SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE. ON

COURSE OUTLINE

COURSE TITLE:	Technology in Perspective	3
CODE NO.: TNYWO	SEMESTER:	_Any offered.
PROGRAM:Gene	eral Education - Understanding	Technology.
AUTHOR:Gre	g White	
DATE: Jan '97 PREV	VIOUS OUTLDSE DATED:	Spring '95.
APPROVED^	France /	$D^{\wedge}E^{<\wedge-r^{\wedge}}$
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Jechnotogy in Perspective	IMXIM.
COURSENAME	CODE NO
TOTAL CREDnS 3	
PREREQUISrrE(S):General Admission Ro Ontario College or by special permission of the profes	equirements into a diploma program at an asor.
L PmLOSOPHY/GOALS:This course is do array of the various types of technology, tileir in:q)act ano&er. The student will i^on completion appreciate of about not only in tile working world but in society in good for changes in a educational experience and "on the job will be explored to promote life long learning in an effort surrounding the technological advances and tileir impain preparing the student for fitture careers and career of student tile opportunity to learn, practice and demonst requirements as outlined in tile provincial generic skill.	on society and their inter-relationdup to ois die changes diat technology <i>has</i> broog^general. In order to better prepare <i>tt</i> students learning various study skill techniques Qcient manner. The etiiical issues acts on &e working world is vital knowle^genanges. This course will also allow ti^grate a number of tiie generic ddll
n. STUDENT PERFORMANCE OBJECTIVES (L	EARNING OUTCOMES):
Upon successful completion of this course the stude	nt will demonstrate the ability to:
1)use a variety of study skill techniques to optim	nize learning
2)define tile changes inherent to an information so his career	
3)define the major technological advances in inf impact on the evolution of society	formation technologies and discuss their
4)define in general terms tile power of computer technologies, input and output technologies, o systems and systems software.	communication technologies, operating
5)define the necessary steps to create solutions thinking and problem solving skills	
6) define the role various software applications l productivity tools.	
7)Discuss tile inq>lications and issues tilat tech etilical impacts tile technologies of tile filtur	

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in. TOPICS TO BE COVERED:

Approximate Time Frames

1) Shidy skill techniques including scheduling, listening, ootetaking, textbook reacUng and testing.

Weeks 1&2

2) How information technologies woiic together, ttie affect on careers, changes in organizations, culture, society and knowledge base.

Weeks 3 &4

3) Historical inviacts, how organizations work, types of information systems in organizations and what &e fiture may hold.

Weeks 5 & 6

4) Overview of a CPU, system unit components, microprocessor chips, storage mediums, secondary storage components, input said output devices, multimedia systems, communications and telecommunication networks and operating systems.

Weeks6ftra8

5) Building information systems using preliminary analysis and critical thinking, systems analysis, systems design, development and implementation.

Weeks 8 & 10

- 6) Application software including word processing, spreadsheets, database Weeks lOthru 13 management, business software's, graphics, desktop publishing, games, engineering software, artificial intelligence, communications and integrated packages.
- 7) A fr-amework for ettiical decision making. Professional and corporate codes Weeks 14 & 15 of conduct, privacy, property and system quality. Quality of life issues and threats to information systems.

These time frames will be extremdj- flexible dependent

IV. LEARNING ACTIVITIES/REQUIRED RESOURCES

Topic/Unit	_Study skill	techniques	including	scheduling,	listening,	notetaking,	textbook
reading and testing							

Lroning Artivities:

Students will listen to lectures and participate in practical exercises individually and in small
groups designed to show the advantages of using study skills, lliey will develop skills to contact
resources via communication with the "outside" world. Specific areas include counseling,
placement, fmancial aid, L.R.C, L.A.C., student council, afliletics, S.A.C. etc.

RttOBTtw;

Various speakers, reference video's, college produced study skills guide, lecture notes and handouts.

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<u>Topic/Unit</u> - <u></u> How information technologies work together, tile affect on car organizations, culture, society and knowledge base. <u></u>	
Limine Activities:	
Listen to presentation, participate in small group discussion on impacts of discipline, interview vocational professor and research disciplines' trade journ perceptions on career directional Develop an inventory of \^iiat will be required Participate in discussion about changes in society and culture by information to	nals and share I for the fiiture
Overheads, contact professors, trade magazines and journals, text chap	oter one
<u>Topic/Unit</u> Historical impacts, how organizations work, types of info organizations and what the fiture may hold.	•
L^min&Attivitiesi	
Listen to presentation, develop aglossaiy of new terms and definitions, discussion on how major technology changes made changes to the woriq)lace a Research major changes in students discipline and report participate in discussorganizational changes brou^t about by technologies and develop a synopsis of	and society.
RgsQurces:Overheads, interviews widi vocational contact instructors, text chapte	er two
TopicUnit - Overview of a CPU, system unit components, microprocess mediums, secondary storage components, input and output devices, multimedia comraunications and telecommunication networks and operating bystems.	a systems,
Timing Aftivities:	
Listen to presentation, conq)lete self-stu(fy exercise in definitions and to small group discussion on how information technologies help us see and visual analyze and understand, create and control our lives. (fi-om the hardware persparticipate in small group discussion on possible fiiture trends in hardware and impact that will have on society.	llize, communicate, spective). d report on the
ReSOBTteS	
Overheads, lecture notes, case studies, si4)plementaiy AV videos, tex five, six and seven.	t chapters ftree, four.
<u>Topic/Unit</u> Buildii^ information systems using preliminary analysis an systems analysis, systems design, development and irrg>lementatioiL	_

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Lcaamg Activities;

Listen to presentation on technological, organizational and people issues involved <i>m</i> building informational systems, develop a flow chart to critically analyze problems, participate in small groiq) case study problem and present solution. Participate in discussion involving nontechnological fectors in building systems (<i>organizational politics, business procedures, accepting change, motivating people, training, ergonomics, legal and regulatory controls</i>)
Rcsomrtes;
Overheads, lecture notes, text chapters eight and nine
<u>Topic/Unit</u> Application software including word processing, spreadsheets, database management, business software, graphics, desktop publishing, games, engineering software, artificial intelligence, communications and integrated packages
Lfffnang Activities;
Listen to a presentation on the basic characteristics of application software, the capabilities of word-processing, spreadsheet and data base management software, how to determine which software is most appropriate and factors to consider prior to purchasing, students will produce and present a major paper to explain a particular software program related to tfieir discipline. Participate in discussion on affects of software and impacts fiiture software will have and ttie direction technology is involving to
EeSftUttes.l
Overheads, lecture notes, project outline, student presentations and accompanying notes, input and direction from major vocational instructor, text chapters ten, eleven, twelve, thirteen and fourteen.
lopifZLInit A framework for ethical decision making. Professional and corporate codes of conduct, privacy, property and system quality, Quality of life issues and threats to informatiw systems
Students will listen to a presentation on various issues arising due to technology and guidelines used to make choices, the effect information technologies may impact on privacy and personal freedoms, property rigjits and mtellectual property, participate in discussions involving protection of inl'ormation systems against natural disasters, compiler crime and human error. Participate on various case studies.

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V. EVALUATION METHODS: (INCLUDES ASSIGNMENTS, ATTENDANCE REQUIREMENTS, ETC.)

A final grade will be given as a letter in accordance with the following percentage equivalent:

grading System

A+ : 95-100% Consistently Outstanding
A : 85-94% Outstanding Achievement

B: 75-84% Consistently Above Average Achievement C: 55-74% Satisfactory or Acceptable Achievement

X = to carry over into next semester, given only for extreme circumstances.

R = Repeat, did not yet meet all of the course requirements
 at this time.

A final grade will be derived as follows:

Test 1	= 10%
Test 2 (final)	= 15%
7 mini-quizzes random throughout semester	= 25%
Technical Report and presentation	= 20%
Written Assignment(s)	- 10%
Attendance including homework **	<u>=180%</u>

KeiE^

A portion of the final grade is based on cooperation and ability. Regardless of a persons background or ability in order to work in an industrial or business environment requires the ability to work in harmony and with respect for your peers and supervisors. This attitude is measured and reflected either positively or negatively in your overall grade.

Attendance is a measure not only of physical presence at an appointed hour but also a measure of your cooperation and attitude. Attendance is expected and will therefore be penalized by 1/2% for every hour missed or late without a valid and acceptable excuse. This 1/2% will be deducted from your overall grade.

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VL PRIOR LEARNING ASSESSMENT:

Studoits who wish to appty for advanced credit m the course should consult the instructor. Credit for prior leanding will be given igion successful completion of the following:

- documentation from previous trainer (academic or yvork experience)
- successfril conq)Ietion with a minimum **grade** of 65% *aa* an exam administered by **the** instructor of the course
- completion of two assignments or suitable portfolio covering course content

Vn. REQUIRED STUDENT RESOURCES

Text: Laudon, Traver &. Laudon, <u>Information Technology and</u> Society, Vadsvorth Publishing Company, 1994, ISBN 0-534-19512-1 (Available in the campus Shop)

Other material used in this course vill be issued by your instructor, this material is a portion ox various texts, books and periodicals or is produced by Sault College. As we use only a small portion of many different text, we have obtained copyright approval for the distributed martial.

NOTE: On any material you use in your written project's) that requires copyright, you will be responsible for obtaining written permission.

You are expected to bring to class, your text, note book (three ring loose leaf binder) and wriring materials.

Vm. ADDrnONAl> RESOURCE MATERIALS AVAILABLE IN THE COLLEGE LIBRARY and dscwhere:

It must be noted that an extensive collection of resource materials exist are available in the school library (resource center), the public library as veil as Algoma University and Shouldice library (Lake Superior State University) all of which you have access to.

In a course such as this, periodicals, trade magazines, manufacturer literature and the INTERNET may be your best sources for up to date and current information.

Your instructors are your best source of information and can provide you with direction of where to look for information on your particular discipline. Utilise them.

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Vhat follows is by no means an exhaustive list.

- 1. Made in Japan: Akio Morito and Sony, by Morito, Akio published by Dutton, New York
- 2. Canadian Occupational Health and Safety Handbook, abbr.. by Izum Michael published by Nash, Don Mills ref KE3365.N38
- 3. Vhat they Don't Teach You at Harvard Business School, by N. McCormack published by Bantam Books, Toronto
- 4. The Sudbury Incident, by Southren, Frank published by York, Toronto ISBN 0-920424-29-5
- 5. The Gulf Handbook, published by Trade and travel Publications Bath, England ISBN 0-900751-11-8

Available in the Book Store:

- 6. The Meeting Vill Come to Order, by Sponberg, Harold published by Michigan State University
- 7. Organizing Business Meetings, by Berezovsky, Joyce published by Falken, Edmonton ISBN Q9691503-0
- 8. Robert's Rules of Order published by Bantam books
- 9. The Language of Argument, by MacDonald, Daniel published by Harper Collins
- 10. The One Minute Manger, Blanchard, Kenneth published by York
- 11. An introduction to Canadian Business, by Archer, Fourth Edition published by MrGraw Hill Ryerson
- 12. Quality Control, by Besterfield, David published by Prentice Hall ISBN 0-13-745100-8

EfirioilitaLSfiftmn (MAGAZINES, ARTICLES)

Canadian machinery and Metalworking Business Veek
Canadian Business Magazine
Sales and marketing Management
Byte M^azine
Numerons otha* computer periodicals

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Andlflvisual Section (FELMS, FILMSTRIPS, TRANSPARENCIES)

Available through your instructor and the A/V dept. Sault College:

call number	title
C2011 C671	Upgrading, Retraining & Changing Cobs Business Studies, Everybody's Business
C1025	Business Ownership
C909	Contract Law
C923	Economics
C82	Megatrends
C1008	Emergency Management Training Videos
C1056	Training Tomorrow's Managers Today
C603	Managing Change
C701	People, People
C882	Project Management
CI 9	The Human Problems of Management
C1014	Japan: Vhy Does Trade Occur

IX. SPECIAL NOTES

Students with special needs (e.g., physical limitations, visual impainments, hearing impairments, learning disabilities) are encouraged to discuss required accommodations confidentially -with the instructor.

Youi- insti-uctor rescives the ri^t to modify the course as he/she deems necessary to meet the needs of students.