

TEACHING AND TRAINING WITH TECHNOLOGY, ADVANCED CERTIFICATE

This 15-credit graduate certificate (formerly Teaching and Learning with Emerging Technologies) is designed to serve K-12 teachers, instructors in higher education, and trainers and educators in corporate, community or other organizations, who have an immediate need to retool their skills and theoretical understandings of how new media tools can enhance students' learning experiences, and how pedagogical approaches need to be adjusted in response. This certificate addresses the increasing need in many school and workplace settings to better prepare staff and professionals at all levels to create technologically enhanced learning opportunities.

Note: This certificate is not a New York State teaching certificate.

Program Delivery and Tuition Rate

This certificate program is delivered through online courses and is billed at the non-MBA rate.

Students may begin this 15-credit certificate in the fall or spring terms. The required courses and suggested sequence are as follows:

Code	Title	Credits
EDET 6005	Learning with Emerging Technologies: Theory & Practice	3
EDET 6015	Instructional Design for Online Learning Environments	3
EDET 6025	Assessing Learning in Digital Environments	3
EDET 6130	Facilitating Learning with Emerging Technologies in Blended & Online Environments	3
Choose one (3 credits):		3
EDET 6010	Media Literacies in Emerging Technologies	
OR		
EDET 6045	Digital Games Simulations & Learning	
OR		
EDET 6035	Advanced Instructional Design with Multimedia	
Total Credits		15

Upon successful completion of this program, students should be able to:

- Analyze the ways in which different learning theories inform the choices that educators make in planning, creating and facilitating learning experiences with new technologies.
- Demonstrate the ability to use technology tools and skills beyond traditional modes of production.
- Compare different paradigms of knowledge, authority and control, and how they are manifested in different learning environments.
- Critique/evaluate existing technology and digital tool use.
- Design, disseminate and study the usability of technology tools that will be used by learners in one's own work environment.
- Identify and incorporate digital tools that address needs of diverse learners, especially those with disabilities.

- Demonstrate understanding of issues of copyright, intellectual property rights, and creating work in online environments and open educational resource repositories.