Bemidji State University

TADT 2100: Impact Of Technology, Art & Design

A. COURSE DESCRIPTION

Credits: 2

Lecture Hours/Week: *.*

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: Goal 05 - Hist/Soc/Behav Sci, Goal 09 - Ethical/Civic Resp

Defines technology and examines the relationship between technology, human civilization, and other disciplines. Course includes a focus on the related social, cultural, environmental and economic impacts of technology and encourages students to understand the development of technology from the earliest civilizations to implications for the 21st Century. This course is designed primarily for the liberal education program. Liberal Education Goal Areas 5 & 9.

B. COURSE EFFECTIVE DATES: 01/08/2017 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. A focus on the related social, cultural, environmental and economic impacts of technology
2. Defines technology
3. Development and impact of technologies from the early development of the human species to implications for the 21st Century
4. The relationship between technology, human civilization, and other disciplines

D. LEARNING OUTCOMES (General)

1. learn the relationship between technology and human civilization
2. define technology and technological systems
3. learn the relationship and differences between technology and other disciplines such as science
4. learn theTechnological Method and how it is used to address human needs and wants
5. learn how technology influences the rights and responsibilities of citizens and the relationship to governments
6. learn how to apply the Technological Method to design and create a solution to a human want or need that minimizes negative impacts (social, cultural, economic, environmental).

7. learn the impact of technology on culture, society, economics and the environment
8. learn the impact of technology on individuals in their daily life, including home, work and leisure
9. learn the importance of the study of technology and the of the future of human civilization
10. learn the technological systems and how this is used to analyze, understand and trouble shoot technology and understand the impacts of technology

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

Goal 05 - Hist/Soc/Behav Sci

1. Employ the methods and data that historians and social and behavioral scientists use to investigate the human condition.
2. Examine social institutions and processes across a range of historical periods and cultures.
3. Use and critique alternative explanatory systems or theories.
4. Develop and communicate alternative explanations or solutions for contemporary social issues.

Goal 09 - Ethical/Civic Resp

1. No Competencies Indicated
2. Examine, articulate, and apply their own ethical views.
3. Understand and apply core concepts (e.g. politics, rights and obligations, justice, liberty) to specific issues.
4. Analyze and reflect on the ethical dimensions of legal, social, and scientific issues.
5. Recognize the diversity of political motivations and interests of others.
6. Identify ways to exercise the rights and responsibilities of citizenship.

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted