Prince George's Community College - Technology Outcomes/Courses Matrix

Instructions to Department Chairs: List all courses in your department, by discipline, and identify the technology outcomes that apply to each course as Introduction (I), Application (A), or Mastery (M). If an outcome is not related to a course, leave the space blank. For a course with more than a few instructors, it is suggested that the chair collect matrices for the technology outcomes in that course from all instructors and determine final entries for that course from the compiled responses. That will also provide the chair with an idea of how technology is being infused in the courses and by whom.

Department Name:

Course (e.g., BIO 101)	Technology Outcomes												Legend
	1	2	3	4	5	6	7	8	9	10	11	12	Technology Outcomes A graduate of Prince George's Community College should be able to do the following: 1. Use input devices to create and produce specified documents, such as research papers, using word processing software. 2. Create and manage spreadsheets to organize, graph, and analyze numerical data. 3. Develop and deliver graphic and text oriented electronic presentations. 4. Create a simple electronic database and use techniques of data retrieval. 5. Use online resources to effectively find and evaluate information. 6. Access and communicate via the Internet or other electronic medium. 7. Use a distance learning platform or delivery system to enhance educational experiences. 8. Use an understanding of the purpose of software and its relationship to hardware to accomplish user tasks. 9. Apply copyright laws as they relate to online resources. 10. Use technology to protect personal privacy from intrusion in an increasingly interconnected electronic world. 11. Use electronic storage devices, media, and software to manage and secure digital data. 12. Use resources such as online help and user manuals to learn new applications and features and solve specific problems. Level of technology outcome in course Introduction (I) - Student gains basic knowledge or skill level. Application (A) - Mastery (M)