DURATION OF STUDIES

2 years (4 semesters) or 6 semesters part-time

LANGUAGE OF INSTRUCTION

French
Passive knowledge of English is required.

CONDITIONS OF REGISTRATION

www.unige.ch/conditions/MA

ADMISSION CONDITIONS

A Bachelor's degree or HES or equivalent degree. Merit-based admission.

For more information:

maltt.unige.ch/futurs-etudiants/admission

Master's Programme

THE MASTER IN LEARNING AND TEACHING TECHNOLOGIES

aims to equip students with in-depth knowledge in the field of educational technologies and to provide training in the creation of digital environments that meet the needs of the target audience and context. The program of study therefore includes a solid foundation of theoretical and applied knowledge regarding the types of learning and teaching encountered today, the different types of digital environments (multimedia, video games, collaborative Web, digital fabrication) and the elements of digital creation (web languages, authoring tools, prototyping software). Students have the possibility of putting their new knowledge to practical use in the framework of one or more internships.
A particularity of the Master's program is alternating between traditional courses and periods of distance learning, supported by intense tutoring and a project-based approach. This is intended to help students understand the specificities of this new form of teaching and learning by experiencing it themselves throughout their training.

The Master's program is open to holders of a Bachelor's degree in any field whose experiences and goals are aligned with the objectives of the Master's program (admission is based on an application). Upon completion of this program, graduates will be able to implement and evaluate e-learning tools, create innovative learning environments, or even manage multimedia educational projects for businesses, educational institutions, and consulting firms. They will also have the possibility of pursuing a doctorate in the field.

STUDY PROGRAMME

4 semesters (max. 8 semesters) | 120 ECTS credits

Required courses

66 credits

- Theories of Learning and Teaching
- Web Technologies and Languages
- Educational Video Games
- Ergonomics and Design
- Educational Engineering and Distance Learning
- Research in Educational Technologies

Electives

18 credits

Obligatory internship

6 credits

Dissertation and follow-up seminar

30 credits

ACADEMIC CALENDAR

www.unige.ch/calendar

LEVEL OF FRENCH REQUIRED BY UNIGE

Eliminatory general test for non-Francophones with the exception of the following cases:

www.unige.ch/frenchexam

MOBILITY

Students may go on exchange regardless of how many credits they have completed at the Faculty. 40 credits can be acquired on exchange.

www.unige.ch/exchange

PROFESSIONAL PROSPECTS

- Teaching and training: head of training facilities, e-learning instructor, ICT teacher trainer, head of ICT in educational establishments
- Education engineering: multimedia developer, course designer
- Academic researcher
- Ergonomist, corporate NICT expert, webmaster, community manager, etc.

UNIVERSITY TAXES

500 CHF / semester

REGISTRATION

Deadline: 28 February 2024

www.unige.ch/enrolment

CONTACTS FOR STUDIES

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All programs are subject to changes. Please consult the program regulations.