



Bachelor of Arts in Educational Studies and Digital Technology

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Message from the Director

Our Educational Studies and Digital Technology (ESDT) program recognizes the growing importance of informal lifelong learning, alongside traditional models of education.

We focus on post-secondary, early childhood education, community-based and professional workplace environments. The instructional demands of these environments are expanding outside the traditional university- and college-based education system. There is an increased need for individuals with the knowledge, competencies and skills associated with lifelong teaching and learning in the digital age.

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

Our fully online diploma-to-degree (advanced entry) program designed for students who have completed a two-year Ontario college diploma or equivalent. We offer two options – Early Childhood Studies, and Adult Education and Digital Technology. We also offer a Diploma program for professionals who want to brush up on designing innovative digital teaching and learning environments. Our unique online format uses virtual classrooms to maximize interaction, collaboration and community building.

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

Sincerely,

Dr. Roland van Oostveen
Program Director

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Educational Studies and Digital Technology

 **Bachelor of Arts (BA) (Honours)**  **Online program**

We conduct all courses in virtual classrooms where you meet weekly with your professor and peers using full video, sound, and high-tech software. This format permits you to pursue your graduate studies from the comfort of your home, anywhere in the world.

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, governmental, non-governmental (NGO) 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, instruction and learning using digital technology.

Our fully online courses occur in virtual, face-to-face settings and are designed to allow access from a wide range of mobile devices, promoting an anytime, anywhere learning culture. The unique online format maximizes interaction, collaboration and community building. The schedule is designed to meet the needs of part-time and full-time students.

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), governmental, non-governmental (NGO), as well as educators in services areas such as daycare, early childhood services and kindergartens.



Online Program Structure

Our program structure offers a balance between flexibility of scheduling and the power of personal contact, anyplace, anytime. A typical 36-hour (three-credit) course consists of 12 weekly modules.

Each module includes

- A series of video recordings.
- A 60-minute tutorial with 10-to-30 students using a videoconferencing software .
- Assigned work outside which involves small group meetings, discussion forums and blog entries.

Canvas will be the primary Learning Management System for

- Contacting students.
- Publishing the course syllabus and presentation files.

Video clips are produced by a content expert. Tutorials are planned by the professor and guided 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 who work full-time or live in various time zones.

Admission Requirements

We admit students with a two-year Ontario college diploma or equivalent, with an overall B average or better. Students can receive up to 60 transfer credits toward the 120 credit degree.

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.
- Grades.

Graduates of the BA program with the appropriate qualifications receive preferred entry status into our Master of Education program.

Graduates of the BA program are not eligible to teach in Ontario's elementary and secondary school systems or to receive Early Childhood Education certification.

Prerequisite summary for all specializations

| Course | Prerequisite(s) |
|---|--|
| AEDT4140U Instructional Design | <ul style="list-style-type: none"> AEDT3140U Creating Digital Tools |
| AEDT4120U Serious Gaming and Simulations | <ul style="list-style-type: none"> AEDT4130U Social Justice Issues in Adult Education EDUC4703U Problem and Inquiry-based Learning |

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 |
| EDUC1312U 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 |
| SPECIALIZATION AEDT AEDT1120U Foundations of Digital Teaching and Learning Technologies ECS AEDT 2170U Designing Inclusive Learning Environments | AEDT AEDT1110U Foundations of Adult Learning ECS AEDT4150U Holistic Learning in Early Childhood | AEDT AEDT3120U Workplace Learning ECS AEDT3160U Developing Literacy | AEDT AEDT3130U Financial Management of Online Learning ECS AEDT3170U Developing Numeracy |

Technology Requirements

Hardware

- A relatively new computer or laptop (up to three years old) with Windows or OSX operating systems
- A good headset with a microphone
- A webcam
- High-speed Internet access

Software

- Google Suite, Open Office or MS Office:
 - word processing
 - presentation application
 - spreadsheet capability
- Supported Web browsers:
 - Google Chrome
 - Firefox
 - Apple Safari
 - Microsoft Edge

Additional software

Instructors will provide additional information about any other required course-specific software. We strive to use free, open educational resources (OER).

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.

Diploma in Designing Adult Education for the Digital Age

The Diploma in Designing Adult Education for the Digital Age is a fully online, six-course program designed for students with a post-secondary diploma or equivalent. Our unique online format uses virtual classrooms to maximize interaction among students and the instructor. Our program meets the growing professional development needs in service, corporate, governmental, non-governmental (NGO) and education sectors. You may pursue this program on a part-time or full-time basis. This program emphasizes real-world inquiry/problem-based learning to provide you with the best opportunities to develop job-ready skills in training and instruction using digital technology in a wide variety of fields.

Admission requirements

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

Diploma courses include

- AEDT1120U Foundations of Digital Teaching and Learning Technologies
- AEDT1110U Foundations of Adult Learning
- EDUC4703U Problem and Inquiry Based Learning
- AEDT3140U Creating Digital Tools
- AEDT4120U Serious Gaming and Simulations
- AEDT4110U Assessment for Learning



We're here to help

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