Course Information Form (CIF)

Course Code: EDU 103

Course Title: Introduction to Educational Technology

Department: Arts, Media, and Social Sciences
PCS Code: 1.1 - Baccalaureate/Transfer
CIP Code: 13.0501
Repeatability: 0

Effective Date: Summer 2026

Credit Hours

Catalog Notation: 3-0-3
Credit Hour Distribution:

Lecture: 3	Lab: 0	Clinical: 0	**Total: 3**

General Course Information

Catalog Description

Builds on basic computer and Internet knowledge; helps students find innovative ways to incorporate technology into lesson plans to meet the needs of all learners. Designed for education majors and individuals teaching full time.

General Course Objectives

Students will examine the philosophical and theoretical bases of instructional technology. They will learn to make appropriate use of specific technological resources for instruction, including through the creation of online lessons.

Minimum Placement Levels

English	Reading	Math
None	Placement out of CCS 098	None

Prerequisites

None

Methods of Evaluation

Students will complete 10 reading assignments, a midterm examination, and final examination. They will also complete a midterm and final project that will require the use of the technologies they have learned to create online instructional lessons. Students will be expected to participate in class discussion, online discussions, and in-class collaborative activities. They will complete activities related to the use of technology for teaching in the classroom, distance instruction, and online instruction.

Instructional Materials and Additional Supplies

Teaching and Learning with Technology, by Judy Lever-Duffy and Jean McDonald, 978-0134401201

Course Content

General Learning Outcomes (GLOs)

- Creativity and Innovative Thinking: Students will design, present, and interpret materials, information, and ideas in innovative ways.

Course Segments and Student Learning Outcomes

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Role of Technology in Society	1. Identify how to apply learning technologies that support instruction. 2. Discuss the social, ethical, and human issues related to computing and technology. 3. Demonstrate knowledge of the uses of computers and technology in education and society. 4. Demonstrate knowledge of ethical and legal issues concerning use of computers and technology. 5. Practice socially responsible, ethical, and legal use of technology, information, and software resources. 6. Describe the historical development and important trends affecting the evolution of technology and its probable future roles in society.	10	0	0
Introduction to Technology: Hardware and Software	1. Demonstrate the ability to run computer software; access, generate, and manipulate data; and publish results. 2. Operate a multimedia computer system with related peripheral devices to use a variety of software packages. 3. Use appropriate terminology related to computers and technology in written and oral communications. 4. Describe and implement basic troubleshooting techniques for multimedia computer systems with related peripheral devices. 5. Understand the use of imaging devices such as scanners, digital cameras, and/or video cameras with computer systems and software. 6. Use productivity tools for word processing, database management, spreadsheet applications, and basic multimedia presentations. 7. Demonstrate knowledge of broadcast instruction, audio/video conferencing, and other distance learning applications. 8. Evaluate and explore the use of computer/technology resources, including applications, tools, educational software, and associated documentation. 9. Use a computer projection device to support and deliver oral presentations.	10	0	0

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Introduction to Telecommunications Applications and Information Access	1. Use computers and other technologies in research, problem solving, and product development. 2. Use computers and other learning technologies to support problem solving, data collection, information management, communication, presentations, and decision making. 3. Use computer-based technologies, including telecommunication, to access information and enhance personal and professional productivity. 4. Demonstrate an understanding of how to adhere to copyright laws and guidelines in the access and use of information from various technologies. 5. Demonstrate the ability to access and use telecommunications tools and resources for information sharing, remote access and retrieval, and multimedia/hypermedia publishing. 6. Use electronic mail and Web browser applications for communications and for research to support instruction. 7. Use automated, online search tools and intelligent agents to identify and index desired information resources. 8. Detect appropriate tools for communicating concepts, conducting research, and solving problems for an intended audience and purpose. 9. Design and publish simple online lessons that present information and include links to critical resources.	10	0	0
Lesson Planning and Innovative Technology	1. Use technology to communicate and collaborate with students to conduct research and solve problems. 2. Access telecommunications resources to support instruction. 3. Recognize how to access, evaluate, and use information to improve teaching and learning. 4. Demonstrate awareness of resources for adaptive/assistive devices for students with special needs. 5. Use electronic mail and Web browser applications for communications and for research to support instruction. 6. Use automated, online search tools and intelligent agents to identify and index desired information resources. 7. Select appropriate tools for communication concepts, conducting research, and solving problems for an intended classroom and curriculum. 8. Design and publish lesson plans that present information and include links to critical resources. 9. Research and evaluate online sources of information that support and enhance the curriculum.	15	0	0

Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
45	0	0