

Utilization Competency

Domain of Utilization			
MIT Competencies	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, other audiovisual strategies).	Demonstrate the ability to select appropriate media for the project	MIT 500 -Self Instructional Module MIT 522 -Implementation Plan MIT 542 -Instructor-Led Design Blueprint -CBI Design Blueprint	These products are indicative of my ability to be flexible in the delivery of instruction, whether it be instructor-led, or self-instructional.
Apply leadership techniques with individuals and groups (interpersonal skills, group dynamics, team building and diffusion of innovations).	Excellent written and verbal communication skills Ability to manage projects within deadlines and budgets	Taskstream Video MIT 510 -Macro-Level Design project MIT 512 -ADA Compliant Computer Lab MIT 522 -Implementation Plan	The Taskstream Video demonstrates my ability to work with others in producing a quality product, and the Macro-Level Design project shows how I can incorporate team building into my design.
Promote the diffusion and adoption of the instructional development process.	Successfully manage an instructional design and development team	MIT 530 (Spring 2007)	

Demonstrate knowledge of the laws and regulations which govern the selection and utilization of media/emerging technology, including copyright, censorship, State Board Regulations, Local Board Policies, etc.	Knowledge of copyright and "fair use" as it applied to online learning and university courses	MIT 512 -ADA Compliant Workstation -WebQuest MIT 522 -Implementation Project	These products demonstrate an awareness and knowledge of laws and regulations as they relate to education and learning.
---	---	--	---