

**Course Description - 501 Introduction to Online Learning:**

Fundamental research, theories, design models and technologies applied to effective online teaching are introduced. Students review program expectations and outcomes and define the infrastructure of informed practice for digital learning environments. Copyright, licensing and appropriate use issues are considered. Learning supported objectives are investigated relative to a diversity of environments.

**Course Description - 502 The Digital Continuum:**

This course will explore the continuum of learning that can take place in online environments from supplementing face-to-face class teaching to mounting hybrid/blended or fully online courses. Topics include comparing pedagogical approaches, creating and selecting resources, building levels of interactivity for learning, Universal Design for Learning (UDL), and facilitating change.

**Course Description - 503 Online Communication:**

Theories, models and strategies are applied to inform best-practice in online communication. Synchronous and asynchronous environments are examined. Tools, platforms and applications are explored to scaffold learning. Strategies for moderating and facilitating effective online learning are presented. Communities of practice are established and applied to student achievement.

**Course Description - 504 Learning Systems:**

Students will explore learning management and content management systems for hosting and organizing online learning activity. Investigations will look at proprietary (e.g., [Desire2Learn](#)), open source (e.g., [Moodle](#)) and non-traditional systems (e.g., [Web 2.0](#)) regarding the pros and cons and technical competencies for the design of learning activities and course management.

**Course Description - 505 Open Educational Resources:**

Exploring the underlining philosophy of the open resource movement, classes of resources, quality considerations, and implied v. real costs, students will identify quality OER resources including a variety of media, software, and platforms for use in their contexts. Participants will investigate platforms and methods for creating and collaborating on OER resource developments.