



 **UNIVERSITY
OF ONTARIO**
INSTITUTE OF TECHNOLOGY

FACULTY OF EDUCATION

**BACHELOR OF ARTS
IN EDUCATIONAL
STUDIES AND
DIGITAL TECHNOLOGY**

education.uoit.ca

OSHAWA, CANADA 

MESSAGE FROM THE DIRECTOR



Our Educational Studies and Digital Technology (ESDT) program recognizes the growing importance of formal and informal lifelong learning. It takes into account the professional development needs of post-secondary instructors, as well as similar requirements in the corporate, early childhood education, governmental, community-based and professional workplace environments.

The instructional demands of these large institutions and organizations continue to expand outside the traditional university-and college-based education system. Human resources departments are also turning their attention to the economic benefits of just-in-time online learning opportunities, and the increased need for individuals with the knowledge, competencies and skills associated with teaching and learning in adult education environments in the digital age.

This program prepares a new kind of expert: one who is essential to the knowledge-based economy, possesses a broad social understanding of adult education and specializes in the use of digital technologies for learning.

Please let us know how we can help you continue along your career path!

Sincerely,

A handwritten signature in black ink, appearing to read 'R. van Oostveen', written in a cursive style.

Dr. Roland van Oostveen

Program Director

EDUCATIONAL STUDIES AND DIGITAL TECHNOLOGY

 Bachelor of Arts (BA) (Honours)

 Online program

SPECIALIZATIONS

- Adult Education and Digital Technology (AEDT)
- Early Childhood Studies (ECS)

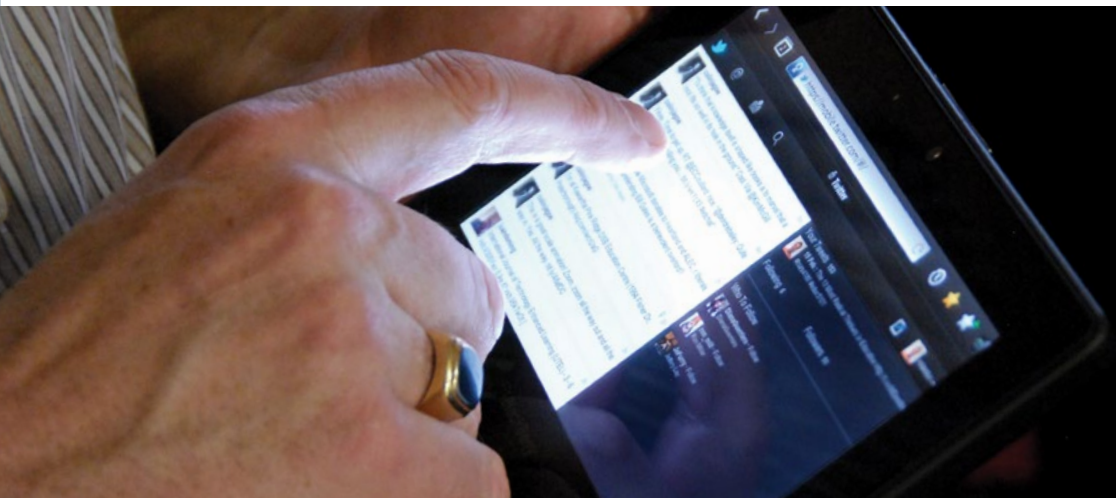
The Educational Studies and Digital Technology (ESDT) program recognizes the growing importance of, and the current trends in, formal and informal lifelong learning, as professional development needs expand across academic, corporate, non-profit and volunteer sectors.

This program emphasizes real-world, problem-and inquiry-based learning to provide you with the best opportunities to develop job-ready skills in training and instruction using digital technology.

Courses are designed to allow access from a wide range of mobile devices, promoting an anytime, anywhere learning culture. Mobile-enabled video conferencing tutorials provide a rich, collaborative learning environment.

BENEFITS OF THIS DEGREE

- Capitalizes on our diploma-to-degree programs, allowing qualified students with a college diploma to receive a university degree while decreasing the time required for completion.
- Situates graduates as college educators, military trainers, health educators (both for professional development and public education), as well as education bureaucrats and public educators in services areas such as daycare, early childhood services and Kindergarten.



ONLINE PROGRAM STRUCTURE

With this program, the Faculty of Education can reach students anywhere in the world.

The program's structure and planning offers a balance between flexibility of scheduling and the power of personal contact, while remaining totally independent of geographical location. Courses are designed to allow access from a wide range of mobile devices, such as smartphones and tablets (e.g. iPad, Samsung Galaxy Tablet), and gaming devices (e.g. Playstation 4), therefore favouring the development of a truly mobile learning culture. A typical 36-hour (three-credit) course will be articulated in 12 mandatory weekly modules.

Each module will include:

- Sixty minutes of online video clips.
- Sixty minutes of synchronous group activities (tutorials) using a videoconferencing application such as Adobe Connect; one facilitator will moderate each group of 30 students.
- One hour of work completed online using synchronous and asynchronous technologies, such as discussion forums and wiki entries.

Blackboard will be the primary vehicle for:

- Communicating online with students.
- Publishing the syllabus and presentation files.

Video clips are produced by a content expert, such as a UOIT professor or recognized expert from another institution. Tutorials are planned in detail by the professor or content expert and presented by a teaching assistant or the professor on a weekly basis. By scheduling different groups at different times of the day and week, the program accommodates students residing in various time zones (depending on numbers).

Each week, students will participate in online activities such as forum discussions and self-directed learning. Additional reading or other course work will also be assigned.



ADMISSION REQUIREMENTS

Regardless of educational background, all undergraduate program applicants must have specific prerequisite subject knowledge for their intended program of study. The specific average or standing required for admission varies from year to year. Students are selected by taking into consideration a wide range of criteria, including:

- Distribution of subjects taken.
- Performance in subjects relevant to the academic program.
- School marks.

We admit students with an Ontario college diploma or equivalent, with an overall B average or better. These students can receive up to 60 transfer credits toward the degree.

Please note: Graduates of our program are not eligible to teach in Ontario's elementary and secondary school systems, or to receive Early Childhood Education certification or membership in the Ontario College of Teachers.



PREREQUISITE SUMMARY FOR ALL SPECIALIZATIONS:

COURSE	PREREQUISITE(S)
Instructional Design	<ul style="list-style-type: none"> Creating Digital Tools
Serious Gaming and Simulations	<ul style="list-style-type: none"> Social Justice Issues in Adult Education Problem-based Learning

CORE REQUIRED COURSES			
Term 1, Year 1	Term 2, Year 1	Term 3, Year 2	Term 4, Year 2
AEDT2160U Online Learning: Theory and Research	AEDT1170U Psychological Foundations and Digital Technologies	AEDT1160U Digital Communication Technologies	AEDT4110U Assessment for Learning
AEDT3140U Creating Digital Tools	AEDT2120U Culture and Digital Technologies	AEDT2130U Graphic Design, Digital Technologies and Learning	AEDT4130U Social Justice Issues in Education
COMM1310U Fundamentals of Professional Writing	AEDT2150U Digital Technologies and Advanced Teaching Methods	AEDT3110U Information Literacy	AEDT4140U Instructional Design
EDUC4703U Problem- and Inquiry- based Learning	AEDT4120U Serious Gaming and Simulations	AEDT4200U Thesis I	AEDT4201U Thesis II

SPECIALIZATIONS							
AEDT	ECS	AEDT	ECS	AEDT	ECS	AEDT	ECS
AEDT1120U	EDST 2170U	AEDT1110U	EDST4150U	AEDT3120U	EDST3160U	AEDT3130U	EDST3170U
Foundations of Digital Teaching and Learning Technologies	Designing Inclusive Learning Environments	Foundations of Adult Learning	Holistic Learning in Early Childhood	Workplace Learning	Developing Literacy	Financial Management of Online Learning	Developing Numeracy

COMPUTER REQUIREMENTS

HARDWARE REQUIREMENTS:

A computer, preferably a laptop, with the following minimum requirements:

- Audio capabilities with appropriate combination headset/microphone. External speakers are not acceptable as they tend to cause feedback noise.
- High-speed Internet access, preferably at home. Schools tend to have firewalls that can block many key course features, such as videoconferencing.
- Operating system options:
 - Windows 7 or newer
 - MacOS X 10.6.x or newer
- Video capabilities with either a built-in or external compatible webcam.

BASIC SOFTWARE REQUIREMENTS:

- MS Office, Open Office or Google Docs:
 - presentation application
 - spreadsheet capability
 - word processing
- Web browsers:
 - Firefox
 - Google Chrome
 - Internet Explorer
 - Safari

ADDITIONAL SOFTWARE

Free basic software packages are available online for student use. Instructors will provide additional information about any other required course-specific software. Although most software will be free, additional software purchases may be required. The cost will never surpass that of the normal cost of books associated with these types of studies.

REQUIRED COMPUTER SKILLS

Students must possess a minimum technical skill set to use the necessary technology in their courses. Students should be comfortable with the use of their computer and the basic software listed above.

DESIGNING ADULT EDUCATION FOR THE DIGITAL AGE DIPLOMA

Designing Adult Education for the Digital Age is a six-course professional development diploma, based on the current AEDT specialization course offerings within the Bachelor of Arts in ESDT program. The program meets the growing professional development needs in service, corporate, government, non-government (NGO) and education sectors. The diploma develops educational leaders who possess specialized knowledge and competency in adult education, with a focus on digital technologies for learning.

The fully online diploma uses the same delivery model and design philosophy of the ESDT program and provides access to diverse groups of innovative individuals and ideas that are changing the world.

ADMISSION REQUIREMENTS:

Ontario college diploma or equivalent, with an overall B average or better.

Diploma courses include (schedule coincides with all BA ESDT offerings):

- Foundations of Digital Teaching and Learning Technologies
- Foundations of Adult Learning
- Problem and Inquiry Based Learning
- Creating Digital Tools
- Serious Gaming and Simulations
- Assessment for Learning



WE ARE HERE TO HELP

Faculty of Education
2000 Simcoe Street North
Oshawa, Ontario L1H 7K4
Canada

905.721.3190
905.721.3178 (fax)
faculty-of-education@uoit.ca
education.uoit.ca/ba_program

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For an alternative format of this information, contact marketing@uoit.ca.