

# Educational Technology (EDTC)

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## COURSES

### **EDTC 4201. TECHNOLOGY APPLICATIONS. 2 Hours.**

This course is for K-12 educators who are interested in integrating technology into teaching and learning. Its focus is on the technology applications Texas Essential Knowledge and Skills (TEKS). Participants should gain a greater understanding of the technology applications TEKS and how to introduce them into curriculum. Study and application of technology use in educational environments. Topics include: instructional learning and computer software.

### **EDTC 4301. TECHNOLOGY APPLICATIONS. 3 Hours.**

This course is for K-12 educators who are interested in integrating technology into teaching and learning. Focus is on the technology applications Texas Essential Knowledge and Skills (TEKS). Participants should gain a greater understanding of the technology applications TEKS and how to introduce them into curriculum. Study and application of technology use in educational environments. Topics include: instructional learning and computer software.

### **EDTC 5190. SELECTED TOPICS IN EDUCATION. 1 Hour.**

An examination of different topics related to education. This seminar may be repeated for credit as the topic changes.

### **EDTC 5191. INDEPENDENT RESEARCH. 1 Hour.**

Research for thesis substitute or equivalent over topic agreed upon between student and instructor. May be repeated for credit with permission.

### **EDTC 5290. SELECTED TOPICS IN EDUCATION. 2 Hours.**

An examination of different topics related to education. This seminar may be repeated for credit as the topic changes.

### **EDTC 5291. INDEPENDENT RESEARCH. 2 Hours.**

Research for thesis substitute or equivalent over topic agreed upon between student and instructor. Can be repeated for credit with permission.

### **EDTC 5300. INTRODUCTION TO FOUNDATION OF EDUCATION INSTRUCTIONAL DESIGN AND TECHNOLOGY. 3 Hours.**

Analysis of integrating TEKS, computers and related technologies in education. Topics include issues and concerns prior to integration, use of software in teaching and learning, identifying resources and strategies for use of the World Wide Web, and creating instructional activities into and across curriculum.

### **EDTC 5301. CURRENT APPLICATIONS OF TECHNOLOGY IN EDUCATION. 3 Hours.**

Study of technology use in educational environments. Topics include: instructional, learning, assessment, and management applications; a review of current research on selection, evaluation, and integration of appropriate media; and computer hardware, software, and multimedia.

### **EDTC 5302. INTERNET IN EDUCATION. 3 Hours.**

Course is designed to aid educators and training professionals in developing robust techniques for locating, utilizing, and creating Internet resources for professional productivity and research.

### **EDTC 5310. COMPUTER APPLICATIONS IN CURRICULUM AND INSTRUCTION. 3 Hours.**

Designed for both elementary and secondary teachers; skills and methods necessary to implement computer applications within the curriculum. Methods for managing the computer in the classroom, courseware telecommunications within the curriculum.

### **EDTC 5320. WEB AUTHORING. 3 Hours.**

Study of Web site planning, development and HTML tagging. Topics include: storyboards, content creation, Web site tagging with browser independent tags, use of color and fonts to communicate concepts, interactivity by design, ethical use of and respect for intellectual property, understand copyright, fair use, patent, and trademarks, the Master Technology Teacher Standards (EC-12) and the Standards for Basic Endorsement in Educational Computing and Technology Literacy.

### **EDTC 5330. DESKTOP PUBLISHING. 3 Hours.**

Study of desktop publishing planning, development, and production. Topics include: desktop publishing terminology, basic design theory, principles of form and design, guidelines for desktop publishing, ethical use of and respect for intellectual property, understand copyright, fair use, patent, and trademarks, the Master Technology Teacher Standards (EC-12) and the Standards for Basic Endorsement in Educational Computing and Technology Literacy.

### **EDTC 5340. MULTIMEDIA. 3 Hours.**

Study of multimedia planning, development, and implementation that maximize the use of technology, student learning, and teacher effectiveness. Topics include: methodologies for tutorials, hypermedia, drills, simulations, educational games, open-ended learning environments, testing, Web-based learning, interactivity by design, ethical use of and respect for intellectual property, understand copyright, fair use, patent, and trademarks, the Master Technology Teacher Standards (EC-12) and the Standards for Basic Endorsement in Educational Computing and Technology Literacy.

### **EDTC 5390. SELECTED TOPICS IN EDUCATION. 3 Hours.**

An examination of different topics related to education. This seminar may be repeated for credit as the topic changes.

### **EDTC 5391. INDEPENDENT RESEARCH. 3 Hours.**

Research for thesis substitute or equivalent over topic agreed upon between student and instructor. May be repeated for credit with permission.