Academic Programme Data

Academic Program Name	**Bachelor of Educational Technology**
Academic Year	2024-2025

A welcome message from the Head of Department

It is our pleasure to present to you the Bachelor's programme in Educational Technology, which reflects our deep commitment to keeping pace with innovation and development in the field of education and its digitisation. This is achieved by providing an educational learning environment that stimulates creativity and critical thinking and enhances students' abilities to design and apply technological solutions to improve the processes of teaching and learning. The mission of the Educational Technology programme is also aligned with the mission of the Faculty of Arts and Educational Sciences and Middle East University.

Through this programme, we strive to achieve leadership and innovation to be the primary reference in the college and university in the field of employing educational technology in the educational system. We also seek to achieve excellence through this programme, which will be reflected in the graduates and meet the needs of the labour market, given the diversity of educational and research experiences of the faculty members. With the support of the university administration, the Faculty of Arts and Educational Sciences, and the members of the Bachelor of Educational Technology programme, we will, God willing, achieve the programme's goals and objectives.

Academic Programme Mission

To prepare individuals skilled and knowledgeable in using technology to improve learning and teaching processes and qualified to engage in the labour market within the fields of educational software development, e-learning management, and digital educational content design.

Academic Programme Objectives

1. Design and develop digital content that contributes to improving the learning experience and providing interactive educational environments in light of evaluation results, diverse student needs, and total quality standards.
2. Develop creative and innovative solutions to improve the educational learning process using technology.
3. Manage digital educational content through online learning tools.
4. Enhance technical communication and collaboration skills through teamwork.

5. Continue learning and follow developments in the fields of technology and education to improve student skills and develop their professional and academic paths.

Programme Coordinator

Dr. Fatima Abdulkarim Wahba

Local and international accreditations obtained by the programme and university

None

Student Exchange Opportunities available for programme students

None

Attributes of Middle East University Graduates

ت	General Area of Attributes	Graduate Capabilities
.1	**Communication**	The ability to communicate effectively orally and in writing based on cognitive and personal empowerment.
.2	**Critical and Creative Thinking**	The ability for critical and creative thinking, analysis, making comparisons, discrimination, and reliance on evidence.
.3	**Digital Capabilities**	The ability to live, learn, and work in a digital society.
.4	**Skills Sustainability**	The ability for continuous development in learning and the ability to achieve communicative, cognitive, and scientific additions after graduation.
.5	**Teamwork**	The ability to cooperate and interact positively with others to achieve common goals.
.6	**Scientific Research Skills**	The ability to solve problems effectively through developed skills in obtaining, analysing, and building upon information.
.7	**Community Commitment**	Seeking to serve the community through positive citizenship and value and ethical competencies.

.8	**Self-Awareness and Emotional Intelligence**	Demonstrating initiative, self-confidence, flexibility, the ability to accept constructive criticism, act with integrity, and take responsibility for decisions and choices.

Attributes of the Academic Programme Graduates

ت	General Area of Attributes	Graduate Capabilities
.1	**Depth of Specialised Knowledge**	High technical skills in using technology and educational software to improve learning processes and develop digital educational content.
.2	**Critical Thinking**	Developing creative and innovative solutions to improve the educational process using technology, whether new educational software or innovative uses of multimedia.
.3	**Technical Skills**	Analysing learner needs and evaluating the effectiveness of technological tools used in learning and developing them based on results.
.4	**Scientific Research and Innovation**	Communication and collaborative skills: Graduates possess effective communication skills that enable them to interact effectively with students, colleagues, and teachers, in addition to the ability to work within multidisciplinary teams.
.5	**Lifelong Learning**	Awareness of the challenges facing modern education systems and being prepared to provide appropriate solutions using technology.
.6	**Leadership, Teamwork, and Entrepreneurship**	The desire to continue learning and follow developments in the fields of technology and education to improve their skills and develop their career paths.

Knowledge, Skills, and Competencies

Knowledge	Demonstrating knowledge of the concepts and principles specialised in educational technology, deducing psychological and educational theories and their applications in the educational learning process, in addition to finding effective solutions suitable for the developments in educational technology.
Skills	Producing educational materials within digital environments using instructional design programmes and developing innovative and effective technological solutions through problem analysis in the fields of education and learning.
Competencies	Demonstrating the ability to take responsibility and work within a team in the field of educational technology, in addition to embodying the ethics of digital citizenship when employing technological applications in the educational learning process.

Academic Programme Learning Outcomes

1. Demonstrate knowledge of the specialised concepts and principles of educational technology.
2. Deduce psychological and educational theories and their applications in the educational learning process.
3. Find effective solutions suitable for the developments in educational technology.
4. Produce educational materials within digital environments using instructional design programmes.
5. Develop innovative and effective technological solutions through problem analysis in the fields of education and learning.
6. Demonstrate the ability to take responsibility and work within a team in the field of educational technology.
7. Embody the ethics of digital citizenship when employing technological applications.

Work Fields and Job Opportunities Available for Graduates of the Academic Programme

1. Institutions concerned with designing and producing digital educational materials using various software and editing tools, such as interactive videos, presentations, and open educational resources.

2. Entities specialised in developing and managing e-learning platforms and preparing electronic curricula. Providing technical support and training for teachers and students on using distance learning technologies.
3. Training entities that provide technical and technological support to educational institutions in using technology, designing and developing training materials, and providing specialised training courses in the use of technology in education.
4. Research institutions interested in presenting supported projects related to the development and application of educational technology.

الخطة الدراسية المعتمدة للبرنامج الأكاديمي

جـامـعـة الـشـرق الأوسـط
MIDDLE EAST UNIVERSITY
Amman - Jordan

Deans' Council Decision 2023/2022-32/15
Date Adopted: 2023/5/28
Faculty' Council Decision: 2023/2022-07/04
Date Adopted: 2023/3/2027

الخطة الدراسية/ بكالوريوس
BA Study Plan

قرار مجلس العمداء: 2023/2022-32/15
تاريخ الاعتماد: 2023/5/28
قرار مجلس الكلية: 2023/2022-07/04
تاريخ الاعتماد: 2023/3/2027

Faculty: Arts and Educational Sciences
Department: Educational Technology
Programme: Educational Technology

الكلية:الاداب والعلوم التربوية
القسم: تكنولوجيا التعليم
البرنامج: تكنولوجيا التعليم

مستوى المادة (JNQF) Course Level (JNQF)	نوع التعلم Type of Learning	المتطلب السابق Prerequisite(s)	عملي Practical	نظري Theoretical	عدد الساعات المعتمدة Credit Hours	Course Title	اسم المادة	رقم المادة Course Number
University Requirements (12 Cr. Hrs.)							متطلبات جامعة إجبارية 12 ساعة معتمدة	
5	إلكتروني	0161100	0	3	3	Arabic Communication Skills	مهارات الاتصال باللغة العربية	0161101
5	إلكتروني	0161200	0	3	3	English Communication Skills	مهارات الاتصال باللغة الإنجليزية	0161201
5	مدمج	-	0	3	3	National Education	التربية الوطنية	0161301
5	إلكتروني	-	0	3	3	Military Science	العلوم العسكرية	0161302
University Electives (6 credit hours from each of the following two groups)							متطلبات جامعة اختيارية 12 ساعة يختارها الطالب من المجوعتين التاليتين بحد أقصاه (6) ساعات معتمدة من كل مجموعة	
		المجموعة الأولى :						
5	مدمج	-	0	3	3	Functional Writing	الكتابة الوظيفية	0161102
5	مدمج	-	0	3	3	Life Skills	مهارات حياتية	0161401
5	مدمج	-	0	3	3	Islamic Education	الثقافة الاسلامية	0161501
5	مدمج	-	0	3	3	Contemporary Issues	قضايا معاصرة	0161502
5	مدمج	-	0	3	3	Jerusalem (The Question of Palestine)	القدس (القضية الفلسطينية)	0161503
5	مدمج	-	0	3	3	Law and Everyday Life	القانون في حياتنا	0161504
		المجموعة الثانية :						
5	مدمج	-	0	3	3	Community Responsibility	المسؤولية المجتمعية	0161303
5	مدمج	-	0	3	3	Scientific Thinking Skills	مهارات التفكير العلمي	0161402
5	مدمج	-	0	3	3	Introduction to Leadership and Entrepreneurship	مقدمة في القيادة والريادة	0161403
5	مدمج	0181500	0	3	3	Computer Skills	مهارات الحاسوب	0181501
5	مدمج	-	0	3	3	Man and the Environment	الإنسان والبيئة	0181601
5	مدمج	-	0	3	3	Safety and Security	الأمن والسلامة	0181602
Faculty Requirements: (12) Cr. Hrs.							متطلبات الكلية الاجبارية (12) ساعة	
6	وجاهي	-	0	3	3	Art of Writing and Expression	فن الكتابة والتعبير	0111101
6	وجاهي	-	0	3	3	Literary Appreciation	تذوق النص الأدبي	0111102
6	مدمج	-	0	3	3	Learning Theory	نظريات التعلم	0133201
6	مدمج	-	0	3	3	Research Methods	أساليب البحث العلمي	0162401
Area of Study Requirements: (87) Cr. Hrs.							متطلبات التخصص الإجبارية: (87) ساعة	
6	وجاهي	-	0	3	3	Introduction to Educational	مدخل الى تكنولوجيا التعليم	0131102
6	إلكتروني	-	0	3	3	Educational Psychology	علم النفس التربوي	0131201
7	وجاهي	0131102	0	3	3	Information Technology and Communication in Education	تكنولوجيا المعلومات والاتصالات في التعليم	0131401
7	وجاهي	0131102	0	3	3	Instructional Design in e-Learning	تصميم التدريس في بيئات التعلم الإلكتروني	0131501
6	إلكتروني	-	0	3	3	Curriculum Teaching Methods	المناهج وطرق التدريس	0132101
6	مدمج	0131201	0	3	3	Creative Thinking	التفكير والابداع	0132201

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6	وجاهي	0162401	0	3	3	Statistical Methods in Education	الإحصاء في التربية	0132301
7	مدمج	0131401	0	3	3	Technology in Curriculum Development K12	دمج التكنولوجيا في المنهاج K-12	0132401
7	وجاهي	0131501	0	3	3	Introduction to Multimedia	مقدمة في تكنولوجيا الوسائط المتعددة	0132601
7	وجاهي	0132601	0	3	3	Applications of Multimedia in Education	تطبيقات برامج الوسائط المتعددة في التعليم	0132602
7	وجاهي	0132301	0	3	3	Educational and Psychological Measurement and Evaluation.	القياس والتقويم التربوي والنفسي	0133301
7	وجاهي	0132401	0	3	3	Learning Management Systems	أنظمة إدارة التعلم LMS	0133401
7	وجاهي	-	0	3	3	Databases	قواعد بيانات	0133402
7	مدمج	0131401	0	3	3	Information Networks and e-Learning	شبكات المعلومات والتعلم الإلكتروني	0133403
7	وجاهي	0132602	0	3	3	Educational Video Production	انتاج الفيديو التعليمي	0133501
7	وجاهي	0132602	0	3	3	Educational Infographics	الانفوجرافيك التعليمي	0133502
7	وجاهي	0133403	0	3	3	Web Design	تصميم المواقع الإلكترونية	0133503
7	وجاهي	0132602	0	3	3	Educational Games and Animation	الألعاب والرسوم المتحركة في التدريس	0133601
7	وجاهي	0132602	0	3	3	Multimedia Graphic Design	التصميم الجرافيكي للوسائط المتعددة	0133602
7	وجاهي	0132601	0	3	3	Digital Photography	التصوير الفوتوغرافي الرقمي ومعالجته	0133603
6	وجاهي	0131102	0	3	3	Technology for Special Needs	التكنولوجيا لذوي الاحتياجات الخاصة	0134401
7	وجاهي	0132401	0	3	3	Design and Evaluation of Learning	تصميم مواد تعليمية وتقويمها	0134501
7	وجاهي	0133503	0	3	3	Electronic Publishing	النشر الإلكتروني.	0134502
7	مدمج	0132401	0	3	3	Contemporary Issues in Educational Technology	موضوعات معاصرة في تكنولوجيا التعليم	0134701
7	مدمج	90 ساعة	0	3	3	Graduation Project	مشروع التخرج	0134801
7	مدمج	90 ساعة	12	0	12	Field Training	التدريب الميداني	0134802
Area of Study Electives: (9) Cr. Hrs.							متطلبات التخصص الاختيارية: (9) ساع	
6	إلكتروني	-	0	3	3	Introduction to Education	مدخل الى التربية	0131101
6	مدمج	-	0	3	3	Developmental Psychology	علم نفس النمو	0131202
6	مدمج	-	0	3	3	Principles of Classroom and School	مبادئ الإدارة المدرسية والصفية	0132102
6	مدمج	0131201	0	3	3	Childhood Cooperative Learning	التعلم التعاوني والطفل	0132202
6	مدمج	0131102	0	3	3	Educational Computers	الحاسوب التعليمي	0132402
6	إلكتروني	-	0	3	3	Individual Teaching	التعليم المفرد	0133101
6	مدمج	0131201	0	3	3	Expressive Activities	الانشطة التعبيرية	0133202
6	مدمج	0133401	0	3	3	Management of Learning Centers	إدارة مراكز التعلم	0133404
6	مدمج	0133403	0	3	3	E-Learning and the Internet	الانترنت والتعلم الإلكتروني	0133604
6	مدمج	0133503	0	3	3	Educational Robots	الروبوت التعليمي	0133701
Remedial Courses							المواد الاستدراكية	
5	إلكتروني	-	0	3	3	Remedial Arabic Language Skills	مهارات الاتصال باللغة العربية الاستدراكية	0161100
5	إلكتروني	-	0	3	3	Remedial English Language Skills	مهارات الاتصال باللغة الإنجليزية الاستدراكية	0161200
5	إلكتروني	-	0	3	3	Remedial Computer Skills	مهارات الحاسوب الاستدراكي	0181500
Total number of credit hours (132. Cr. Hrs.)							مجموع الساعات (132 ساعة معتمدة)	

Head of Department Name and Signature .....

Dean of the Faculty Name and Signature.....

Director of Admissions and Registration Department Name and Signature .....

اسم رئيس القسم وتوقيعه .....

اسم عميد الكلية وتوقيعه .....

اسم مدير دائرة القبول والتسجيل وتوقيعه .....

FO30, Rev. e
Ref.: Deans' Council Session (18-2023/2024), Decision No.: 01, Date: 15/02/2024

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Indicative plan for the Academic Programme

Middle East University

Amman - Jordan

Decision of the Deans' Council Session (21-202/2022), Decision No. 05, Date: 12/06/2022

Approval of the Curricula Council Decision (2-1/2023/2024), dated 04/11/2023

Faculty of Arts and Educational Sciences

Department: Educational Technology – Discipline: Educational Technology

Indicative Study Plan (2023-2024)

First Year

Course Title	Course No.	Credit Hours	Prerequisite	Course Title	Course No.	Credit Hours	Prerequisite
First Semester				**Second Semester**			
Art of Writing and Expression	0111101	3		Literary Appreciation	0111102	3	
Introduction to Educational Technology	0131102	3		Information and Communication Technology in Education	0131401	3	0131102
Educational Psychology	0131201	3		Instructional Design in E-Learning	031150		0131102
University Requirements				Elective		3	
Faculty Requirements				University Requirement		3	
Total **15 hours**				**Total** **15 hours**			

Second Year

Course Title	Course No.	Credit Hours	Prerequisite	Course Title	Course No.	Credit Hours	Prerequisite
First Semester				**Second Semester**			
Scientific Research Methods	0162401	3		Learning Theories	0133201	3	
Thinking and Creativity	0132201	3	0131201	Curriculum and Teaching Methods	0132101	3	
Integrating Technology into the K-12 Curriculum	0132401	3	0131401	Statistics in Education	0132301	3	0162401
Introduction to Multimedia Technology	0132601	3	0131501	Multimedia Software Applications in Education	0132602	3	0132601
University Requirements		3		Learning Management Systems (LMS)	0133401	3	0132401
University Requirements		3		Elective			
Total **18 hours**				**Total** **18 hours**			

Third Year

Course Title	Course No.	Credit Hours	Prerequisite	Course Title	Course No.	Credit Hours	Prerequisite
First Semester				**Second Semester**			
Educational and Psychological Measurement and Evaluation.	**0133301**	3	0132301	**Databases**	**0133402**	3	
Digital Photography	**0133603**	3	0132601	**Web Design**	**0133503**	3	0133403
Educational Infographics	**0133502**	3	0132602	**Educational Games and Animation**	**0133601**	3	0132602
Educational Video Production	0132601	3	**0132602**	**Multimedia Graphic Design**	**0133602**	3	0131602
Information Networks and e-Learning	**0133501**	3	**0131401**	**Design and Evaluation of Learning Materials**	**0134501**		0132401
Elective		3		University Requirements		3	
Total **18 hours**				**Total** **18 hours**			

Fourth Year

Course Title	Course No.	Credit Hours	Prerequisite	Course Title	Course No.	Credit Hours	Prerequisite
First Semester				**Second Semester**			
Technology for Special Needs	**0134401**	3	0131102	**Field Training**	**0134802**	12	**90 Credit Hours**
Electronic Publishing	**0134502**	3	0133503	Students shall devote themselves to field training and may not register for any other courses alongside their training, in accordance with the regulations of the Higher Education Accreditation and Quality Assurance Authority.			
Contemporary Issues in Educational Technology	**0134701**	3	0132401				
Graduation Project	0134801	3	**90 Credit Hours**				
University Requirement		3					
University Requirement		3		University Requirements		3	
Total **18 hours**				**Total** **12 hours**			

General Remarks

Course Title	Course No.	Credit Hours
First Semester		
Graduation Project		3
Field Training		3
		90 hours
University Requirements		3
Faculty Requirements		3

Course Title	Course No.	Credit Hours
Total		12 hours

Course Descriptions and Learning Outcomes

(0131102) Introduction to Educational Technology (3) Credit Hours (Theoretical)

Fundamentals in educational technology: the concept of educational technology and its various definitions; its stages of development; its relationship with other associated concepts; the psychological and cognitive foundations and principles of educational technology; major applications of educational technology; modern trends associated with it; main and future directions in educational technology;

characteristics of the new generation of educational technology; and the contemporary role of the teacher and learner in light of modern technology.

Learning Outcomes:

1. Identify the basic concepts related to educational technology and its history.
2. Describe the latest technological innovations in the field of educational technology.
3. Analyse the relationship between educational technology, instructional design science, the systems approach, and educational media.
4. Distinguish between the contemporary roles of the teacher and learner in light of modern technology.

(0131201) Educational Psychology (3) Credit Hours (Theoretical)

Educational psychology, its basic concepts, objectives, importance, and its relationship to general psychology, and areas of human growth; factors affecting the processes of teaching and learning, and their educational applications; learning theories: conditioning and behaviourism; matters related to learning: readiness, training, attention, perception, motivation, intelligence, and creativity.

Learning Outcomes:

1. Identify the basic concepts of educational psychology.
2. Distinguish between types of cognitive growth and its theories, concepts, principles, and stages.
3. Explain human learning theories and their educational applications.
4. Explore the factors affecting the learning process.
5. Deduce the concept of cognitive information processing and its role in recall and memory.

(0131401) Information and Communication Technology in Education (3) Credit Hours (Theoretical)

The concept of information technology: the concept of communication technology, its stages of development, and its elements; how to integrate their elements in education; the philosophical, psychological, social, and cognitive foundations briefly for the whole concept; applications of information and communication technology and their use in education and models thereof; and challenges and difficulties that may face the application process and how to overcome them.

Learning Outcomes:

1. Identify the basic concepts related to information and communication technology.
2. Explain the justifications and foundations for introducing and using information and communication technology in the educational learning process.

3. Compare the stages of development of information and communication technology.
4. Employ some applications of information and communication technology in education effectively.
5. Describe the challenges and difficulties facing the process of integrating information and communication technology in education.

(0131501) Instructional Design in E-Learning Environments (3) Credit Hours (Theoretical)

Theoretical and applied concepts in the process of designing educational material in e-learning environments: teaching, education, and design, and distinguishing between them in the process of designing educational material with its cognitive, behavioural, human, and social branches; modern design models; choosing an effective and appropriate design for the teaching process in the classroom; e-learning instructional design theories, the theory of educational elements, the expansive theory, and the constructivist theory; and skills related to the steps of design, application, and evaluation of educational material in e-learning environments.

Learning Outcomes:

1. Identify the basic concepts of instructional design.
2. Identify instructional design theories and models.
3. Compare several instructional design models.
4. Deduce the difference between different types of evaluation.
5. Design educational lessons according to one of the teaching models.
6. Employ the steps of educational content analysis.

(0132101) Curriculum and Instruction Methods (3) Credit Hours (Theoretical)

The concept of curriculum; its philosophical, psychological, social, and cognitive foundations; curriculum elements: objectives, content and the basis for its selection, experiences and criteria for their application; modern instruction methods and strategies and their activities; evaluation and its tools and strategies; and comparing different instruction methods.

Learning Outcomes:

1. Identify the basic concepts of curricula and instruction methods.
2. Distinguish between the foundations of curriculum building.
3. Analyse the elements of educational curricula.
4. Compare different instruction methods.
5. Determine the foundations for choosing the most appropriate instruction method according to different subjects.

(0132201) Thinking and Creativity (3) Credit Hours (Theoretical)

Concepts of thinking and creativity: problem-solving methods, decision-making, logical thinking, problem-solving, critical thinking, and creative thinking, and skills for collecting and organising information; distinguishing the characteristics of thinking and its classifications; the role of learning and teaching theories in developing thinking; the most important global thinking programmes; cognitive schemas and their educational applications; and various methods of developing thinking.

Learning Outcomes:

1. Identify concepts related to thinking and problem-solving methods.
2. Compare different patterns of thinking.
3. Explore global thinking programmes.
4. Employ collecting and organising information in decision-making.

(0132301) Statistics in Education (3) Credit Hours (Theoretical)

The concept of statistics, descriptive and inferential, and methods used to describe data; frequency distribution tables, their graphical representation, and measures of central tendency; measures of dispersion; calculating the correlation coefficient and interpreting it; linear regression and the regression line equation; the normal curve and its diverse educational applications.

Learning Outcomes:

1. Identify statistics and related concepts.
2. Compare descriptive and inferential statistics.
3. Interpret the significance of descriptive statistical indicators.
4. Interpret the significance of statistical figures.
5. Interpret correlational relationships between variables.
6. Employ the normal distribution in solving application questions.

(0132401) Integrating Technology in the (K-12) Curriculum (3) Credit Hours (Theoretical)

Modern technological tools; educational software, strategies, and models that help facilitate and improve the learning process; mechanisms for integrating them into different learning environments; requirements and steps for a successful integration process; helping teachers design digital curricula effectively; employing interactive and innovative methods to carry out the integration process, based on learner needs

and different learning theories; and considering legal and ethical issues when carrying out the integration process.

Learning Outcomes:

1. Distinguish between the basic concepts related to integrating technology in education.
2. Employ technological applications in education effectively.
3. Deduce the challenges and difficulties facing the process of integrating technology in education.
4. Link the integration of technology in the curriculum with legal, social, and ethical issues.

(0132601) Introduction to Multimedia Technology (3) Credit Hours (Theoretical)

Introduction to multimedia technology: basic concepts related to it and its elements – written text, static images and graphics, animated images, sound, and video; production requirements and stages and the production team and its various tasks; and the most important multimedia production software.

Learning Outcomes:

1. Identify the basic concepts related to multimedia.
2. Distinguish between the elements of multimedia.
3. Describe the stages of multimedia production.
4. Explore the tasks of the multimedia production team.

(0132602) Applications of Multimedia Software in Education (3) Credit Hours (Theoretical)

Principles and effective design strategies in producing study materials using multimedia; audio and video production software; how to produce computerised educational materials through employing texts, graphics, images, sound, video and animation, taking into account design, learning theories, and communication therein; the student authors a complete multimedia product.

Learning Outcomes:

1. Identify the basic concepts related to multimedia.
2. Identify the justifications and foundations for introducing and using multimedia and its elements in the educational learning process.
3. Employ applications to produce multimedia elements.
4. Design and produce digital educational materials.
5. Employ theory and design principles to produce and evaluate multimedia presentations.
6. Produce high-quality educational materials using one of the multimedia authoring programmes.

(0133301) Educational and Psychological Measurement and Evaluation (3) Credit Hours (Theoretical)

Measurement and evaluation (quantitative and qualitative): psychological issues and statistical processing methods for them; modern educational technological developments in measuring the impact of learning through technology in various educational fields; in addition to researching the suitability of the selected evaluation criteria; and how to apply evaluation principles to determine learning outcomes using formative, summative evaluation, criterion-referenced, and norm-referenced tests through the use of modern technology.

Learning Outcomes:

1. Know teaching objectives.
2. Classify types of evaluation and its tools.
3. Compare measurement and evaluation.
4. Analyse the philosophical foundations of teaching planning.
5. Design an achievement test according to the steps of psychometric properties.

(0133401) Learning Management Systems (LMS) (3) Credit Hours (Theoretical)

Learning Management System (LMS), its nature, its tools, its activities, its advantages and steps for the educational institution to choose it; Learning Content Management System (LCMS), and its nature and characteristics; types of learning management systems and the differences between them; the most famous learning management systems, their contents, how to deal with them, and employ them in creating an e-learning environment according to agreed international standards.

Learning Outcomes:

1. Identify learning management systems and related concepts.
2. Compare types of learning management systems.
3. Apply learning management system standards.
4. Employ a learning management system in creating an e-learning environment.

(0133402) Databases (3) Credit Hours (Theoretical)

Databases: basic principles and concepts, how to build them and deal with them, the principles they are based on, database users, using one of the software for designing and creating databases, dealing with

tables, data processing, and displaying results in electronic reports, and using databases in educational administrative processes.

Learning Outcomes:

1. Identify the basic principles and concepts in databases.
2. Deduce the importance of databases in educational administrative processes.
3. Employ specialised software to create databases.
4. Design a database for an educational project.
5. Evaluate different databases according to specific criteria.

(0133403) Information Networks and E-Learning (3) Credit Hours (Theoretical)

The nature of information networks and collaborative domains; the services provided by networks and their role in the educational learning process; types of information networks, their use in the field of information exchange and distance learning, their applications in networked learning, and information security; types of crimes through information networks; and the most important local and Arab experiences in building networks.

Learning Outcomes:

1. Identify the basic concepts related to information networks and e-learning.
2. Explore the requirements for introducing information networks into the educational learning process.
3. Compare types of information networks.
4. Describe the areas of using information networks in the instruction and learning process.
5. Employ network applications via the Internet.

(0133501) Educational Video Production (3) Credit Hours (Theoretical)

The theoretical and practical aspects of the field of educational video production; basic concepts associated with it; requirements and principles of educational video production; techniques for writing the educational scenario and storyboard, designing their educational sequence, applying various video editing programmes, mixing sound, adding visual and sound effects, and linking video files with other computer software; and producing educational videos of their various types through modern and specialised editing programmes.

Learning Outcomes:

1. Distinguish between the basic concepts related to educational video production.
2. Deduce the justifications and foundations for introducing video into the educational learning process.

3. Employ the necessary principles and standards and educational theories and various programmes for the process of designing and producing educational video.
4. Produce various high-quality educational videos using different programmes.
5. Evaluate different educational videos according to specific criteria.

(0133502) Educational Infographics (3) Credit Hours (Theoretical)

The concept of infographics; their origin; stages of their development over time; their different types; their elements; the importance of employing them in the educational learning process; justifications for their use; designing and producing infographics of their various types; and various infographic design standards using specialised software to produce them.

Learning Outcomes:

1. Identify the basic concepts associated with educational infographics.
2. Deduce the justifications for using infographics in the educational learning process.
3. Compare types of infographics.
4. Employ infographics in the educational learning process.
5. Design infographics for educational purposes according to standards.

(0133503) Website Design (3) Credit Hours (Theoretical)

Websites: their types; stages of their creation; development steps; theoretical foundations; and instructional design principles to ensure accessibility and ease of use; quality standards for websites related to speed and security; implementing a practical project: to design a complete website, including needs analysis, design, development, and evaluation, taking into account modern trends in this field.

Learning Outcomes:

1. State the concept of websites.
2. Understand the correct theory and standards for designing websites.
3. Identify the role of websites in education.
4. Understand the steps and stages of website design.
5. Employ their skills in website design to produce an educational project, taking into account the rules and standards in design.

(0133601) Games and Animation in Instruction (3) Credit Hours (Theoretical)

Basic concepts of games and two-dimensional animation and stages of their development; their classification; their relationship to static graphics and videos and production steps; principles of animation, the importance of employing them, and their use in various study materials; and designing two-dimensional animations using specialised computer software within their specific standards.

Learning Outcomes:

1. Identify the basic concepts of games and animation.
2. Compare between animation, static graphics, and videos.
3. Deduce the importance of games and animation in teaching.
4. Employ animation in various study materials.
5. Design two-dimensional animations using specialised computer software.

(0133602) Graphic Design for Multimedia (3) Credit Hours (Theoretical)

Graphic design: its definition and skills; its nature, characteristics, and elements; principles and foundations of graphic design for visual media; learning and communication theories related to designing and producing educational materials used in teaching and training; using modern computer software and technologies.

Learning Outcomes:

1. Identify the basic concepts related to graphic design.
2. Determine the role of graphic design in education.
3. Employ the appropriate design programme to produce visual educational materials.
4. Identify theories related to graphic design.
5. Apply the foundations and principles of graphic design when producing visual materials.
6. Design visual educational materials based on the foundations and principles of graphic design and colour theory.

(0133603) Digital Photography and Processing (3) Credit Hours (Theoretical)

Photography skills from two angles: theoretical and practical; principles of photography; tools available for that; the importance of the image as a basic element of multimedia; identifying the characteristics of image processing software for the purpose of editing digital images for use in education.

Learning Outcomes:

1. Compare photography in the past and present.
2. Explain basic concepts in photography such as lenses, filters, and pixels.
3. Capture digital images of life and educational situations presented to him.
4. Process given digital images using image processing software.

5. Produce projects that serve the educational process.

(0134401) Technology for Special Needs (3) Credit Hours (Theoretical)

The concept of people with special needs: its categories in general; the importance of using modern technology and educational devices with people with special needs; the course presents types of technology and their functions for each category; it specifically presents educational technology for the blind; printing Braille method, APEX, Ebetcon, laser cane, sonic glasses; as well as technology for using computers and speaking devices and artificial language for the blind, deaf, those with learning difficulties, and the mentally disabled, or to improve linguistic performance; the course also presents the computer and its use in producing individual programs and software for people with special needs of their various categories.

Learning Outcomes:

1. Identify the concept of people with special needs.
2. Explain the importance of using technology in the teaching and learning processes for people with special needs.
3. Identify the types and categories of people with special needs.
4. Distinguish between the appropriate technologies for each category of people with special needs.
5. Compare between different types of technology used for people with special needs.
6. Employ the appropriate technology for education for each category of people with special needs.

(0134501) Designing and Evaluating Educational Materials (3) Credit Hours (Theoretical)

Educational materials in terms of their concept; their importance in the educational learning process; general principles in designing and producing educational materials; educational and psychological foundations for designing and producing educational materials; steps followed in producing educational materials; production levels; producing some educational aids (educational boards, charts, transparencies, slides, samples, pictures, audio recordings); photographic and electronic photography and its components (camera, video, monitor).

Learning Outcomes:

1. Identify the basic concepts related to educational technology and educational aids.
2. Deduce the justifications for using educational aids.
3. Identify the foundations and psychological principles for employing educational aids.
4. Identify the forms of technological educational aids.
5. Apply the steps for preparing computerised educational programmes.
6. Design educational aids and visual boards.

(0134502) Electronic Publishing (3) Credit Hours (Theoretical)

The nature of electronic publishing; theoretical and applied foundations for producing and distributing digital content through electronic media; comparing electronic publishing and desktop publishing; justifications for using electronic publishing in the educational learning process; employing electronic publishing software in producing digital content; and adhering to the ethics of digital publishing, intellectual property rights, and legal protection of the produced digital content.

Learning Outcomes:

1. Compare electronic publishing and desktop publishing.
2. Deduce the justifications and use of electronic publishing in the educational learning process.
3. Employ electronic publishing software in producing digital content.
4. Adhere to the ethics of electronic publishing.

(0134701) Contemporary Topics in Educational Technology (3) Credit Hours (Theoretical)

Modern developments and trends in the field of educational technology; their impact on teaching and learning methods; focusing on advanced technologies and areas of their employment in the education and learning process; issues related to the ethics of cyberspace in light of the accelerating digital transformation; effectively employing advanced technologies to develop innovative educational environments; predicting future technological challenges and developments.

Learning Outcomes:

1. Identify trends and advanced technologies in educational technology.
2. Compare several models for employing technology in education.
3. Describe the areas of employing technological innovations in the education and learning process.
4. Predict future challenges and technological developments.

(0134801) Graduation Project (3) Credit Hours (Theoretical)

Providing the student with an opportunity to study, design, and develop educational and training activities and curricula that reflect the extent of his understanding and benefit from the concepts, theoretical foundations, and skills he acquired through his study of the programme: this is done by the student preparing and developing an integrated graduation project according to his interest and presenting it, then having it evaluated by a specialised committee; the project can address topics such as producing a television or radio programme, preparing an educational kit, a multimedia programme, or a computerised educational programme.

Learning Outcomes:

1. Acquire communication skills through working within a team.

2. Acquire critical thinking skills, problem-solving skills, and the ability to make decisions.
3. Apply practical educational technology skills to design modern interactive learning environments.
4. Design high-quality digital materials according to specific criteria by applying practical educational technology skills.

(0134802) Field Training (3) Credit Hours (Theoretical)

Field training: employing educational technology in various training sites associated with the labour market, including educational platforms and e-learning centres specialised in the industry, production, and management of digital content; computerising curricula through applying tools and technological programmes based on previous experiences and skills; and implementing specific tasks to produce products that can be self-evaluated and externally evaluated.

Learning Outcomes:

1. Apply educational technology skills in line with the labour market.
2. Produce high-quality digital materials according to specific criteria.
3. Employ effective communication and interaction skills in training sites.
4. Propose innovative solutions to the problems he faces in field training.
5. Make appropriate decisions during field training.

(0131101) Introduction to Education (3) Credit Hours (Theoretical)

Education: its importance; objectives; functions; characteristics; its relationship with other sciences; it also focuses on the philosophical, social, psychological, cognitive, environmental, cultural, and educational foundations of education; educational innovations in the fields of curricula, teaching methods, and educational technology; education and change; education and development; and the role of education in the development process as a whole, linking all of this to the lower basic stage.

Learning Outcomes:

1. Analyse the concepts and objectives of education.
2. Explain the nature of educational philosophies.
3. Compare between educational foundations.
4. Compare trends of development in the educational process.
5. Employ approaches to education in solving educational problems.

(0131202) Developmental Psychology (3) Credit Hours (Theoretical)

The concept of developmental psychology, human growth, factors affecting growth, theoretical trends in interpreting human growth, sensory, motor, social, and moral development, development of mental and

cognitive abilities, and linguistic development during the stages of human growth from foetus to childhood to adolescence to adulthood, reaching old age, linking them to diverse educational applications.

Learning Outcomes:

1. Identify the criteria and dimensions of growth.
2. Classify the characteristics of human growth during age stages.
3. Distinguish individual differences between individuals.
4. Employ the basic concepts in developmental psychology in educational fields.

(0132102) Principles of School and Classroom Management (3) Credit Hours (Theoretical)

The concept of school management and classroom management: their origin; development; their relationship to general educational and instructional and classroom management; reviewing the most important patterns of school management and its theories and administrative processes; identifying the importance of school management and its role in organising and coordinating technical and administrative work in the school; tasks and skills of the school principal; and tasks of the workers with him.

Learning Outcomes:

1. Identify the concepts of school and classroom management.
2. Deduce the importance of school and classroom management.
3. Compare between theories of school and classroom management.
4. Employ school and classroom management theories in building an administrative plan.

(0132202) Cooperative Learning and the Child (3) Credit Hours (Theoretical)

Learning patterns in general – competitive, individual, and cooperative; the difference between traditional learning and cooperative learning; elements of cooperative learning; objectives of cooperative learning; the role of the teacher and child in cooperative learning; implementing cooperative learning with the child – necessary cooperative skills for the child and how to teach and apply them; applications of cooperative learning in different subjects; difficulties facing the process of applying cooperative learning.

Learning Outcomes:

1. Distinguish between cooperative learning and some related concepts.
2. Explain the structure of cooperative learning.
3. Determine the role of the teacher and learner in cooperative learning.
4. Explain the scientific steps necessary to apply cooperative learning in childhood.
5. Plan to apply cooperative learning in various subjects.

(0132402) Educational Computer (3) Credit Hours (Theoretical)

The computer and methods of its use in the educational process; functions of the computer in solving a section of educational problems; classifications of educational software and their uses in all classroom

situations, while preparing the classroom environment for that, in addition to using them to obtain documented information; the ability to choose and design sound, appropriate software; training on using some software and employing them in classroom situations; and employing the internet in education and learning.

Learning Outcomes:

1. Explain the concept of the educational computer.
2. Identify the reasons and justifications for using the computer in education.
3. State the importance of using the computer in education.
4. Understand the educational patterns of software and examples of them.
5. Know the concept of multimedia and its elements.

(0133101) Individualised Learning (3) Credit Hours (Theoretical)

Individualised learning: its philosophy, justifications, features, objectives and principles; historical development (individual education in modern education); its relationship to the systems approach to educational technology (individualising education as a system); adaptive individualised teaching methods; individualised learning strategies; types of individualised learning; educational kits and their production relying on psychological and educational foundations; evaluation and feedback in individualised learning; designing and producing paper and electronic educational kits.

Learning Outcomes:

1. Explain the historical background of individualised learning.
2. Compare between collective education and individualised learning.
3. Analyse the processes occurring in the individualised learning system.
4. Identify the objectives of individualised learning.
5. Distinguish the principles and methods of individualised learning.
6. Prepare an educational or training kit based on what was learnt in individualised learning.

(0133404) Management of Learning Resource Centres (3) Credit Hours (Theoretical)

The concept of managing educational resource centres: the most important common terms; the philosophy of the centres; their objectives and tasks; justifications for their existence; their organisational framework; planning for their establishment; patterns and types of centres; it also deals with the concept of management: its elements; management by objectives; its types in educational technology; it deals with the workers in the centres, materials, devices, and facilities; distribution, maintenance, and storage procedures in the centres; and some applied models for educational media centres.

Learning Outcomes:

1. Identify the basic concepts related to learning centres.

2. State the importance of learning centres and justifications for their existence.
3. Compare between the units of learning centres and the services they provide.
4. Identify the role of learning technology innovations in learning centres.
5. Deduce the tasks of the learning resources librarian and the related competencies.

(0133604) Internet and E-Learning (3) Credit Hours (Theoretical)

The concept of the internet and e-learning: areas of its use and its role in changing the educational learning process; theory, studies, and practical applications on the use of the internet in education; it also focuses on the use of the internet in the field of information exchange and distance learning; local and international networks, email systems, electronic chat, and e-learning management systems.

Learning Outcomes:

1. Know the basic concepts related to the internet and e-learning.
2. Know internet tools and their importance.
3. Master the use of the internet in the educational learning process.
4. Explain the most important systems used in managing courses taught online.
5. Deduce the importance of the internet in education.

(0133701) Educational Robotics (3) Credit Hours (Theoretical)

The concept of educational robotics; its importance; the philosophy of robotics in the learning and teaching process; its origin; importance; types; classifications; its applications in daily and educational life; identifying the stages of its design; identifying the electronic components used in its manufacture; designing an educational robot using design software to achieve educational goals.

Learning Outcomes:

1. Identify the concept of educational robotics.
2. Identify types of educational robotics.
3. Compare types of educational robotics.
4. Deduce how to employ robotics in the educational process.
5. Analyse the tools and software for producing educational robotics.
6. Design and produce robots for educational purposes.

Student Evaluation Mechanisms and Approved Programme Evaluation Criteria

According to the Learning and Teaching Guide and the Procedures for Preparing the Course Plan and Course Outline (LEEP-03-07), the assessment tools and their linkage to the qualification learning outcomes are:

- Written exams (mid-term/final) designed to measure the achievement of course-level learning outcomes through the programme effectiveness measurement platform, where the platform shows the percentage of achievement of each outcome of the programme's courses.
- Quizzes
- Presentations
- Assignments
- Final practical projects associated with each practical course
- Graduation project reports
- Field training reports

As for the approved evaluation criteria in the Educational Technology programme, they are:

1. Assignments:

2. Presentations:

3. Practical Projects:

Mechanisms for handling complaints and suggestions

Driven by the university's commitment to obtain feedback from its students, which contributes to continuous improvement and development of the services provided to them, and to address any difficulties or obstacles they may encounter, the university has formed a Suggestions and Complaints Committee to study the submitted complaints and suggestions and take the necessary actions on them in cooperation with the relevant authorities according to the policy adopted in the university.

The university allows students to submit complaints and suggestions through the complaints and suggestions system on the university's website or through the complaint and suggestion boxes spread throughout its buildings.

Professional courses granted through the study plan

None

Partnerships and agreements of training for employment purposes

- Odros Jo Platform

Programme Coordinator Name and Signature: Dr. Fatima Abdulkarim Wahba	**Date:** / /
Academic Department Head Name and Signature: Dr. Manal Atwa Al-Talawiyah	**Date:** / /