

# Program of Learning Sciences

## Contact Information

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## Introduction

The Program of Learning Sciences was established at National Taiwan Normal University to cultivate professionals in the field of learning sciences, including data scientists, data analysts, data engineers, and software engineers whose aim involves researching and improving the human learning experience. This program is currently the first of its kind in Taiwan.

The Program of Learning Sciences affiliates with the Graduate Institute of Library and Information Studies and Graduate Institute of Information and Computer Education as the School of Learning Informatics and collaborates with the Institute for Research Excellence in Learning Sciences, NTNU. Thus, in addition to regular classroom activities, students can also make use of facilities such as future classrooms, eye-movement lab, brain wave lab, digital archives and E-publishing lab, information literacy and E-learning lab, and virtual reality lab.



## Instructional Objectives

1. Cultivate professionals in the field of learning sciences
2. Innovate new forms of research and applications of learning
3. Develop students' integrated knowledge and skills among the fields of statistics, programming, data mining and analysis, learning psychology and data science.

## Degree Requirements

The total credit hours required for graduation is 128. In addition to the core curriculum, this program is module-based and divided into two distinct modules: educational technology, and information science. Students have to complete at least four courses from the two modules so that the interest and specialization of each individual student can be nurtured. In order to shorten the gap between theory and practice, this program also offers a series of courses such as capstone courses, internship and seminar courses as core courses. These courses are organized by the program office, with faculty offering assistance throughout.

## Feature of the Curriculum

The Program of Learning Sciences focuses on the convergence of educational technology, data science, and information science. It also offers additional faculty and resources from two post-graduate programs of the School of Learning Informatics, including the Graduate Institute of Library and Information Studies and Graduate Institute of Information and Computer Education.

## Career Prospects

1. This program addresses global trends calling for professionals in the related learning sciences fields as software engineers/designers, data analysts/scientists, and educational game designers.
2. Graduates of this program meet the demands of relevant e-learning professionals to support ICT-supported learning in government agencies, private industry sectors/NGOs, and formal/informal educational institutions and organizations.
3. Graduates of this program also can seek their learning pathways to several related fields such as information/data science, computer science and information engineering, as well as education to advance their future academic careers.