



USMAU Faculty of Education (FOE) Strategic & Comprehensive Plan 2025–2035

Chapter 1: Vision, Mission, Core Values

- **Vision:**

To be the world’s most innovative and globally connected Faculty of Education, empowering leaders, educators, and researchers through knowledge, equity, and immersive metaverse learning.

- **Mission:**

To educate transformative teachers, conduct impactful research, and establish borderless educational ecosystems in both real and metaverse environments.

- **Core Values:**

- Equity & Inclusion

- Leadership for Learning

- Global Collaboration

- Research Excellence

- Metaverse Innovation

Chapter 2: Academic Programs & Degrees

1. Undergraduate Degree: Bachelor of Education (B.Ed.)

- Duration: 4 years, 8 semesters.

- Total Credit Hours: 132.

- Research Component: 18 credit hours minimum.
- Practicum: 2 semesters of school immersion (real & metaverse).

2. Graduate Degree: Master of Education (M.Ed.)

- Duration: 2 years, 4 semesters.
- Total Credit Hours: 48.
- Research: 12 credit hours (thesis or project).
- Focus: Educational Leadership, Policy, EdTech, and Inclusive Pedagogy.

3. Doctor of Philosophy in Education (PhD)

- Duration: 3–5 years.
- Coursework: 30 credit hours.
- Research: 60+ credit hours.
- Dissertation + 2 international publications required.

4. Professional Diplomas / Certificates

- Duration: 6–12 months.
- Focused areas: Early Childhood Education, Educational Technology, Curriculum Design, Metaverse Pedagogy.

Chapter 3: Courses Structure

1. Undergraduate Core Courses

Course Title	Semester	Credit Hours	Contact Hours	Objectives	Activities	Assessment
Foundations of Education				Explore history, philosophy, sociology of education		
	1	3	45		Lectures, group debates, readings	Midterm, Final Exam, Reflective Essay

Course Title	Semester	Credit Hours	Contact Hours	Objectives	Activities	Assessment
Educational Psychology				Understand cognitive, social, emotional aspects of learning		
	2	3	45		Case studies, lab activities	Exams, observation reports
Curriculum & Instruction				Principles of curriculum design & teaching methods		
	3	3	45		Curriculum design projects	Project report, viva
Research Methods I				Introduce qualitative & quantitative research		
	4	3	45		Data collection exercise	Research proposal, quiz
Research Methods II				Advanced statistical & digital research methods		
	6	3	45		SPSS labs, AI data analysis	Mini research project
Capstone Research Project				Apply knowledge in real research		
	8	6	120		Field study, dissertation writing	Thesis defence, external review

Graduate (M.Ed.) Key Courses

Course Title	Credit Hours	Objectives	Activities	Assessment
Leadership for Learning	3	Build distributed leadership skills in schools	Leadership labs, role plays	Policy brief, oral defense
Advanced Research Design	3	Master research design across paradigms	Mixed-method design project	Research proposal
EdTech & Metaverse Pedagogy	3	Apply VR/AR & AI to pedagogy	Design VR classroom	Project presentation
Policy & Comparative Education	3	Analyze global education systems	Comparative studies, case discussions	Policy analysis paper

PhD Coursework

- Advanced Theories in Education (3 CR)
- Research Design & Innovation (3 CR)
- Global Education Policy (3 CR)
- Seminar in Metaverse Learning (3 CR)
- Doctoral Colloquium (6 CR)

Research Milestones:

- Proposal Defence → Candidacy Exam → Dissertation → Publications → Defence.

Chapter 4: Research Integration

- **Undergraduate:** 18 credit hours of research spread across years 2–4.
- **M.Ed.:** 12 credit hours research core.

- **PhD:** 60+ credit hours, publications mandatory.

Research Success Criteria:

1. Publishable-quality research reports.
2. Conference presentations.
3. Integration with policy & practice.
4. Interdisciplinary, tech-enabled projects.

Chapter 5: Teaching & Learning Activities

- **Lecture Hours:** Each 3-credit course = 45 contact hours.
- **Seminars/Workshops:** 10–12 hours per course.
- **Fieldwork/Practicum:** 100+ hours across programs.
- **Metaverse Activities:**

- Virtual classrooms with global peers.
- AI-driven tutoring and simulations.
- Global borderless teacher collaboration.

Chapter 6: Assessment Framework

- **Coursework (40%):** assignments, projects, participation.
- **Exams (30%):** mid-term & final written/online exams.
- **Research (20%):** proposals, reports, theses.
- **Practicum/Fieldwork (10%):** observation reports, school feedback.

Graduate & PhD Assessment:

- Research dissertation, publications, viva.
- International peer review.

Chapter 7: Governance, Partnerships, and Global Outreach

- **Internal governance:** Dean, Academic Senate, Research Councils, Metaverse Boards, Research Organisations (SCOPUS), Scholarships awarding Bodies.
- **External partnerships:** Cambridge, Oxford, MIT, Harvard (benchmarked collaborations).
- **KPIs:** Graduation rates, publication output, global engagement, metaverse adoption metrics.

Chapter 8: Metaverse Borderless Schools

- **Concept:** Virtual, immersive global schools bridging nations.
- **Infrastructure:** VR/AR-enabled platforms, AI tutors, multilingual learning hubs.
- **Subjects:** All FOE disciplines, plus intercultural literacy, digital citizenship, AI literacy.
- **Assessment:** Virtual observation, peer collaboration, real-world simulation outcomes.
- **Global Reach:** Accessible across continents, breaking geographic, political, and socio-economic barriers.



Final Strategic Alignment Table

Domain	USMAU FOE Plan Element	Credit Hours / Hours	Research Allocation	Success Indicators
B.Ed.	Foundations, pedagogy,	132	18 CR	Teaching excellence,

Domain	USMAU FOE Plan Element	Credit Hours / Hours	Research Allocation	Success Indicators
	psychology, research			graduate placement
M.Ed.	Leadership, advanced research, policy, EdTech	48	12 CR	Policy impact, innovation projects
PhD	Advanced theory, seminars, dissertation	90+	60 CR	Publications, global research ranking
Research Core	UG, Masters, PhD	Variable	Mandatory	Published work, conferences
Assessment	Coursework, exams, fieldwork, research	–	–	GPA, research defence, impact
Metaverse Schools	Immersive learning & borderless access	–	Integrated	Global enrolment, digital engagement

Below, I've **expanded the curriculum** with **specific course names**, organized across **Undergraduate (B.Ed.)**, **Master (M.Ed.)**, and **PhD programs** — including **Technology, Space, Neuropsychology, Leadership, Policy, and Metaverse Pedagogy**.

USMAU FOE Academic Degrees & Course Catalogue



1. Bachelor of Education (B.Ed.) — 4 years, 132 Credit Hours

General Education & Foundations

- Foundations of Education
- Comparative & International Education
- Educational Sociology & Philosophy
- History of Global Education Systems
- **Educational Policy & Leadership Foundations**

Psychology & Neuroscience

- Educational Psychology
- **Neuropsychology of Learning**
- Child Development & Learning Disorders
- Motivation & Emotion in Education
- Cognitive Science in Education

Technology & Innovation

- **Introduction to Educational Technology**
- Instructional Design & Multimedia
- **Artificial Intelligence in Education**
- **Space, STEM & Future Learning Environments**

- Information Literacy & Digital Citizenship

Teaching & Curriculum

- Curriculum Theory & Design
- Instructional Strategies & Assessment
- Inclusive & Special Needs Education
- Classroom Management & Leadership
- Language & Literacy in Education

Research & Professional Practice

- Research Methods I (Qualitative Foundations)
- Research Methods II (Quantitative & Data Analysis)
- **Educational Research Seminar**
- Practicum I (Local School Immersion)
- Practicum II (**Metaverse Borderless School Teaching**)
- Capstone Research Project (Thesis + Defence)

2. Master of Education (M.Ed.) — 2 years, 48 Credit Hours

Leadership & Policy

- **Educational Leadership & Change Management**
- Distributed Leadership in Schools
- **Global Education Policy & Reform**
- Ethics, Equity & Inclusion in Education

Advanced Psychology & Neuroscience

- **Neuropsychology of Teaching & Learning**
- Cognitive Neuroscience & Memory Systems
- Emotional Intelligence & Teacher Development

Technology & Future Pedagogy

- **Metaverse Pedagogy & Immersive Learning**
- AI, Data Analytics & Personalized Learning
- **Space Education & STEM Frontiers**
- Digital Game-Based Learning & Gamification

Research & Innovation

- Advanced Research Design
- Evidence-Based Policy & Practice
- Innovation Labs in Education (Interdisciplinary Project)
- Master's Thesis / Applied Research Project

3. Doctor of Philosophy (PhD in Education) — 3–5 years

Core Doctoral Seminars

- Advanced Theories of Education
- **Global Leadership & Strategic Educational Management**
- Policy, Governance & Comparative Studies
- Doctoral Research Colloquium

Technology & Specialized Tracks

- Artificial Intelligence & Human Learning
- Space & Planetary Education Futures
- Neurocognitive Science & Education Policy
- Virtual Reality & Metaverse Pedagogy

Research Requirement

- Proposal Defence
- Candidacy Examination

- Dissertation (60+ credits)
- Publication of 2 peer-reviewed international papers

Course Examples with Details:

Course Title	Level	Credit Hours	Hours	Objectives	Activities	Assessment
Neuropsychology of Learning	B.Ed. Yr 2	3	45	Explore brain functions related to memory, cognition, learning disorders	Brain-mapping labs, case studies	Midterm exam, lab report
Artificial Intelligence in Education	B.Ed. Yr 3	3	45	Introduce AI tools for personalized and adaptive learning	AI classroom simulations	Project design, viva
Metaverse Pedagogy & Immersive Learning	M.Ed. Yr 1	3	45	Train teachers to design & deliver VR/AR lessons	Create VR lesson module	Project, peer evaluation
Educational Leadership & Change Management	M.Ed. Yr 1	3	45	Equip leaders with strategies for reform & innovation	Leadership role-play, policy simulation	Leadership action plan
Space Education & STEM Frontiers	M.Ed. Yr 2	3	45	Explore teaching	Space mission	STEM project

		Credit Hours	Hours			Assessment
Course Title	Level			Objectives	Activities	
				science in space exploration, sustainability & robotics	design simulation	
Global Leadership & Strategic Management				Analyze educational leadership across contexts		
	PhD Yr 1	3	45		Strategic policy case studies	Research paper
				Investigate cognitive AI-human learning models		
AI & Human Learning	PhD Yr 2	3	45		Data analysis using AI	Publishable paper

Research Integration

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| <ul style="list-style-type: none"> • B.Ed. — 18 CR research (Foundations + Capstone). |
| <ul style="list-style-type: none"> • M.Ed. — 12 CR research (Thesis + Applied Project). |
| <ul style="list-style-type: none"> • PhD — 60 CR research (Dissertation + Publications). |

Research Success Criteria:

- ✓ Quality of thesis/dissertation
- ✓ Peer-reviewed publications
- ✓ Integration with policy & practice
- ✓ Conferences & presentations

Metaverse Borderless Schools Module

- **Core Courses:**

- *Metaverse Pedagogy & Immersive Learning*
- *AI & Virtual Assessment*
- *Digital Ethics & Cyber-Inclusion in Education*

• **Activities:**

- Global virtual teaching practica.
- Immersive intercultural classrooms (USMAU + Cambridge + MIT collaborations).
- Digital portfolios & avatars for student identity.

• **Assessment:**

- VR teaching simulation grading.
- Peer feedback across countries.
- Data-driven analytics of engagement & performance.

Explicit course names in:

- **Neuropsychology** (brain & cognition).
- **Technology** (AI, VR, EdTech).
- **Leadership** (strategic management, reform).
- **Space Education** (STEM and planetary futures).
- **Metaverse Borderless Schools** (immersive, future-ready).

Course Blueprint: Educational Research & Publication

Level: Core (B.Ed. Year 3–4, M.Ed. Year 1, PhD Year 1)
Credit Hours: 3 (Undergrad/Masters) – 6 (PhD level)
Contact Hours: 45–90 (lectures, seminars, labs)
Course Code: EDU-RES 401 / 601 / 801

Course Objectives

1. Equip students with advanced research design skills (qualitative, quantitative, mixed methods).

2. Train in data collection, analysis, and interpretation using digital tools (SPSS, NVivo, R, AI tools).
3. Develop scholarly writing skills for SCOPUS-indexed journals .
4. Mentor students in preparing research proposals, articles, and dissertations.
5. Empower students to self-publish or collaborate with supervisors/peer researchers.
6. Establish ethical, rigorous, impactful research culture at USMAU FOE.

Course Topics (Modules)

1. Foundations of Educational Research
○ Nature, scope, and purpose of research in education. ○ Paradigms: positivist, interpretivist, critical, postmodern, AI-driven.
2. Research Design & Methodologies
○ Qualitative (ethnography, case study, grounded theory). ○ Quantitative (experimental, survey, longitudinal, quasi-experimental). ○ Mixed methods integration.
3. Advanced Data Collection & Analysis
○ Digital tools (SPSS, STATA, NVivo, R, AI text mining). ○ Learning analytics and big data in education. ○ Neuropsychological & cognitive research methods.
4. Academic Writing for Publication
○ Structuring a publishable paper (IMRAD: Introduction, Method, Results, Discussion). ○ Literature review techniques (systematic review, meta-analysis). ○ APA & Harvard referencing styles.

5. Publishing Pathways

- Understanding journal indexing (SCOPUS, Web of Science, ERIC).
- Choosing appropriate journals & avoiding predatory publishers.
- Open access vs. subscription journals.

6. SCOPUS Requirements & Criteria

- Peer review process & ethical standards.
- Authorship rules: sole authorship, co-authorship with faculty (“siblings”), student right to self-publish.
- Success factors for acceptance: originality, citations, global relevance.

7. Research Ethics & Integrity

- Plagiarism, citation, AI-generated writing policies.
- Data privacy & ethical approval processes.
- Research involving children, vulnerable groups, and cross-cultural ethics.

8. Research Communication & Impact

- Conference presentations (oral, poster, virtual).
- Policy briefs & practitioner reports.
- Social impact metrics & citations (H-index, altimetric).

Activities & Learning Methods

- **Workshops:** journal writing labs, reference management (Mendeley/Zotero).
- **Simulations:** mock peer-review exercises.
- **Mentorship:** co-writing groups with supervisors and peers.
- **Publication Practice:** submission of at least 1 draft article to a SCOPUS-indexed journal.

Assessment Framework

Component	Weight	Criteria
Research Proposal	20%	Clarity, feasibility, originality
Data Analysis Project	20%	Correct use of tools, interpretation
Draft Article (SCOPUS standard)	30%	Publishable quality, structure
Conference Presentation	10%	Communication, peer feedback
Final Research Report / Submitted Paper	20%	Submission proof, quality, impact

Student Publication Pathways

- **Self-Publication Right:** Each student may independently submit to SCOPUS-indexed journals.
- **Co-Authorship with “Siblings” (Supervisors/Peers):** Collaborative research encouraged, with shared authorship following ethical guidelines.
- **Institutional Repository:** USMAU FOE to maintain a **Digital Research Archive**, publishing all student theses and research papers open-access.
- **Publication Training Hub:** FOE to establish a **Research & Publication Office** that provides editorial support, journal selection guidance, and peer-review simulations.

Success Criteria

- Each B.Ed. graduate: at least **1 conference presentation + 1 research paper draft**.
- Each M.Ed. graduate: **1 accepted conference paper + 1 SCOPUS submission**.

- Each PhD graduate: **2 SCOPUS-indexed publications + 1 international conference.**
 - Research cited in policy or practice at least once before graduation.
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Integration with Metaverse Borderless Schools

- Research conducted in **virtual classrooms across borders.**
 - Metaverse research labs where students test VR/AI-based pedagogy.
 - Joint SCOPUS papers co-authored by global student teams.
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This **Educational Research & Publication course** will make USMAU FOE a **global leader in student-led research culture**, with SCOPUS recognition built into the **DNA of every degree.**