Course Description – 506 Social Media:
Beginning with the underlying philosophy of Web 2.0, this course will investigate educational use of social media (e.g., Twitter, Facebook, YouTube), open and fenced systems, developmentally appropriate use of social media, digital footprint considerations, development of digital citizenship, as well as the evolution of supporting policy and procedures.

Course Description: 508 – Mobile Learning and Gaming:
Examining the underlying concepts driving the adoption of mobile and gaming technologies in education, this course will investigate potential devices/apps/games, issues (e.g., supporting infrastructure, management, digital divide), resource selection, integration in curriculum, and potential venues for creating mobile and/or gaming content for educational use.

Course Description: 509 Emergent Environments and Technologies:
Examining the underlying concepts driving the adoption of mobile and gaming technologies in education, this course will investigate potential devices/apps/games, issues (e.g., supporting infrastructure, management, digital divide), resource selection, integration in curriculum, and potential venues for creating mobile and/or gaming content for educational use.

Course Description – 511 Blended Learning:
Students will focus on blended learning theories and their potential role in brick-and-mortar and online learning environments. Current models of blended learning will be examined using specific case studies. Students will apply instructional design concepts to the creation of blended learning opportunities. Frameworks for blended/hybrid learning environments will be developed.

Course Description – 510 Capstone Learnings:
This capstone course synthesis the cumulative knowledge gained throughout the diploma program. Pedagogical strengths and challenges of various user environments are explored. ePortfolio projects are completed and presented as a program exit requirement. A Master's prospectus is developed as a precursor to VIU's Master's of Education (Leadership) program.