



QEP Play 4: Awareness of Institutional Technology

Awareness Play*

Note: Institutional Technology also appears in Skill & Motivation focused plays.

Goal: Provide students an awareness of the use of technology that will successfully support them in navigating through platforms such as the MyTSU Portal, T-CLAW, Degree Works, BlackBoard, etc.



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Essential Staff

- Enrollment and Completion Advisors
- Tutorial Center Staff
- University Technology Experts (Blackboard & TCLAW)



Linkages w/ Other Plays

- Application & Admission: Play 1
- Financial Aid: Play 2
- Advising & Registration: Play 3
- Self-Actualization (Blackboard writing workshops): Play 9
- Campus Engagement: Play 13
- Residential Engagement: Play 14



Student Learning Focused Play

This play is focused on addressing distinct learning or behavioral needs and/or interests.



Process Focused Play

This play is focused on the organization around a process to facilitate specific outcomes.

Strategies

- P-4a. Provide students with resources designed to enhance their understanding of University-wide technology platform functionality.

Measures

Institutional Change/Output Process Implementation

1. Date of modules during freshman open house (calendar of events and materials shared)
2. Number of freshman modules (promotions of events, tracking attendance)
3. Date communication sent to students on how to navigate MyTSU web portal. (track virtual orientation participation)
4. Date in-person/virtual training on Blackboard, MyTSU web, and TCLAW in FS102 (track participation, indicator for in-person or virtual. What is used as a competency test of student's learning?).

Student Learning / Behavior Change Scale

Six (6) item scale on student awareness and use of institutional technology at TSU. Scale also addresses the quality of the information provided on how to use TSU institutional technology.