

Applied Education Studies (BS): Learning Design and Technology

The Learning Design and Technology (LDT) concentration (<https://ced.ncsu.edu/programs/applied-education-studies-learning-design-and-technology/>) was created under the Applied Education Studies degree plan to serve students who are interested in working in multiple sectors as instructional designers and developers rather than teachers. This concentration does not lead to licensure like most undergraduate programs in the College of Education. Rather, graduates would be expected to work as instructional designers and content developers for different employers such as K-12 and private school systems, higher education institutions, government/military agencies, or business/industry. Some graduates may also be interested in entrepreneurial work, creating non-profits or startup companies to offer technical educational services, training, or new products.

This undergraduate program is closely paired with the LDT master's program (<https://ced.ncsu.edu/graduate/programs/masters/learning-design-and-technology/>) in offering an Accelerated Bachelor's-Master's (ABM) option, allowing students to receive both their B.S. and M.Ed. in five years with a reduction of 12 credit hours that are double-counted. Students must meet specific requirements to be eligible for the 4+1 program including a 3.5 GPA at the time of application (end of junior year), with that 3.5 GPA maintained until graduation with the B.S. degree. If an undergraduate student is not eligible for 4+1 at the end of their junior year or loses their eligibility by a GPA dropping below 3.5, they can still apply separately for the regular, non-accelerated master's program after graduation which requires a 3.0 GPA for unconditional admission.

Plan Requirements

Code	Title	Hours	Counts towards
English, Literature, and Speech			
ENG 101	Academic Writing and Research	4	
	Advanced Writing (p. 2)	3	
COM 110	Public Speaking	3	
	or COM 112 Interpersonal Communication		
	or COM 211 Argumentation and Advocacy		
Humanities & Social Sciences			
PSY 200	Introduction to Psychology	3	
SOC 202	Principles of Sociology	3	
	History (p. 2)	3	
	GEP Humanities (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-humanities/)	3	
Education Major			
ED 100	Intro to Education	2	
ELP 344	School and Society	3	

EDP 304	Educational Psychology	3
PSY 376	Developmental Psychology	3
Major Electives		
Education Electives		3
STS 214	Introduction to Science, Technology, and Society	
Teaching Field Electives (p. 2)		30
Supporting Electives		12
CSC 281	Foundations of Interactive Game Design	
D 100	Design Inquiry I: Methods and Processes	
TDE 205	Desktop Publishing and Imaging Technology	

GEP Courses

GEP Mathematical Sciences (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-mathematical-sciences/)	6
GEP Natural Sciences (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-natural-sciences/)	7
GEP Health and Exercise Studies (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-health-exercise-studies/)	2
GEP Interdisciplinary Perspectives (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-interdisciplinary-perspectives/)	5
GEP Global Knowledge (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-global-knowledge/)	
GEP Elective (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/)	3
World Language Proficiency (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/world-language-proficiency/)	
Free Electives	19
Total Hours	120

Advanced Writing

Code	Title	Hours	Counts towards
ENG 287	Explorations in Creative Writing	3	
ENG 288	Fiction Writing	3	
ENG 289	Poetry Writing	3	
ENG 292	Writing About Film	3	
ENG 316	Introduction to News and Article Writing	3	
ENG 323	Writing in Rhetorical Traditions	3	
ENG 331	Communication for Engineering and Technology	3	
ENG 332	Communication for Business and Management	3	
ENG 333	Communication for Science and Research	3	

History

Code	Title	Hours	Counts towards
AFS/HI 275	Introduction to History of South and East Africa	3	
AFS/HI 276	Introduction to History of West Africa	3	
HI 205	Western Civilization Since 1400	3	
HI 207	Ancient Mediterranean World	3	
HI 208	The Middle Ages	3	
HI 209	From Renaissance to Revolution: The Origins of Modern Europe	3	
HI 210	Modern Europe 1815-Present	3	
HI 221	British History to 1688	3	
HI 222	History of British Cultures and Societies From 1688	3	
HI 233	The World Since 1750	3	
HI 251	American History I	3	

HI 252	American History II	3	
HI 263	Asian Civilizations to 1800	3	
HI 264	Modern Asia: 1800 to Present	3	
HI 270	Modern Middle East	3	
HON 290	Honors Special Topics - Humanities/US Diversity	3	
HON 293	Honors Special Topics - Interdisciplinary Perspectives/ Global Knowledge	3	

Teaching Field Electives

Code	Title	Hours	Counts towards
ECI 201	Intro to Instructional Technology for Educators	3	
ECI 511	Introduction to Learning Design and Technology	3	
ECI 512	Emerging Technologies for Teaching and Learning	3	
ECI 513	Video for Teaching and Learning	3	
ECI 514	Developing and Delivering Online Instruction	3	
ECI 515	Cultural Investigations and Technical Representations in Education	3	
ECI 516	Design and Evaluation Of Instructional Materials	3	
ECI 517	Theoretical Foundations of Advanced Learning Environments	3	
ECI 518	Digital Learning Program and Staff Development	3	

EI 201	Exploring Interdisciplinary Entrepreneurial Thinking	3
EI 331	Interdisciplinary Entrepreneurial Thinking I: Skills and Planning Basics	3

This is a sample.

First Year

Fall Semester		Hours
ENG 101	Academic Writing and Research	4
PSY 200	Introduction to Psychology	3
GEP Mathematical Sciences (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-mathematical-sciences/)		3
COM 211 or COM 110 or COM 112	Argumentation and Advocacy (Communications Elective) or Public Speaking or Interpersonal Communication	3
GEP Health and Exercise Studies (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-health-exercise-studies/)		1
ED 100	Intro to Education	2
Hours		16

Spring Semester

GEP Health and Exercise Studies (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-health-exercise-studies/)		1
GEP Mathematical Sciences (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-mathematical-sciences/)		3
SOC 202	Principles of Sociology	3
Free Elective		2
Teaching Field Elective (p. 2)		3
ANT 261	Technology in Society and Culture (GEP Interdisciplinary Perspectives (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-interdisciplinary-perspectives/))	3
Hours		15

Second Year

Fall Semester

BIT 100	Current Topics in Biotechnology (GEP Natural Sciences (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-natural-sciences/))	3
D 100	Design Inquiry I: Methods and Processes (Supporting Elective)	3
ECI 201	Intro to Instructional Technology for Educators (Teaching Field Elective)	3
History Elective (p. 2)		3
Free Elective		3
Hours		15

Spring Semester

BIO 227	Understanding Structural Diversity through Biological Illustration (GEP Natural Sciences (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-natural-sciences/))	4
D 101	Design Inquiry II: Methods and Processes (GEP Interdisciplinary Perspectives (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-interdisciplinary-perspectives/))	3
COM 200 or COM 395	Communication Media in a Changing World (GEP Humanities (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-humanities/) or Studies in Rhetoric and Digital Media	3
U.S. Diversity, Equity and Inclusion		3
Free Elective		1
Hours		14

Third Year

Fall Semester

ELP 344	School and Society	3
CSC 281	Foundations of Interactive Game Design (Supporting Elective)	3
EI 201	Exploring Interdisciplinary Entrepreneurial Thinking (Teaching Field Elective)	3
Teaching Field Elective (p. 2)		3
ENG 331 or ENG 332	Communication for Engineering and Technology (Advanced Writing Elective) or Communication for Business and Management	3
Hours		15

Spring Semester

EI 331	Interdisciplinary Entrepreneurial Thinking I: Skills and Planning Basics (Teaching Field Elective)	3
STS 214	Introduction to Science, Technology, and Society (Education Elective)	3
PSY 376 or PSY 475 or PSY 476	Developmental Psychology or Child Psychology or Psychology of Adolescent Development	3
Teaching Field Elective (p. 2)		3
TDE 205	Desktop Publishing and Imaging Technology (Supporting Elective)	3
SLC 250	Critical and Creative Decision Making Models (Free Elective)	3
Hours		18

Fourth Year

Fall Semester

GC 420	Visual Thinking (Free Elective)	3
AEE 325	Planning and Delivering Non-Formal Education (Free Elective)	3
EDP 304	Educational Psychology	3
Supporting Elective (p. 1)		3

Teaching Field (recommend drawing from 500-level instructional/media design courses in LDT master's program)	3
Hours	15
Spring Semester	
Teaching Field (recommend drawing from 500-level instructional/media design courses in LDT master's program)	9
HA 240 Introduction to Visual Culture (Free Elective)	3
Hours	12
Total Hours	120

For those pursuing the Accelerated Bachelor's Master's Program:

Fifth Year

Fall Semester	Hours
Draw from 500-level instructional/media design courses in LDT master's program	3
ECI 546 New Literacies & Media	3
ECI 721 Technology and Informal Learning Environments	3
Hours	9
Spring Semester	
ECI 652 Field-Based Applications of Learning Design and Technology	3
ECI 502 Technology Program Evaluation	3
ECI 722 Theory and Research in Distance Education	3
Hours	9
Total Hours	18

Career Opportunities

Graduates would be expected to work as instructional designers and content developers for different employers such as K-12 and private school systems, higher education institutions, government/military agencies, or business/industry. Some graduates may also be interested in entrepreneurial work, creating non-profits or startup companies to offer technical educational services, training, or new products.

Learn More About Careers

NCcareers.org (<https://nccareers.org/>)

Explore North Carolina's central online resource for students, parents, educators, job seekers and career counselors looking for high quality job and career information.

Occupational Outlook Handbook (<https://www.bls.gov/ooh/>)

Browse the Occupational Outlook Handbook published by the Bureau of Labor Statistics to view state and area employment and wage statistics. You can also identify and compare similar occupations based on your interests.

Career One Stop Videos (<https://www.careeronestop.org/>)

View videos that provide career details and information on wages, employment trends, skills needed, and more for any occupation. Sponsored by the U.S. Department of Labor.

Focus 2 Career Assessment (<https://careers.dasa.ncsu.edu/explore-careers/career-assessments/>) (NC State student email address required)

This career, major and education planning system is available to current NC State students to learn about how your values, interests, competencies, and personality fit into the NC State majors and your future career. An NC State email address is required to create an account. Make an appointment with your career counselor (<https://careers.dasa.ncsu.edu/about/hours-appointments/>) to discuss the results.

Focus 2 Apply Assessment (<https://www.focus2career.com/Portal/Register.cfm?SID=1929>) (Available to prospective students)

A career assessment tool designed to support prospective students in exploring and choosing the right major and career path based on your unique personality, interests, skills and values. Get started with Focus 2 Apply and see how it can guide your journey at NC State.