

Master of Arts in Education: School Library and Information Technology

Unlock the potential to transform education and inspire lifelong learning with an M.A. in Education: School Library and Information Technology degree.

In this program, you'll gain the skills to lead innovative library programs, curate meaningful resources and harness the latest technology to support student and teacher success. Whether you're a future school librarian eager to shape the learning experience, or an educator wanting to learn more, this degree prepares you to become a resource and collaborator

in your school. [15493-28.97 | EN7 | Grad Program MA Ed School Library Info Tech4583.2 | Digital Brochure](https://www.fresno.edu/grad-program/ma-ed-school-library-info-tech)

A Master of Arts in

Education: School Library and Information Technology

- i **Leadership in Learning Resources:** Become the go-to expert for managing digital and physical resources, supporting teachers and students with access to valuable learning materials.
- i **Technology Integration:** Master the use of technology to create engaging, tech-savvy learning environments that meet the needs of today's students.
- i **Literacy and Research Support:** Play a key role in promoting literacy and teaching students how to research effectively in both digital and traditional formats.
- i **Expand Career Opportunities:** With this specialized degree, you can pursue leadership roles in school libraries, educational technology or curriculum design.
- i **Foster Lifelong Learning:** Inspire a love of reading, information literacy and continuous learning in students, preparing them for success in a fast-paced world.
- i **Support for Diverse Learners:** Learn strategies to meet the needs of diverse learners through differentiated resources, making education accessible for all students.
- i **Collaboration and Community Building:** Build strong partnerships with teachers and administrators, creating a collaborative environment that enhances student achievement.

Program Highlights

- | Prepares professional educators
- | Accredited by www.ctc.ca.gov
- | Progress through coursework in a cohort format.
- | Integrate theory with practical application,
- | Study under experienced and highly rated university faculty
- | Offered fully online!
- | The M.A. program builds upon

The M.A. in Education: School Library and Information Technology program

prepares you to become a leader in school libraries and an advocate for information literacy in the 21st century. You'll learn how to curate resources, integrate technology into the classroom and support both students and teachers in their academic pursuits.

Required Courses (37 units)

Course Pre f x	Required Courses (37 units)	Units
LIB 705	Information Technologies	3
LIB 710	Instructional partnerships	3
LIB 715	Administration of the School Media Center	3
LIB 720	Selection and Organization of Learning Resources	3
LIB 725	Information Services	3
LIB 732	Evaluation and Promotion of Children's Literature	3
LIB 736	Evaluation and Promotion of Young Adult Literature	3
LIB 740	Digital Literacy Technologies	3
LIB 792	Field Studies in School Librarianship	3
Master of Arts Core		
ED 779	Building Community in Schools and Society	3
EDRH 794	Thesis Introduction and Literature Review	3
EDRH 795	Research Methods in Education	3
EDRH 796	Thesis Completion	1

The courses listed above provide a sample overview of our program. Please meet with your academic advisor or visit fpu.edu/catalog to finalize your course registration and sequence.

- † Completed [Application for Admission](#) and \$45 non-refundable application fee.
fpu.edu/applygrad
- † Official [college/university transcript\(s\)](#) verifying receipt of a bachelor's degree from a regionally accredited institution and any post-baccalaureate work.
 - y If you are currently finishing up your degree, please submit current transcript.
Final transcript will need to be submitted before you may enroll in classes.
 - y Transcripts can be sent electronically by your institution to





fpu.edu/graduate