## Learning Outcomes: Knowledge and Understanding, Cognitive Skills, Practical Skills, Transferable Skills

### 1. Knowledge and Understanding (outcomes, teaching, assessment):

**Outcomes:**
Upon completion of this program students should be able to demonstrate:

1. Explain the principles and concepts that drive effective learning design, how they align with theory, and how they interface with the current trends and issues of the field.
2. Evaluate and develop learning design solutions for education and/or industry contexts that are supported by current research in learning, training, and educational technologies.
3. Identify criteria relevant to the evaluation, adoption, and integration of a range of technologies to adequately serve the needs of different learning and training contexts.

### 2. Cognitive Skills (outcomes, teaching, assessment)

**Outcomes**
Upon completion of this program students should be able to:

1. Generate learning designs that are inclusive, meet the needs of diverse stakeholders, and are based on design thinking and data from learner analysis, assessment, and evaluation.
2. Use analysis, synthesis, interpretation, and problem-solving skills to develop effective, ethical, and innovative applications of educational technologies.

### 4. Practical Skills (outcomes, teaching, assessment)

**Outcomes**
Upon completion of this program students should be able to:

1. Design, conduct, and analyze appropriate process and product evaluation
2. Employ a range of learning theories and research-based evidence to design, develop, deliver, and support learning and training activities, materials, courses, and programs

### 5. Transferable Skills (outcomes, teaching, assessment)

**Outcomes**
Upon completion of this program students should be able to:

1. Communicate effectively in written and oral formats with a variety of stakeholders (clients, subject matter experts, organizations, administration, upper management, etc.)
2. Demonstrate effective task and project management skills