المملكة العربية السعودية
وزارة التعليم
جامعة الجوف
كلية التربية

الرقـــــم:.....
التاريـــخ: / / ١٤هـ
المرفقات:.....

Course Specification
Master of Education in Educational Technology

Level	Course name	Course code	specification
Level one	**Foundations of Instructional Technology**	**ITE 611**	The course aims to identify the concept of educational techniques, technical and educational concepts related to them, their components and stages of development, their role in facing contemporary educational problems, identifying assets in educational research, identifying innovations in distance communication, Education techniques.
	Instructional Design	**ITE 612**	The course focuses on theories of the design of traditional and contemporary education; the main components of the design and development of courses and curricula; the process of designing education based on behavioral theories, cognitive, monetary and constructional theories in both cognitive and social aspects;
	E-learning	**ITE 621**	The course aims to provide students with the concepts of e-learning management systems, their features and components, closed and open source educational systems, the skills of e-course design, and the ability to raise participatory learning content on a range of free e-learning management systems.
	Educational Research Methods	**PSY 602**	The course deals with the research methods in behavioral sciences and the development of the skills necessary to conduct research in the field of student specialization. This is done by reviewing the common research methods and methods in behavioral sciences, as well as taking the steps of scientific research starting with testing the problem and ending with discussing the results and recommendations. Educational research, criticism and analysis. It also aims at empowering the student with the skills of scientific research and his skills in the science of education.

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Level two	**Interactive Multimedia**	**ITE 631**	The course deals with the concept and types of interactive multimedia software, the characteristics and uses of each type, the educational design models, the specifications of the ready-made educational software, the evaluation and selection criteria, and the basics, skills and steps of designing and producing multimedia educational software. The course aims at defining and empowering students with the skills of designing and producing interactive multimedia software.
	Management of Learning Resources Centers	**ITE 613**	The course deals with the concepts and concepts of learning resource centers, its philosophy, its vision and mission, its objectives and its development, the tasks assigned to the specialists of the learning resource centers, the components of the learning resource centers, In improving LRCs, a model for designing LRCs
	Teaching & education leadership	**CICU 617**	The course focuses on the aspects of leadership of learning and education by addressing a number of vocabulary including: Recent trends in learning and teaching, how to lead effective learning and learning environments, learning and teaching theories, supervision of learning and virtual learning environments, leadership of professional teaching, . The course aims to provide the learner with the necessary expertise to lead learning and education
	Educational statistics	**PSY 603**	The course deals with the basic knowledge and skills of quantitative analysis, the basic concepts and concepts of educational statistics. It also includes a review of some descriptive statistical methods, in addition to the definition of statistical methods and methods, and training on how to use the SPSS program in data

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			processing. The course aims to introduce the student to the entrance of educational statistics, and how to use the statistical methods of scientific and non-scientific in the processing of data in order to analyze and know the significance of these results statistically
	Instructional Technology Innovations	**ITE 622**	The course deals with the concept of educational techniques and its relation to some concepts, educational theories supporting the field of educational techniques, the nature of e-learning, its advantages and potentials and disadvantages, the standards of e-learning design and its models, the concept of virtual reality (its characteristics, patterns, tools, , The concept of mobile learning, electronic content management systems.
Level three	**Technology Integration in Education**	**ITE 632**	The course deals with concepts related to the integration of technology in education, its importance, justification, requirements and controls, as well as the recent trends in the integration of technology in teaching and learning. As well as educational design based on the integration of technology. The course aims to provide learners with modern methods, methods and strategies that help students better communicate information through the integration and use of teaching and information technologies to achieve the goals of different educational situations
	English Reading in Instructional Technology	**ITE 614**	The course aims to identify the important concepts and terminology related to the various techniques and fields of education, to translate some scientific articles related to the topics of education techniques and their innovations, to identify the use of databases and scientific journals to extract research and scientific articles, analysis of literature and previous studies and scientific

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			articles in the field of educational techniques.
	Seminar in Instructional Technology	**ITE 695**	The course offers a number of tasks that will help the student to produce a research plan that will serve as a road map for his research project. He will discuss with his teacher and his colleagues every step of the plan. In the end, he presents a research plan that is a nucleus and a framework for his research project. The student walks with a professor step by step. He sets out his topic first, and then begins to construct it, starting with the study introduction, then the problem, then the objectives, terminology and methodology. The student continues through what he wrote in each of the previous steps.
	Blended Learning	**ITE 623**	The course introduces students to new strategies that combine the traditional way of learning and make the most of modern IT applications to design learning situations that combine classroom teaching with online teaching. The benefits of shortening time, effort and cost, as well as improving the overall level of academic achievement, and helping the teacher and student to provide an attractive learning environment at any time and without depriving them of social relations between them or with their teachers.
Level four	**Internet and Education**	**ITE 624**	he course introduces the students to the concept of the Internet, its importance, its close association, and the ways of using it in the educational and training process (its inception, the most important services available through it, how to employ it in the educational process, the advantages of using it in the educational process, , Theories of e-learning and its most important characteristics, types of sites and what are the technical, educational and technological standards for their design).

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	Development and Dissemination Digital Content	**ITE 625**	The course contains basic knowledge and skills related to standards, models, and software for the design, production, development and dissemination of digital content used by students in the creation, development and dissemination of digital educational materials for learning and distance training.
	Research Project	**ITE 698**	This course focuses on providing students with the opportunity to develop and apply new ideas based on the knowledge, skills and expertise they have acquired in their field of specialization. The subject of the research project and its procedures is determined with the instructor and in coordination with the department. This course aims to provide students with the skills of scientific research by studying a real problem according to quantitative or qualitative research methods, or by designing or developing educational software based on the principles of educational design to solve a realistic educational / training problem.