WHAT DOCUMENTS SHOULD I SUBMIT?

Applicants must download two (2) Referee Report forms from the Document Library. These forms must be completed and submitted under confidential cover before the application can be considered.

WHAT INFORMATION SHOULD I INCLUDE?

1. A brief statement outlining your interest in the programme. Include any relevant work experience, as well as employer contact information.

2. Two (2) referee reports. Two (2) academic referees are preferred but one (1) academic referee and one (1) work referee may be accepted. These reports must be submitted under confidential cover before the application can be considered.

DURATION OF PROGRAMME

The programme will be offered over thirty (30) months. However, students will have the option of exiting open successful completion of the first six courses, and will be eligible for the award of the Postgraduate Diploma in Instructional Design.

ENTRY REQUIREMENTS

An undergraduate degree (at least a Lower Second Class or its equivalent) from an approved tertiary institution.

Holders of the postgraduate Diploma in Instructional Design may transition into the programme as per Board for Graduate Studies and Research Regulations.

PROGRAMME STRUCTURE & CONTENT

The MSc IDT is a forty-eight (48) credit programme, which comprises the following courses:

1. Eleven (11) core courses in instructional design and technology

   - Learning Theory and Instructional Design
   - Instructional Design Theories, Models and Strategies
   - Learning Theory and Instructional Design
   - Developing Instructional Media
   - Analyzing Human Performance
   - Facilitating & Managing Learning
   - Systems Approach to Designing Instructional Materials
   - Instructional Design Theories, Models and Strategies
   - Learning Theory and Instructional Design
   - Developing Instructional Media
   - Analyzing Human Performance
   - Facilitating & Managing Learning

2. Research Methods

3. Design Project

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   - Learning Theory and Instructional Design
   - Instructional Design Theories, Models and Strategies
   - Systems Approach to Designing Instructional Materials
   - Programme Evaluation and Course Assessment Methods

   - Analyzing Human Performance
   - Issues, Trends, Innovations and Research in Instructional Design, Instructional Technology and Distance Education
   - Needs Assessment for Learning and Performance

2. Research Methods

3. Design Project
ARE YOU UP FOR A CHALLENGE?
In our increasingly technology-driven educational landscape, it is imperative that 21st century teachers upgrade their skills and become proficient in the use of technology in the classroom in order to effectively facilitate the teaching-learning process. Educators and other professionals need to continuously develop expertise to be able to design, deliver, and manage learning environments both face-to-face and online.

ABOUT THE PROGRAMME
The Master of Science in Instructional Design and Technology (MSc-IDT) is geared towards preparing educators, trainers, curriculum development professionals, instructional designers, multimedia specialists, human resource development professionals among others, to:

- systematically design, develop and evaluate educational, instructional and professional development courses
- employ effective practices of learning theory, instructional strategies and assessment and evaluation methods
- effectively employ current and emerging instructional technologies to enhance the learning experience of students
- utilize collaboration and interactive learning tools
- design, facilitate and manage learning environments
- conduct needs assessment for designing instruction
- create appropriate tools/resources that are applicable to specific learning environments
- systematically design, develop and evaluate educational, instructional and professional development courses
- employ effective practices of learning theory, instructional strategies and assessment and evaluation methods
- effectively employ current and emerging instructional technologies to enhance the learning experience of students
- utilize collaboration and interactive learning tools
- design, facilitate and manage learning environments
- conduct needs assessment for designing instruction
- create appropriate tools/resources that are applicable to specific learning environments

WHO IS THIS PROGRAMME FOR?
The programme targets persons who are engaged in the design, development, delivery, evaluation and management of educational and instructional programmes delivered or supported by a variety of instructional technologies.

This would include Internet-based instructional, video and tele-conferencing tools, as well as other emerging technologies that have the potential to support instruction and learning.

Targeted persons include:
- Faculty of different tertiary-level institutions who are embracing instructional technology
- Teachers who use the Internet to support classroom instruction
- Curriculum development specialists who design courses and programmes
- Multimedia specialists
- Instructional designers and performance support personnel who guide the creation of education and training solutions
- Facilitators and trainers who provide training and development
- Government bureaucrats involved in large-scale management of education systems
- Military personnel who use computer-based training systems
- Consultants and advisors on technology solutions for HRD delivery systems
- Information technology personnel and managers who support distance education programmes
- Researchers exploring online learning

PROGRAMME STRUCTURE & CONTENT
The MSc-IDT is a forty-five (45) credit programme which comprises the following courses:

1. Eleven (11) core courses in instructional design and technology
2. Research Methods
3. Design Project
4. Analyzing Human Performance
5. Issues, Trends, Innovations and Research in Instructional Design, Instructional Technology and Distance Education
6. Needs Assessment for Learning and Performance
7. Developing Instructional Media
8. Designing Learning and Performance Solutions
9. Learning and Knowledge Management Systems
10. Facilitating and Managing Learning

DURATION OF PROGRAMME
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