**Starting definition of Learning Design and Technology**

The use of design and technology to aid in the learning process. This can be done through the design (like visual or graphic design) of the presented material and by using various types of technology to aid teachers in the instructing and learning process.

**Updates**

Now that I know more about LDT and what all it entails, I think my original definition is a good start. I would probably broaden the design aspect to even how material is presented or laid out for the learner. I was very general in the technology area, which I believe was a good thing because there is so much more technology to help and implement LDT than what I would have originally thought. I learned about the rapid prototyping and the ADDIE model as well as others. I’ve really enjoyed the class.

**Code of Ethics**

It makes sense that there are principles that every occupation should abide by, and most of them make sense. Follow copyrights, don’t take bribes, etc. I already stick by that in teaching. The part of the video for this week that stuck out to me was the fair trade. Since I teach, I’m used to being able to use things for education and not worry about some of the fair trade issues since it’s for educational purposes. I do include links in my files of where I find pictures and files that I would adapt to fit my classes. But that was something to make me stop and think for the future to even get permission or be sure to cite all my sources when I put together worksheets and labs for my students.