

Graduate Certificate in Multimedia and Design

This 12-credit program allows students to earn a graduate certificate in Multimedia Development. This certificate provides a research and skills foundation to develop practitioners in multimedia development for teaching and instruction. Courses provide a background in message design, audiovisual design, simulations, instructional games, practice and theory.

Admissions Requirements

Students may be admitted to complete this certificate in one of two ways:

1. Admission to the MEd in Instructional Design & Technology or
2. Submission of a letter of interest and resume or CV, followed by an interview with program faculty in the Instructional Design & Technology program.

Options 1 & 2 above, both require an application (including the application fee) for the certificate program to ensure the student has the certificate on their academic record.

Option 2 may require a manual waiver of requirements per permission of the program director.

Program Overview:

This certificate program will give students the technical skills needed to work as an instructional developer. Grounded in the expected technical skills for someone with this employment, the certificate requirements consist of four courses: EDLT 6612, which covers the design, development, and evaluation of instructional graphics and desktop publishing media; EDLT 6613, which covers the design, development, and evaluation of instructional audio and video artifacts; EDLT 6614, which covers the design, development, and evaluation of games and simulations in instruction; and EDLT 6646, which covers the theoretical principles behind the effective design and development of multimedia for instruction.

Code	Title	Credits
EDLT 6612	Multimedia Design and Development	3
EDLT 6613	Audiovisual Design and Development	3
EDLT 6614	Instructional Gaming and Simulations	3
EDLT 6646	Multimedia Design Theory	3
Total Credits		12

Student Learning Outcomes

Students will be able to:

- Apply theories and principles of multimedia design for instruction
- Create examples of static and dynamic multimedia instruction
- Create audiovisual instruction
- Create and apply simulations and games to achieve instructional objectives