

Domain of Utilization Competencies			
Competency	Job Qualifications	Artifacts	Rationale
Apply principles of selection and use of materials and techniques relevant to a multicultural society (e.g., non-print, print, mass media, hardware, software and other audiovisual strategies).	Identify resources and media appropriate for learners.	MIT 500 Self-Instructional Module MIT 511 Holidays Around the World MIT 513 ToolBook Course Development	These projects required me to select resources and media for instruction based on the learner characteristics identified in the learner analysis.
Apply leadership techniques with individuals and groups (interpersonal skills, group dynamics, team building and diffusion of innovations).	Ability to use knowledge and skills to facilitate acceptance of new innovations.	MIT 502 Performance Improvement Initiative MIT 510 Harry & Jeans, LLC MIT 522 Change Management Plan	Within these projects, I used my interpersonal skills and knowledge to develop plans for implementing change within an organization or system.
Promote the diffusion and adoption of the instructional development process. Select strategies appropriate for promoting the diffusion and adoption of the instructional development process in a given setting and state a rationale for the strategies.	Identify strategies to aid in the institutionalization of an innovation into a system.	MIT 502 Performance Improvement Initiative MIT 522 Change Management Plan	These artifacts demonstrate my ability to introduce an innovation, aid in the implementation of the innovation, and support its institutionalization.
Demonstrate a knowledge of the laws and	Ability to apply knowledge of laws and regulations	MIT 522 Change Management Plan	Both of these examples provide evidence of my

regulations which govern the selection and utilization of media/emerging technology, including copyright, censorship, State Board Regulations, Local Board Policies, etc.	pertinent to technology and innovations within a system.	MIT 512 Web quest	understanding of laws, regulations, and standards relating to the use of technology and innovations in practice.
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