



APPLIED LEARNING SCIENCE

DEPARTMENT OF EDUCATIONAL PSYCHOLOGY

Gain a thorough grounding in the learning sciences through an innovative program that includes courses in statistics and research methods, the design of learning environments, and human performance. Explore the various roles of technology in learning and education, including their design, deployment, and informal uses. Take small, interactive courses with professors. Work closely with faculty mentors on a Capstone Project to test ideas about learning.

Students in this concentration will:

- Explore theories, phenomena, and methods in the learning sciences
- Identify general principles of learning and how to apply them in diverse settings
- Acquire flexible-learning and problem-solving skills that can be broadly applied in many contexts, including research, quantitative reasoning, communication, and collaborative problem solving

Career paths include: careers related to data analysis and assessment (for example, educational program assessment); designing and evaluating learning and instruction environments; coordinating research projects.

Bachelor of Science in Learning & Education Studies | education.illinois.edu



DIGITAL ENVIRONMENTS FOR LEARNING, TEACHING & AGENCY

DEPARTMENT OF CURRICULUM & INSTRUCTION

Learn how to design and implement digital technologies that promote learning in a range of environments, from technology-enhanced classrooms to mobile devices and immersive virtual worlds. Participate with faculty on important research on the use of digital tools for teaching, learning, and collecting data about student activity.

Students in this concentration will:

- Explore theories and methods for designing and implementing technology in teaching and learning environments
- Identify general principles of learning and instruction and understand the role that technology plays in supporting learning in a variety of settings
- Engage in writing, design, and presentation skills that can be applied to a range of contexts (e.g., education, industry, nonprofit organizations)
- Understand the limits and nature of technology, and issues of equity and access related to digital environments for learning, teaching, and agency

Note: No prior technology or computer science experience is necessary to enroll

Career paths include: educational technology development, online learning design, educational publishing, museum exhibit design, corporate training, game design, and web/mobile application development.

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