**REQUIREMENTS FOR THE MASTER OF EDUCATION**

**JEANNINE RAINBOLT COLLEGE OF EDUCATION**

**THE UNIVERSITY OF OKLAHOMA**

### GENERAL REQUIREMENTS

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<tr>
<th>Requirement</th>
<th>Minimum Total Hours (Thesis)</th>
<th>Minimum Total Hours (Non-Thesis)</th>
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<td>Thesis</td>
<td>30</td>
<td>36</td>
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### REQUIRED COURSES

#### REQUIRED COURSES (24 hours):

- **EIPT 5183**, Motivation and Learning in the Classroom
- **EIPT 5203**, Assessment & Evaluation in Education & Counseling
- **EIPT 5533**, Introduction to Instructional Technology
- **EIPT 5920**, Internship in Education--Master’s
- **EIPT 6143**, Instructional Design I
- **EIPT 6343**, Instructional Design Theories, Models, and Strategies
- **EIPT 6503**, Development of Text-Based Instruction
- **EIPT 6523**, Visual Literacy for Educational Media Production

#### THESIS (Thesis students only, 6 hours):

- **EIPT 5980**, Research for Master’s Thesis

#### ELECTIVES (6 hours for thesis, 12 hours for non-thesis):

With advisor approval, select from the courses below. Other courses may be used with Graduate Liaison approval:

- **EIPT 5023**, Analysis of Quantitative Data I
- **EIPT 5033**, Introduction to Research and Evaluation in Education
- **EIPT 5513**, Teaching with Technology
- **EIPT 6043**, Qualitative Research Methods
- **EIPT 6073**, Program Evaluation
- **EIPT 6083**, Qualitative Research Methods II
- **EIPT 6153**, Motivation & Emotion in Education
- **EIPT 6163**, Instructional Design II
- **EIPT 6173**, Management of Instructional Technology
- **EIPT 6183**, Cognition and Instruction
- **EIPT 6203**, Instrument Development
- **EIPT 6213**, Advanced Measurement Theories
- **EIPT 6313**, Multimedia Design and Development for Learning
- **EIPT 6333**, Computers as Cognitive Tools: Theory and Practice
- **EIPT 6423**, Web-Based Instruction
- **EIPT 6433**, Theories, Pedagogy, and Tools for Online Learning
- **EIPT 6533**, Design and Development of Open-Ended Learning Environments
- **EIPT 6613**, Instructional Design for Complex Problem Solving
- **EIPT 6613**, Educational Modeling, Simulations, and Games

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The master’s degree requires the equivalent of at least two semesters of satisfactory graduate work and additional work as may be prescribed for the degree.

All coursework applied to the master’s degree must carry graduate credit.

Master’s degree programs which require a thesis consist of at least 30 credit hours. All non-thesis master’s degree programs require at least 32 credit hours.

Credit transferred from other institutions must meet specific criteria and is subject to certain limitations.

Courses completed through correspondence study may not be applied to the master’s degree.

To qualify for a graduate degree, students must achieve an overall grade point average of 3.0 or higher in the degree program coursework and in all resident graduate coursework attempted. A student must also have at least a 3.0 in all coursework (including undergraduate coursework if any).

A student who has done satisfactory graduate work and has earned a 3.0 grade point average may file for master’s candidacy.

Program effective SU17. Check sheet version 2/2017