

COMPETENCY: TECHNOLOGY

General Education

Guiding Principle:

The integration of appropriate technology competencies and skills support the mastery of content of general education. The use of technology should never suppress content or diminish the rigor of general education courses.

Definition of technology competency:

Ability to select and apply contemporary forms of technology to solve problems or compile information.

Criteria

1. Information Acquisition:

- * Conceptually understand available networking tools (e.g. web search engines, web sites), select, discriminate and evaluate sources for credibility and appropriateness.

2. Application:

- * Achieve a familiarity with contemporary technology that allows a student to identify which technologies are useful and/or appropriate.

3. Analysis:

- * Use appropriate technology to analyze information or data as required in a field of study.

4. Synthesis:

- * Integrate information or data from a variety of sources to form a position or present a point of view.

5. Communication:

- * Use current technology as a venue for information sharing (e.g. post a web page).

6. Evaluation:

- * Determine which technologies apply to the task, understand the limitations of those technologies and know how to combine technologies effectively.

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The above bullets represent the full spectrum of criteria that may define this competency. For the purposes of qualifying a state-guaranteed general education course that requires this competency, the institution must demonstrate that the course substantively addresses most, not necessarily all, of the stated criteria.