Student Life

UNLV is a dynamic research institution with more than 6,000 graduate and professional students currently enrolled at UNLV. The university offers more than 120 graduate degree programs, including 38 doctoral and professional programs.

Lied Library is a state of the art facility that was built in 2001 at a cost of 55 million dollars. It is the quintessential 21st century library with wireless Web access, over 250 computer stations and robotic retrieval and storage system for archived books.

Recreation Center - A new chapter in student life at UNLV began this fall with the opening of the 188,000-square-foot Student Recreation and Wellness Center.

Las Vegas, the entertainment capital of the world boasts world class restaurants, museums, art galleries and musical venues. Nearly 40 million people visit Las Vegas annually.

Masters Program
Curriculum & Instruction
College of Education, UNLV
PO Box 453005
4505 Maryland Parkway
Las Vegas, NV 89154-3005
PHONE 702.895.3241
FAX 702.895.4898

UNLV Graduate College
PO Box 451017
4505 Maryland Parkway
Las Vegas, NV 89154-1017
PHONE 702.895.3320
FAX 702.895.4180
AIM: GradCollegeUNLV

UNLV Admissions
1.800.334.UNLV

ci.unlv.edu/masters/
Educational Technology

The Curriculum and Instruction Masters Program provides an opportunity for students seeking a Master of Education (M.Ed.) or Master of Science (M.S.) in Curriculum and Instruction with a focus in several concentration areas. The Educational Technology concentration offers three distinct strands: Technology Leadership, Technology Integration, and Online Learning.

Technology Leadership: This strand prepares students for roles involving advanced technology. In particular, the Technology Leadership strand will prepare graduates to become Educational Computing Strategists and Technology Coordinators in schools.

Technology Integration: This strand focuses on the integration of technology into instruction. Graduates holding this degree will understand a variety of contemporary technologies as they pertain to learning within a variety of learning environments.

Online Learning: Online learning is a new strand that focuses on contemporary, online learning environments. Students will examine online instructional practices as well as develop new environments.

More information on admissions and degree requirements can be found on the C&I Web site (ci.unlv.edu/masters/).

Program Highlights

The M.Ed. and M.S. degrees in Curriculum and Instruction require 37 and 42 credit hours of study respectively.

Technology Concentration Courses

- Internet for Educators
- Integrating Technology in Teaching and Learning
- Designing Digital Materials for Education
- Creating Online Learning Environments
- Issues and Methods for Online Learning
- Creating Digital Materials for Education
- Digital Materials Studio
- Management of Educational Technology Facilities and Resources
- Technology and Educational Change

Technology Electives

- Content area methods courses
- Current Technology as Mindtools
- Digital Publishing for Educators
- Methods of Teaching Computer Applications
- Instructional Methods of Computer Science

Program Advantages

- All our technology courses are offered online!
- Work with research faculty who are up to the minute with technology and introduce contemporary tools into their courses.
- The College of Education at UNLV is an NCATE accredited institution.

Program Faculty

Dr. Randall Boone’s interests primarily have focused on computer-mediated teaching and learning for persons with disabilities. Assistive technology is his current focus area. Dr. Boone is the recipient of a Telly Award for excellence in instructional television.

Dr. Karen Grove’s research interests include technology integration in teacher preparation and professional development. She is working with OECD-CERI’s international research study on ICT and Initial Teacher Training.

Dr. Kendall Hartley is an associate professor of educational technology. Dr. Hartley conducts research in the area of effective instructional uses of technology. He has published articles related to hypermedia instruction in the Journal of Educational Computing Research, Educational Researcher and the Journal of Educational Multimedia and Hypermedia.

Dr. P. G. Schrader is exploring learning in technology rich, immersive environments with an emphasis on “new” and emerging literacies. Specifically, he has examined the exchange of information within hypertext, multimedia, and massively multiplayer online games. AIM: UNLVP.

Dr. Neal Strudler is a former seventh grade teacher and assistant principal. His research has focused on strategies for effectively integrating technology in both teacher education and K-12 schools. Dr. Strudler was named as an Outstanding Faculty Member by the Board of Regents of the University and Community College System of Nevada.