

MSc(ITE)

Master of Science in
Information Technology in Education

2012

What do MSc[ITE] Student say?

Billy Chu, Secondary School Teacher

"Excellent, up-to-date course, with innovative and creative teachers"

Brant Knutzen, International School Teacher

"This course has proven incredibly applicable to my teaching at an international school. In addition, the programme has opened doors at educational conferences for presenting and publishing my research"

Francis Wong, Tertiary Education Teacher

"The course improved my knowledge, skills and opened up new career opportunities"

Siu Man Tsim, Primary School Teacher

"What I learnt through the course is all very useful in my job"

Kelvin Leung, IT Industry Manager

"The format of the courses encourages us to interact with and learn from the instructors as well as the fellow classmates, both during and after the classes"

Gloria Chu, Business Sector

"Joining this programme was a great decision. I've learnt so much that is useful for my work"



How to Apply?

Applicants may apply online at: <http://www.asa.hku.hk/admissions/tpg>

Enquiries

Phone: (852) 2241 5856

Email: mite@hku.hk

Website: <http://web.edu.hku.hk/programme/mite>

The information in this brochure is accurate at the time of printing but may be subject to change at any time. The Faculty reserves the right at all times to withdraw or change the course as listed in this brochure.



Faculty of **Education**
The University of Hong Kong

MSc(ITE)

Information Technology in Education Programme

Why MSc[ITE]?

Schools, universities and other educational institutions, and industry (such as multimedia publishers and corporate training centres) are in need for skilled professionals in applications of information technology in education.

What the MSc[ITE] Offers?

- An investigation into Web2.0, mobile learning and other emerging learning and teaching technology applications
- An opportunity to apply technology in learning and teaching
- An opportunity to work in technology-rich learning environments
- An exploration of the cultural, administrative theoretical and practical implications of technology in education
- An introduction to research in technology for education
- An opportunity for those wishing to develop leadership capabilities in the use of technology in education

Who should apply?

- School teachers and other education professionals with strong interest in ITE
- Multimedia designers, digital video producers, instructional designers, publishers and software developers
- School administrators and technology coordinators
- Professional involved in staff development and corporate training
- Any other professional with an interest in expanding their education background, practice and knowledge of technology applications in education

What is the Course Structure?

Students will study 7 modules and an independent project leading to a specialism in a specific area of study.

There is an option to undertake a research project or write a dissertation.

What is the Mode of Study?

- For part-time study, can be completed in less than two years
- Conducted in a face-to-face mode supplemented by online learning (e-learning)
- Flexible modular structure allows student to study at their own pace
- Three terms per year
- Classes held in the evenings and Saturday afternoons

Core Modules

- Teaching and learning with information technology
- Information technology and educational leadership
- Methods of research and enquiry

Requirement for completion of the MSc[ITE]

- Three core modules
- Two modules from a specialism

and

- An Independent Project, and
- Two elective modules selected from the MSc[ITE] or other education-related Master level programme at the Faculty

or

- Dissertation



MSc[ITE] Specialisms and their Modules

E-leadership

- Digital culture and educational practice
- Innovative practices in education through IT adoption
- Organisational learning

E-learning

- E-learning strategies and management
- Learning design and technology
- Mobile and ubiquitous technology in education

Learning Technology Design

- Multimedia in education
- Designing shared virtual environments for learning
- Learning objects
- Learning design and technology
- Mobile and ubiquitous technology in education
- Digital video & storytelling in education

