

WHY OUR PROGRAM?

The Bachelor of Science in Learning, Design, and Technology (LDT) is the first undergraduate program in this field in Georgia. Led by faculty with both practical and academic experience in the field, you will explore instructional design principles, master technical tools, and develop a professional portfolio to prepare you to enter a growing workforce.

RELATED PROGRAMS

KSU offers a variety of minors degree programs that pair well with the LDT program to increase your marketability post-graduation. Suggested minor pairings include:

- Interactive Design
- Technical Communication
- Organizational and Professional Communication

CAREER INSIGHTS

A degree in LDT can lead to these jobs:

- Instructional/Learning/Learning Experience Designer
- Training and Development Specialists
- Instructional Coordinators
- Training and Development Managers

BECOME A HIGHLY SKILLED INSTRUCTIONAL DESIGN PROFESSIONAL

The Bachelor of Science in Learning, Design, and Technology (LDT) addresses a workforce need in Georgia and across the U.S. for highly skilled instructional designers in business, government, education, and more! This innovative degree utilizes classroom preparation with practical hands-on projects alongside real-world, site-based projects and internships to prepare graduates for employment in a growing field.

PROGRAM ADVANTAGES

- The program provides practical real-world experience while still earning your degree to prepare you to enter the workforce.
- Classroom experiences prepare you with both the design theory and the technical knowledge of instructional design.
- Get ahead in the field of instructional design while still an undergraduate to give yourself an advantage on the instructional design career path.



WHY CHOOSE LDT AT KSU?

- According to employment trends data, the field of instructional design is a growth industry in Georgia and nation-wide.
- Employment data from 2020 indicated nearly 2800 Georgia jobs requiring instructional design skills.
- KSU is the only university in Georgia that offers an undergraduate option for Learning, Design, and Technology.
- Since degrees in this field are typically offered at the graduate level and beyond, entering the field as an undergraduate can accelerate your career path and earning potential by preparing you to directly enter the corporate workforce following your undergraduate degree!

WHY CHOOSE KSU?

Kennesaw State University is a Carnegie designated doctoral research institution (R2), placing it among an elite group of only 6% of U.S. colleges. Located in the greater Atlanta metro-area, KSU offers access to a broad range of activities and events. KSU is a nationwide Top 20 school that "students want to attend," according to U.S. News and World Report. Over 10,500 companies recruited students and alumni from KSU in 2021.



PROGRAM COURSES & CREDITS

	PROGRAM COURSES & CRE	בווט.
		CREDITS
	GENERAL EDUCATION CORE	42
	Area A: Communication and Quantitative Learning	9-10
	Area B: Institutional Options Area C: Humanities, Fine Arts, and Ethics	5 6
	Area D: Science, Mathematics, and Technology	10-12
•	Area E: Social Sciences	12
	LEARNING, DESIGN, AND TECHNOLOGY LOWER DIVISION CORE	18
	LDT 1100 Making Learning Fun LDT 2100 Tools & Technologies for Learning	3
	SELECT ANY ONE COURSE FROM THE FOLLOWING	3
	COMM 2033 Visual Communication CSE 1300 Introduction to Computing Principles	
	IS 2200 Information Systems and Communication	
	TCOM 2050 Issues in Digital Accessibility	
	LOWER DIVISION ELECTIVES	
	In addition to the courses above, you must complete NINE (9) CREDIT	
	HOURS of electives in the lower division. For more information on those course options, please see the KSU's Undergraduate Catalog.	
	*Note: HPE 1000 level courses cannot satisfy Area F requirements	
	LEARNING, DESIGN, AND TECHNOLOGY UPPER DIVISION CORE	33
	LDT 3100 Foundations of Instructional Design	3
	LDT 3200 Foundations of Visual Design for Learning LDT 3300 Performance Improvement & Needs Assessment	3
	LDT 3400 Instructional Design & Development	3 3 3 3 3 3 3
	LDT 3500 Multimedia Design & Development for Learning	3
	LDT 3398 Internship in Learning, Design and Technology LDT 4100 Evaluation of Educational Programs	3
	LDT 4200 Interactive Learning Environments	3
	LDT 4300 Trends & Issues in Instructional Design LDT 4500 Project Management of Instructional Design	3
	LDT 4500 Project Management of Instructional Design LDT 4600 Capstone and Portfolio in Learning, Design and Technology	3 3
	LEARNING, DESIGN, AND TECHNOLOGY ELECTIVES	15
	These credit hours do not have to be taken in a single discipline, but should	
	relate to a particular interest or career goal. Completion of a formal minor	
	or certificate program for 15 hours may be used to satisfy major electives. Students must earn a "C" or better for all coursework.	
	Students must earn a C or better for all coursework.	
	At least 9 credit hours of upper-division course work (3000 - 4000 level)	
	must be taken and applied as major electives.	
	An additional 3-credit hours of LDT 3398 Internship in Learning, Design,	
	and Technology may be used to satisfy credit requirements in this area.	
	FREE ELECTIVES	12
	Any courses in the university curriculum totaling 12 credit hours.	
	TOTAL CREDIT LIQUIDS	120
	TOTAL CREDIT HOURS	120

MORE INFORMATION



For more information, contact the program coordinator at ldt@kennesaw.edu

kennesaw.edu/ldt