

## Workshop on Technology in Engineering Education

Date: March 21, 2003

Place: Room 1121 Welborn Hall, Western Michigan University

### Itinerary:

<b>Time</b>	<b>Topic</b>	<b>Presenter</b>
8:00 –10:00 a.m.	Developing Reality Based e-Learning Activities	Dr. Donald R Falkenburg, Professor of Industrial & Manufacturing Engineering and Director of Greenfield Coalition, Wayne State University
10:00-10:15 a.m.	Break	
10:15-12:15	Implementation of a Laptop Program	Ms. Laurie Sherrod, Laptop Program Manager, Clemson University Dr. Bill Moss, Professor of Mathematical Sciences, Clemson University
12:15 – 1:30 p.m.	Lunch	
1:30 – 4:30 p.m.	Introduction to Evaluating, Selecting and Using Computer Enhanced Learning Technologies and Digital Learning Materials in Engineering Education	Dr. Joe Tront, Professor of Electrical & Computer Engineering, Virginia Tech University

### Abstract:

“Developing Reality Based e-Learning Activities” -- There is increasing demand for engineering graduates that can implement appropriate processes, solve problems and make educated decisions. Given this challenge, Greenfield Coalition (GC) has focused on Reality-Based Learning as a method to prepare engineering students for the real world. This workshop discusses how GC writes performance-based objectives, identifies assessments that emulate real world deliverables, and designs learning activities that support students in the acquisition of skills and techniques useful in a variety of situations outside of the learning environment. Several examples will be shown and tools to assist in the development of reality-based learning activities will be given.

“Implementation of a Laptop Program” – This workshop will give an overview of the planning and implementation of a college or university level laptop program, including the following topics: planning committee, vendor and hardware selection, communication with students and parents, software image, student orientation and student workshops, faculty development, courses where laptops are a good fit, and technical support.

“Introduction to Evaluating, Selecting and Using Computer Enhanced Learning Technologies and Digital Learning Materials in Engineering Education” – This workshop is targeted to faculty who

are interested in using computer based learning technologies and digital learning materials in their courses. The purpose of the workshop is to introduce faculty to a set of criteria and methods useful in determining the utility of technologies and materials in helping them achieve their course goals. The workshop will focus on the different resources, including digital libraries, and research available for faculty to use to locate and select helpful computer based materials, as well as on how to evaluate those materials. The participants will be introduced to various courseware and learning technologies and a set of selection criteria.