

CSUN[®]

CALIFORNIA
STATE UNIVERSITY
NORTHRIIDGE

MASTER OF ARTS

INSTRUCTIONAL DESIGN

There Is a Better Way to Learn

- Design online/virtual courses and programs using an array of pedagogical tools and strategies.
- Create and prototype educational games and simulations.
- Build instructional modules for many different learners and contexts.
- Assess the effectiveness of existing educational courses and programs.
- Develop a wide range of effective online/virtual courses and programs for learners in K-12, higher education, corporations, community development, and public service.



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According to a new study by Global Market Insights, the eLearning market is set to reach \$375 billion by 2026.

Global Market Insights

Master of Arts in Instructional Design

In this program, you'll gain the advanced knowledge, skills and professional abilities for a career in instructional design. Most instructional designers work in the rapidly growing world of online and virtual education. Course work in this master's program covers a wide range of educational technologies, curriculum design principles, and impactful instructional strategies. This work allows instructional designers to create courses and programs working in collaboration with content experts.

When you graduate, you'll be ready to:

- Design online/virtual courses and programs using an array of pedagogical tools and strategies.
- Create and prototype educational games and simulations.
- Build instructional modules for many different learners and contexts.
- Assess the effectiveness of existing educational courses and programs.
- Develop a wide range of effective online/virtual courses and programs for learners in K-12, higher education, corporations, community development, and public service.

Enter a rapidly growing market.

In a world in which online education is experiencing explosive growth, well-prepared instructional designers are in increasingly short supply and high demand. Considered the “architects” of the learning experience, working in collaboration with content experts, instructional designers create and organize effective educational experiences. Now more than ever, these experts are needed to design virtual programs and orchestrate the shift – sometimes a very rapid one – from in-person to online learning.

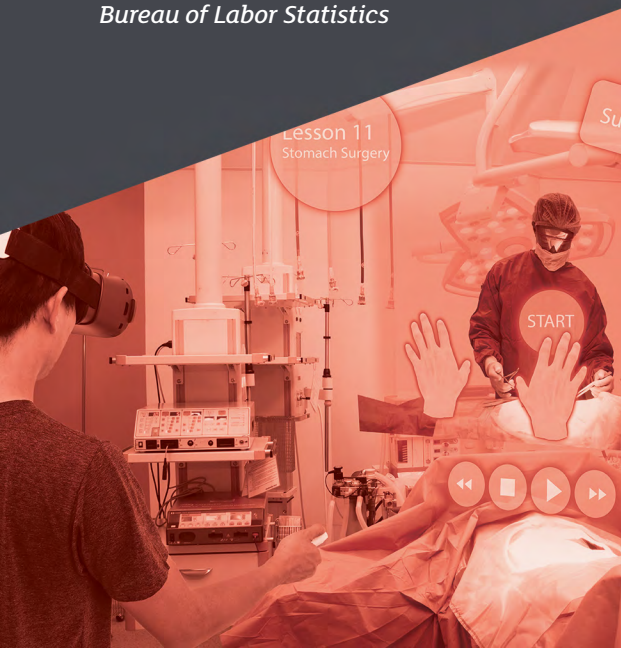
Game and simulation design – learning through virtual experience and play.

In addition to core instructional skills and strategies, this master's program gives graduates the added capacity to design games and simulations as components of the educational programs they craft. Whether in higher education, K-12, or private sector development and training, games and simulations are a high-value addition to the capabilities of any instructional designer.



Employment of instructional designers is projected to grow 11 percent from 2016 to 2026, faster than the average for all occupations.

Bureau of Labor Statistics



Instructional games and simulations certificate

Unique to this program, the certificate in Instructional Games and Simulation is yours when you graduate. Alongside your master's degree, you'll receive a credential certifying your ability to design educational games and simulations for audiences far and wide. This certificate is a built-in feature, requiring no extra classes or course work.

Instructional simulations provide a powerful alternative to the traditional learning experience. Through a simulation, a learner can explore a complex idea or build a new skill without relying on a lecture alone. The ability to create educational games is another high-value instructional design capability. Educational games can expand the learner's command of concepts, reinforce the application of learning, broaden understanding of complex dynamics, and be a significant component of group projects.

These important additional instructional design capabilities will make graduates of this program more distinctive in the field.


Through its lessons, you will:

- Design educational games and prototypes as components of your instructional design professional capabilities
- Learn about VR/AR and immersive experience design
- Use popular 3D modeling software, such as Unity
- Create effective learning apps
- Write code for instructional software

Where would I use this and what would I do?

Instructional designers develop the majority of today's online and virtual educational content. Needed by a wide range of organizations, from military to higher education, instructional design is an indispensable part of how we communicate ideas and educate people.

Through instructional designers, schools, colleges and universities enhance the impact of education and expand access to it. Instructional designers are also indispensable to media companies, public service organizations and corporations. Everything from private language lessons to online master's programs, such as this one, is the work of instructional design.



**60% of workers
employed in this field
have a Master's degree.**

O•Net Online

Learn by doing

The program provides hands-on training with many of the field's professional tools and technologies, such as Adobe products, Google Apps, Camtasia, badging and more. You'll build your own learning games, test prototypes and create a portfolio to share with prospective employers.

During the program, you'll also learn to code – no prior experience necessary! Needed for game design, coding skills will help you create the most effective learning apps and products. And when you graduate, you'll enter the market with a skill desired by every major company in the world. Even students with a non-technical background will benefit from this boost and find the lessons are easy to learn.

Most course work is project-oriented. Through this program, you'll learn the project management tools and skills to lead projects and multidisciplinary design teams.

Connect to Our Global Alumni Network.

CSUN has more than 360,000 alumni that provide new graduates with a network of connections in California, across the nation and around the globe. Graduates are found in leading roles in many fields, including business, the arts, entertainment, science, engineering, civic life and education.

Career options

- Instructional designer
- Online and virtual course developer
- Curriculum designer/specialist
- E-learning designer
- Instructional technologist
- Digital media designer
- Multimedia specialist
- Educational game developer
- Learning specialist
- Online instructor
- Instructional coordinator
- Corporate trainer
- Entrepreneur

Corporate training options

- Amazon, Apple and Google hire master's-level instructional design professionals for training and development roles.
- In Southern California, Amazon represented the employer with the greatest regional demands of master's-level instructional design graduates in 2017.

Educational Advisory Board





The projected percent change in employment from 2019 to 2029 for Instructional Coordinators is expected to be between 5-7% which is faster than the average.

This growth is driven primarily by an increase in online learning and improvements in the technology necessary to undertake it, with nearly 34 percent of students now taking at least one class online during the course of their education.

*National Center for
Education Statistics*

Features to Help You Advance in Your Career.

Understanding that working professionals have special needs, we're committed to providing you with the highest level of technology, support and care. What you can expect:

Work-friendly scheduling – This online program will give you significant flexibility to complete course work at times and in places that work best for you.

A community of peers – When you start the program, you'll join a learning community of students and faculty. With this group of professionals and industry experts, you'll move toward graduation, building a network along the way and setting the stage for advancement in your field.

Ongoing, personal support – From day one, you'll receive the support of a personal program team. These specialists, in addition to being good listeners, can help you with all administrative matters, freeing you to focus on your course work and your career.

Technical assistance – Our distance-learning team provides technical training and support before your program even begins. Available on evenings and weekends, this team can help you troubleshoot issues, access content, interact with classmates and faculty, plus much more.

In addition to premium, one-on-one support, you'll also have:

- Interactive courses that engage you in active learning
- 24/7 library resources
- Remarkable flexibility of time and location
- Ease of communication with program faculty and colleagues



Instructional coordinators employed in California on average earn \$81,410 (top 10% of workers earn \$123,860) whereas in the United States, workers on average earn \$66,290 (and those in the top 10% earned more than \$103,790).

O•Net Online



CSUN: A Leader in Online Graduate Education

CSUN is a model institution for cultural diversity and rigorous scholarship in Greater Los Angeles and beyond. Here, students combine academic pursuits with hands-on experience to assemble the robust skills needed to thrive in today's global economy.

Each year, CSUN's online programs receive national recognition for their innovative curriculum, instruction and methods. All online curriculum is designed by the same distinguished faculty and leading practitioners as on-campus programs. This approach ensures that each course, whether on-campus or online, is held to the same high standards of academic excellence and student achievement.

CSUN's award-winning online programs are developed through a strong collaboration between faculty, instructional design teams and technical professionals. This partnership creates an engaged online learning community and adds enormous flexibility to the demanding personal and professional lives of participants.

Faculty receive individualized training and ongoing support to ensure smooth and effective use of online educational technology. CSUN's professional distance-learning staff also provides training and start-to-finish technical support to students in online degree programs.

Education-technology specialists, assigned to each online program and cohort, develop strong working relationships with those enrolled. This real-world support comes from actual people on the CSUN campus, and not just at a "virtual help desk," who remain fully committed to student success from day one until graduation.

Distinction in Accreditation

California State University, Northridge is accredited by The Western Association of Schools and Colleges (WASC), a regional institutional accrediting body, recognized by the U.S. Council of Higher Education and Accreditation. In 2012, the WASC Commission stated, "The Commission commends CSUN for becoming a model learning organization characterized by collaborative and evidence-based planning, decision making and problem solving. Among its accomplishments during this review are its deep understanding of the characteristics and needs of CSUN students, which has led to programs and activities that promote student success. As noted by the team, the foundation at CSUN could not be stronger." Visit the [University Accreditation](#) web page for more information.

Professionally Focused Curriculum

This master's program features a curriculum designed to meet the career development needs of midcareer professionals. The following courses have been created and sequenced to form an integrated program of study. Later courses build on earlier ones to provide a powerful, cumulative learning experience.

COURSE LIST

(10 courses, 30 units)

- EPC 615 | Introduction to Instructional Design (3 units)
- EPC 616 | Seminar: Current Trends in Instructional Design and Adult Learning (1-1-1 units).
Repeated three times, offered concurrently with EPC 615, EPC 695DC, and EPC 613.
- EDUC 601 | Introduction to Educational Games and Simulations (3 Units)
- EDUC 605 | Instructional Games and Simulations Seminar (1-1-1 units).
Repeated three times, offered concurrently with EDUC 601, EDUC 602, and EDUC 603.
- EPC 695DC | Seminar in Selected Studies: Current Issues in Adult Learning (3 units)
- EDUC 602 | Introduction to Game Scripting and Development (3 Units)
- EPC 613 | Assessment and Evaluation of Learning (3 units)
- EDUC 603 | Instructional Games and Simulations (3 Units)
- EDUC 604 | Assessing Learning from Educational Media (3 Units)
- EPC 698D | Graduate Culminating Project (3 units)

33% of L&D pros (6600 survey respondents) think Gamification will significantly impact online learning in the next 5 years.

*LinkedIn Learning
2020 Workplace Learning Report*



“A “serious gaming” movement has arisen to apply gaming techniques to such realms as military and corporate and first-responder training programs, civilization and environmental ecology simulations, news events and public policy campaigns, problem-solving strategies in the natural sciences, and even physical exercise programs.”

– Pew Research Center



Course Descriptions

EPC 615: Introduction to Instructional Design

This course is a study of the theory, research, and principles of instructional design as they apply to the successful development of effective instructional materials and media for learners of all ages, backgrounds, and needs in educational and business settings. Topics studied include learning, motivation, development, assessment, design models, educational products, proposals, prototypes/mockups, and instructional strategies, materials, and media. University graduate students may find this course helpful in the development of master's projects such as handbooks, guides, and instruction manuals.

EPC 616: Seminar: Current Trends in Instructional Design and Adult Learning

This seminar covers information and skills on research, theory, and practice in current technology tools and strategies that are useful for the design and development of effective instruction for a selection of adult learners, subject matter, instructional events, and delivery modes. Participants will learn about and evaluate best practices for using these tools and strategies, develop working knowledge of select tools and strategies, and apply these tools and strategies to the design of educational products. This course is offered as a repeatable, co-requisite course, in the M.A. in Instructional Design program - partnered with EPC 615, EPC 613, and EPC 695DC. The intent of this applications-based course is to provide learners the opportunity to partner the theory offered in the corresponding courses with applied, lab-based practice in this corresponding 1-unit class.

EDUC 601: Introduction to Educational Games and Simulations

Learning theories and practices that guide design and use of educational games. Identify learning goals and methods in educational games. How to create a game design document which will include the outline and flow of the game, description of the game narrative, game characters, as well as game mechanics.

EDUC 605: Instructional Games and Simulations Seminar

This course provides experience working with instructional games and simulations. Students will explore current trends and design processes guiding the design of instructional games and simulations. Students will create instructional games and simulations using educational game authoring techniques and be introduced to software development, programing, scripting languages, and coding. This course is offered as a repeatable, co-requisite course, in the M.A. in Instructional Design program - partnered with EDUC 601, EDUC 602, and EDUC 603. The intent of this applications-based course is to provide learners the opportunity to partner the theory offered in the corresponding courses with applied, lab-based practice in this corresponding 1-unit class.

EPC 695DC: Seminar in Selected Studies: Current Issues in Adult Learning

Students will study current theory and research in educational psychology and their implications for successful adult instruction, professional development, and training. Topics include learning, motivation, instruction, development, management, learner characteristics, individual/group differences, and best practices and current issues in the education of adults.



57% of L&D pros (6600 survey respondents) are expected to spend more on online learning globally during 2020 and 94% of employees say they would stay at a company longer if it invested in their learning and development.

*LinkedIn Learning
2020 Workplace Learning Report*



EDUC 602: Introduction to Game Scripting and Development

Students will design and develop educational games using tools, resources, and computing techniques available for programmers. They will develop software applications that implement effective instructional strategies. Students will be introduced to scripting languages, algorithms and programming techniques including re-usability of code, task management, simplicity, and efficiency.

EPC 613: Assessment and Evaluation of Learning

Assessment and Evaluation of Learning (3 units). Students investigate the nature of evaluation, as well as the development of rationale for translating general objectives into behaviors and into measurement operations in the form of different types of tests in the different fields of knowledge.

EDUC 603: Instructional Games and Simulations

This course introduces practical educational game authoring techniques and applications. Students will investigate a variety of game interface and design creation engines for educational game design. Students will develop educational game prototypes to explore game mechanics and interaction.

EDUC 604: Assessing Learning from Educational Media

Students will learn to assess the effectiveness of digital media for learning. They will learn how to measure student engagement and the growth of knowledge and skills in digital environments including games and simulations. Students will learn about data collection and analysis methods such as focus groups and log data analysis as well as more traditional assessment techniques.

EPC 698D: Graduate Culminating Project

The focus of this course is on the practical application of what students have learned throughout the program. The graduate project will be the production of an instructional design solution that evidences originality and independent thinking. The instructional design solution will address an identified learning / training-based need in a business, organization, educational, or community setting. The graduate project will include a comprehensive instructional design document (including developed materials and tools) that outlines an instructional problem or need, the rationale for the selected instructional design solution or solutions, a thorough explanation of the need or needs being addressed, and a plan for implementing, assessing, and evaluating an instruction-based solution. Completion and defense of the culminating experience project will include an oral defense of the project to the Graduate Project Committee, which will be comprised of three members, one of whom will serve as the committee chair.

Distinguished Faculty

This master's program is designed and taught by CSUN faculty members in collaboration with industry experts who are leaders in their areas of specialization. This blend of practitioners with outstanding CSUN faculty ensures that you will graduate with a solid academic background and be well prepared for the realities of practice in the field. Faculty bios can be read on the [Faculty web page](#).

Kannan AMR, Ph.D.

Adjunct Instructor, CSUN Tseng College,
Instructional Design

Jorge Balbas, Ph.D.

Assistant Professor, College of Science and Math
Department of Mathematics

*EDUC 602: Introduction to Game Scripting
and Development*

*EDUC 605: Instructional Games and
Simulations Seminar*

Tracie Bosket, M.S.

Adjunct Instructor, CSUN Tseng College,
Instructional Design

*EPC 616 Seminar: Current Trends in Instructional
Design and Adult Learning*

Tae Chang, Ed.D.

Associate Professor, Michael D. Eisner College of
Education, Department of Secondary Education

*EDUC 604: Assessing Learning from
Educational Media*

Jacob Enfield, Ph.D.

Assistant Professor, Mike Curb College of Arts, Media
and Communication, Department of Cinema and
Television Arts

*EDUC 601: Introduction to Educational Games
and Simulations*

*EDUC 605: Instructional Games and
Simulations Seminar*

Brian Foley, Ph.D.

Professor, Michael D. Eisner College of Education,
Department of Secondary Education

EPC 698D: Graduate Culminating Project

Elliot Jordan, MBA

Adjunct Instructor, CSUN Tseng College,
Instructional Design

*EDUC 602: Introduction to Game Scripting
and Development*

Jennifer Kalfsbeek-Goetz, Ph.D.

Adjunct Instructor, CSUN Tseng College, Master of
Public Health, M.S. Assistive Technology Studies and
Human Services, Instructional Design

Vice President of Academic Affairs and Student
Learning, Ventura College

EDU 613: Assessment and Evaluation of Learning

Hillary Kaplowitz, Ph.D.

Lecturer
Senior Instructional Designer, Faculty Development

Caleb Owens, MFA

Assistant Professor, Department of Art

*EDUC 604: Assessing Learning from
Educational Media*

Daphna Ozery, Ph.D.

Adjunct Instructor, Michael D. Eisner College
of Education, Department of Educational
Psychology and Counseling

*EPC 616: Seminar: Current Trends in Instructional
Design and Adult Learning*

*EPC 695DC: Seminar in Selected Studies: Current
Issues in Adult Learning*



CSUN graduate programs are proud to have achieved high graduation rates with some cohorts reaching up to 90%.



The Advantages of CSUN's Approach to Supporting the Educational Success of Working Professionals

Starting a degree program is a big step, but – for working adults – the real value is in completing the program. That is why CSUN focuses on providing the outstanding student support services that ensure participants meet their educational goals and succeed in graduating. We recognize that midcareer professionals undertaking advanced professional education need to focus on their academic work to be successful in the program. This recognition prompted the development of a level of support services rare among public universities.

Students should not have to spend time trying to figure out and navigate the university's administrative systems. With that in mind, the program coordinator assigned to each cohort works with students from the point of application through graduation. This practice ensures that each student will have direct personal support with a specific person to email or call with any questions or concerns at any time during the program. Each program coordinator is also a proactive part of the cohort experience, providing ongoing information, regular reminders and consistent encouragement.

Each degree program also has an assigned academic lead. This is a faculty member with specific responsibilities for coordinating the work of the faculty teaching in the program and responding to academic questions students may have that go beyond the scope of an individual course. Participants in each cohort know their academic lead well and can take advantage of this resource for guidance whenever they face an academic challenge.

With this approach, CSUN graduate programs are proud to have achieved high graduation rates with some cohorts reaching up to 90%.



Admission to the Master of Arts in Instructional Design

To be admitted to the program, you must possess (at the time of enrollment):

- A four-year baccalaureate degree from a regionally accredited institution,
- Good academic standing at the last college or university attended, plus
- One of the following conditions:
 - A GPA of at least 2.5 in a baccalaureate degree program;
 - A GPA of at least 2.5 in the last 60 semester (90 quarter) units attempted;
 - A post-baccalaureate degree earned at a regionally accredited institution and 2.5 GPA in either the undergraduate cumulative GPA or the last 60 units.

English Proficiency Requirements for Non-U.S. Degree and International Students Only

If a graduate applicant has earned a bachelor's or master's degree from a college or university outside the U.S., then an English language proficiency exam may be required.

Exception: If a graduate applicant has earned a bachelor's or master's degree from a regionally accredited institution in the U.S., the TOEFL or other English language proficiency exam is not required.

For more information, please visit [Admission Requirements](#) web page.

For More Information

(818) 210-3063

programs@csun.edu

Statement of Nondiscrimination and Disability Services Information

CSUN does not discriminate on the basis of age, color, disability, national origin, race, religion, sex, sexual orientation or veteran status, as monitored by the Department of Labor (Office of Federal Contract Compliance) and the Department of Education, or in violation of section 504 of the Rehabilitation Act of 1973 and the regulations adopted thereunder.

If you have a disability and need accommodations, please contact the **Disability Resources and Educational Services (DRES)** office at (818) 677-2684, dres@csun.edu or the **NCOD: Deaf and Hard of Hearing Services** department at (818) 677-2054, ncod@csun.edu.