

Instructional Technology Certificate

Program Admission Requirements

1. Submission of a FGCU Post-Baccalaureate Non-Degree Application to the Office of Graduate Admissions.
2. A grade point average (GPA) of 2.75 or higher on a 4.0 scale for the last 60 semester hours attempted accruing to the undergraduate degree.
3. Graduation from a baccalaureate level program or a graduate degree from a regionally accredited college or university documented by official transcripts.
4. Applicants must demonstrate English proficiency in accordance with University policy and will be required to submit acceptable TOEFL scores unless the country of origin uses English as the official language. A minimum score of 213 is required on the computerized test, 79 on the internet based test, and 550 on the paper based test. With the approval of the Dean of Graduate Studies (or designee) and the appropriate college dean, applicants may furnish satisfactory evidence of English competency in lieu of the TOEFL. Examples of satisfactory evidence include, but are not limited to, completion of the International English Language Testing System (IELTS) with a minimum score of 6.5; completion of English Composition I and II (ENC 1101 and ENC 1102, or equivalent) with a grade of C or higher; and/or a minimum of 60 credits satisfactorily completed at an accredited institution of higher education in the United States.

Program Requirements

Required Courses (18 credits)

EME 5053 Intro to Ed Tech (3)
EME 6207 Web Design & Development (3)
EME 6209 Still & Time Based Media (3)
EME 6284 Instructional Design (3)
EME 6617 Instructional Design-eLearning (3)
EME 6675 Design for Informal Learning (3)

TOTAL SEMESTER HOURS REQUIRED: 18 HRS

Additional Graduation Requirements

- Students must satisfactorily complete the minimum number of credit hours specified by the certificate program.
- A grade of B or higher must be earned in all College of Education graduate courses used as prerequisites and each core course.
- A cumulative GPA of 3.0 for all coursework in the program.