

Learning Experience Design and Technology, MPS (Boston)

The Master of Professional Studies in Learning Experience Design and Technology is a robust practice-based program. It builds expertise in learning designers, educators, trainers, technologists, and other professionals by grounding them in the art and science of learning and the effective use of learning design principles and technology. It provides both foundational and advanced design-related coursework that is experiential, taught by experts in the field, and incorporates skill-building opportunities that align with contemporary industry-based competencies.

During their course of study, students will have the opportunity to:

- Design learning environments that support learners in meeting academic, personal, professional, and/or organizational goals
- Put creative ideas into action using a variety of technologies and design and delivery modalities
- Develop a robust online portfolio of work to demonstrate their design skills

Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

Foundation Courses

| Code | Title | Hours |
|----------|--|-------|
| EDU 6050 | Education as an Advanced Field of Study | 5 |
| EDU 6051 | Introduction to Social Justice in Educational Settings | 4 |

Core Courses

| Code | Title | Hours |
|----------|--|-------|
| EDU 6319 | How People Learn | 4 |
| EDU 6323 | Digital Learning Tools and Technologies for LXD | 4 |
| EDU 6334 | Foundations of Learning Experience Design | 4 |
| EDU 6335 | Advanced Practices in Learning Experience Design | 4 |
| EDU 6336 | Data Literacy for Data-Driven Decision Making | 4 |

Capstone

| Code | Title | Hours |
|----------|----------|-------|
| EDU 6225 | Capstone | 4 |

Electives

| Code | Title | Hours |
|---|-------|-------|
| Electives may be satisfied by any EDU 6000-level course not already being used toward degree requirements. Suggested EDU 6000-level courses are listed below. Additionally, CPS graduate-level courses that may also be used to satisfy elective requirements are listed below: | | 12 |

| | |
|----------|--|
| EDU 5978 | |
| EDU 6001 | Experiential Learning Theory and Practice |
| EDU 6002 | Culturally Responsive Experiential Teaching and Learning |
| EDU 6003 | Applied Research in Experiential Teaching and Learning |
| EDU 6004 | Leading Experiential Teaching and Learning |
| EDU 6202 | Faculty, Curriculum, and Academic Community |
| EDU 6323 | Digital Learning Tools and Technologies for LXD |
| EDU 6329 | Connecting Theory and Practice |
| EDU 6331 | E-Learning Design as a Collaborative Profession |
| EDU 6332 | Open Learning |
| EDU 6336 | Data Literacy for Data-Driven Decision Making |
| EDU 6338 | Learning Experience Design Studio |
| EDU 6558 | Issues in Education |
| CMN 6080 | Intercultural Communication |
| DGM 6501 | Web Creation Boot Camp |
| NPM 6140 | Grant and Report Writing |
| PJM 5900 | Foundations of Project Management |

Program Credit/GPA Requirements

45 total quarter hours required

Minimum 3.000 GPA required