

METALS

Masters of Educational Technology & Applied Learning Science



Carnegie Mellon University

If you are passionate about leveraging technology to develop better learning outcomes, consider pursuing a **Masters of Educational Technology and Learning Science (METALS)** degree at Carnegie Mellon University. This innovative degree is offered through the renowned Human-Computer Interaction Institute.

The **one-year interdisciplinary masters** program trains you to **apply evidence-based learning research to create effective instruction and educational technologies** for formal and informal settings such as schools, workplaces, and museums.

METALS culminates with a **seven-month capstone project** for an external industry client. **Guided by industry and faculty mentors** in this team-based research and development project, you will **experience the end-to-end process of a product cycle** from idea through prototyping.

Graduates advance educational technology as: learning engineers, UX designers, developers, curriculum developers, educational consultants and entrepreneurs.

The METALS Capstone Project is one of the most unique and desirable components of this program for students. Students gain practical experience directly relevant to industry. Many of our students choose the Carnegie Mellon METALS program based on its reputation, the strength of the faculty, and the basis of the practical experience the capstone project provides.



<http://metals.hcii.cmu.edu>



12 MONTH MASTERS

CAPSTONE

ADMISSIONS

Students with backgrounds in computer science, psychology, education, design or business are encouraged to apply.

- Admission Requirements**
- GRE Scores
 - Statement of Intent
 - Resume
 - Transcripts
 - 3 Letters of Recommendation

Each year the METALS program enrolls approximately 15 to 25 students. The application deadline is December 15.

Students are notified by March 15.

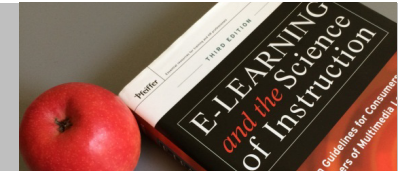
Below are some of the organizations all around the world who partner with our faculty and students to create and innovate the future of learning.

PARTNERS



INNOVATION

Design, develop and implement innovations in learning.

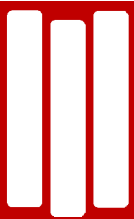


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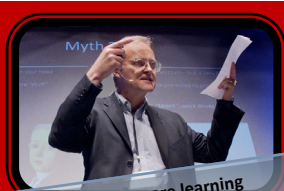
Learn more...





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"The world needs more learning engineers." Bror Saxberg, CLO Kaplan

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Human-Computer Interaction Institute



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