

**Department of Administration, Leadership, and Technology**  
**GEGLETMS Games for Learning (MS)**  
**Program of Study**  
**2021-2022**

<b>Total Units Required</b>		<b>36</b>
<b>Required Courses</b>		<b>18</b>
<b>Learning Foundation</b>		<b>6</b>
<b>Course Number</b>	<b>Course Title</b>	<b>Units</b>
EDCT-GE 2174	Foundations of Cognitive Science	3
EDCT-GE 2175	Foundations of the Learning Sciences	3
<b>Design Foundation</b>		<b>12</b>
<b>Course Number</b>	<b>Course Title</b>	<b>Units</b>
EDCT-GE 2500	Video Games and Play in Education	3
EDCT-GE 2505	Designing Simulations and Games for Learning	3
EDCT-GE 2510	Narrative, Digital Media and Learning	3
EDCT-GE 2520	Research on Simulations and Games for Learning	3
<b>Thesis/Terminal Project</b>		<b>6</b>
<b>Course Number</b>	<b>Course Title</b>	<b>Units</b>
EDCT-GE 2095	Research in Educational Communications and Technology	6
<b>Electives</b>		<b>12</b>
<b>**All elective courses determined by Advisement**</b>		

Students may also participate in an optional 3-credit internship

Curriculum updated January 2020

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