DIGITAL MEDIA DESIGN FOR LEARNING MINOR

Introduction

Please click here (http://catalog.ucdenver.edu/cu-denver/undergraduate/schools-colleges-departments/school-education-human-development/) to see the School of Education and Human Development information.

Using digital and social media platforms and technologies, you will design and produce accessible materials and learning experiences for people in school, organizational, and community settings. People with the Digital Media Design for Learning minor go on to be designers and producers of educational software in publishing and software companies; designers and producers of online training and training materials for organizations; designers and producers of educational exhibits in art and science museums; and designers and academic-technology consultants in K12 and college/university settings. When you select this completely online minor you become a part of an existing vibrant learning design community and professional network.

Program Delivery

• All of the courses for this minor are offered online.

Declaring this Minor

• Contact Undergraduate Advising in the School of Education & Human Development at 303-315-6300 or email academicservices@ucdenver.edu.

General Requirements

Students must satisfy all requirements as outlined below and by the department offering the minor.

• Click here (http://catalog.ucdenver.edu/cu-denver/undergraduate/academic-policies-procedures/) for information about Academic Policies

Program Requirements

1. To complete a minor in Digital Media Design for Learning, a student will need to complete 15 credit hours of Digital Media Design for Learning courses with a minimum grade of C+ (2.3).
2. Of those Digital Media Design for Learning courses, at least 12 credits must be completed at the University of Colorado Denver.
3. A transfer course must be approved by faculty and/or advisor to apply to the minor.
4. Your minor program of study is developed in consultation with an academic advisor and requires you to have previously completed a minimum of 15 credits of undergraduate courses.

Minor Requirements

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
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<tbody>
<tr>
<td>INTE 4100</td>
<td>Learner-Centered Instructional Design</td>
<td>3</td>
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<tr>
<td>INTE 4340</td>
<td>Learning with Digital Stories</td>
<td>3</td>
</tr>
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<td>INTE 4680</td>
<td>Producing Media for Learning</td>
<td>3</td>
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<td>INTE 4660</td>
<td>Developing Self-Paced Online Modules</td>
<td>3</td>
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<td>INTE 4320</td>
<td>Games and Learning</td>
<td>3</td>
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