevic@ufl.edu
Created	1/28/2020 11:09:30 AM
Updated	2/20/2020 9:24:33 PM
Description of request	Request for creating a new minor - Educational Technology

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	COE - School of Teaching and Learning 011805000	Ester De Jong		1/28/2020
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College	Approved	COE - College of Education	Nancy Waldron		2/20/2020
No document changes					
AP for Undergraduate Affairs Notified	Notified	PV - Associate Provost for Undergraduate Affairs			2/20/2020
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			2/20/2020
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

Minor|New for request 14654

Info

Request: Educational Technology Minor

Description of request: Request for creating a new minor - Educational Technology

Submitter: Nancy Waldron waldron@coe.ufl.edu

Created: 2/20/2020 9:24:04 PM

Form version: 3

Responses

Existing Degree Program Name Bachelor of Arts in Education Sciences

CIP Code 13.0501

Existing Minor(s) NONE

Proposed Minor Name Educational Technology

Proposed Transcript Title (Maximum 50 characters) Educational Technology Minor

Code EDT

Credits 15

Number of Students 50

Effective Term Earliest Available

Effective Year Earliest Available

Percentage of Credits Available Fully Online 100%

Percentage of Credits Available Off-Campus <25%

Rationale and Place in Curriculum The purpose of the Educational Technology minor is to prepare students who seek positions as instructional designers, media specialists, instructional technologists, and instructional developers for a wide range of work environments including government, corporate, K-12, higher education, medical, and military. The proposed minor would enhance skills for students completing other majors and will be offered fully online, which provides much needed flexibility for adult learners or students who are completing other academic programs. The Educational Technology minor will be available to traditional campus-based, Innovation Academy, and UF Online students.

The proposed undergraduate Educational Technology Minor is grounded in the results of comprehensive analysis focused on a) the current academic program offerings in the State of Florida and b) employment demands at the national level. The systematic needs assessment was conducted by the faculty in the UF Educational Technology program. The analysis of public and private institutions of higher education in Florida (55 universities and 51 colleges), shows that the minor in educational technology is gaining recognition. Educational Technology programs/minors are typically offered at the graduate levels; however, there is a notable trend of initiating baccalaureate degrees across universities in the US.

Furthermore, results of a systematic needs assessment focused on market demands for educational technology specialists provides a convincing rationale for establishing this minor program. The faculty analyzed 400 job announcements in the field, and found that 295 of the 400 job announcements (approximately 74%) required only a bachelor's degree. Additionally, according to the 2018 Global eLearning Salary and Compensation report, the average salary of a US professional working in the field was \$79,834. The Educational Technology faculty strongly believe that this competitive salary rate coupled with the job market demands will influence prospective students to pursue this minor.

The University of Florida College of Education presently offers a specialization in Educational Technology as a part of the undergraduate Education Sciences major as well as two master's degrees in curriculum and instruction with a concentration in Educational Technology. The intent of the proposed minor is to provide additional opportunities to students from other academic disciplines to become engaged in professional careers in educational technology or to pursue graduate studies in this field. The minor is a complement not just to the existing Educational Technology programs but also contributes to the diversity of minor offerings at the college level.

The minor program comprises the following approved and fully developed courses.

CURRICULUM:

Students complete 15 credits for this minor:

- EME2040 Introduction to Educational Technology
- EME3813 Technology Enhanced Learning Environment
- EME3319 Design and Development of Educational Multimedia
- EME4673 Introduction to Instructional Design
- EME4320 Instructional Development for Teaching and Learning

Impacts on Other Programs In support to other programs the Educational Technology minor offers coursework strongly centered around design and development of instructional materials which provides transferable knowledge and advanced hands-on skills across a variety of academic disciplines.

There are two programs that have some overlap related to computers/technology. The first, Computer Science, is focused more on the technical expertise required for computing-related activities. We partner with the Computer Science faculty on other initiatives, and our focus on the educational aspects of technology complement rather than compete with their program offerings. The other relevant program, Digital Arts and Sciences, focuses on connections between arts, communication, and engineering. Our focus on technology to enhance learning environments does not conflict.

Educational Technology

MINOR

The Educational Technology minor focuses on facilitating the educational process in technology-infused 21st century learning environments. This program is designed for future professionals who are seeking a career in educational institutions or industry, small and medium business or corporate settings. Possible employment opportunities include but are not limited to: media specialist, instructional designer, technology trainer, media or web developer or eLearning consultant.

College: [Education](#)

Credits: 15 | Completed with minimum grades of C

Contact: [Email : studenthelp@coe.ufl.edu](mailto:studenthelp@coe.ufl.edu) | [1-106 Norman Hall](#) | 352.273.4376

The minor combines learning theories, technology, multimedia and creativity to build a unique professional skill set aimed to empower teaching and learning in real-world situations. Students will utilize advance technology and gain hands-on proficiency in creating interactive and engaging multimedia products that are in high demand. Beyond utilizing hardware and software, the minor provides students with solid pedagogical foundations, contemporary research, and proven practices for improving learning outcomes.

The minor welcomes undergraduate students who prefer a flexible online learning schedule and activities. All required courses are offered fully online.

At the completion of the minor, students will have created a Web portfolio showcasing their mastery in designing, developing and utilizing a variety of digital multimedia products and technology to enhance learning effectiveness.

PREREQUISITES

- Apply for the minor after earning 45 credits and before earning 100 credits.
- Minimum 2.0 GPA is required. All 3000 and 4000 level courses in the minor must be taken at UF.
- Obtain college approval on the [application for minor](#) before submitting the form to [1-106 Norman Hall](#) .

REQUIRED COURSES

Code	Title	Credits
EME 2040	Introduction to Educational Technology	3
EME 3319	Design and Development of Educational Multimedia	3
EME 3813	Technology-Enhanced Learning Environment	3
EME 4673	Introduction to Instructional Design	3
EME 4320	Instructional Development for Teaching and Learning	3
Total Credits		15
Course List		

Title: EME 2040 Introduction to Educational Technology (3 Credits)

Grading Scheme: Letter Grade

Prerequisite: None

Description: Introduces computer productivity (word processing, databases, spreadsheets, painting, drawing, layouts); multimedia (media design, digital video, presentation); communications (internet, Eric); educational software (computer-

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aided instruction, public domain software); interactive media (linked environments, one-to-many, presentations using electronic tools); reference materials (electronic encyclopedia, atlases, clip art, libraries, internet); instructional applications (techniques); and ethical.

Title: EME 3319 Design and Development of Educational Multimedia (3 Credits)

Grading Scheme: Letter Grade

Description: Prerequisite: EME 2040.

Introduces the principles, methods, and tools for the design and development of multimedia applications, including incorporation of sound, animation, still images, video, and other media in educational technology.

Title: EME 3813 Technology-Enhanced Learning Environments (3 Credits)

Grading Scheme: Letter Grade

Prerequisite: EME 2040.

Description: Analyzes how people learn in technology-enhanced environments, outlines how the design of technology-enhanced systems can support or undermine learning, and considers critical issues for instructors, designers, and learners in the digital age.

Title: EME 4673 Introduction to Instructional Design (3 Credits)

Grading Scheme: Letter Grade

Prerequisite: EME 2040.

Description: Introduces the processes, methods, and techniques involved with systematic design on instruction. Topics include needs assessment, goal analysis, learner and context analysis, performance objectives, assessment instruments, instructional strategies, development procedures, formative and summative evaluation.

Title: EME 4320 Instructional Development for Teaching and Learning (3 Credits)

Grading Scheme: Letter Grade

Prerequisite: EME 4673.

Description: Design and develop instructional materials using emerging technologies. Topics include programming, authoring packages, design principles, and development procedures. Development includes web-based and mobile-based authoring and programming activities.