

# LINC 87A: EDUCATION TECHNOLOGY LEADERSHIP

## Foothill College Course Outline of Record

Heading	Value
<b>Effective Term:</b>	Summer 2025
<b>Units:</b>	3
<b>Hours:</b>	3 lecture per week (36 total per quarter)
<b>Advisory:</b>	Basic computer skills and knowledge of Macintosh or Windows operating systems; basic skills and knowledge using web browsers, email, bookmarking, searching, and downloading.
<b>Degree &amp; Credit Status:</b>	Degree-Applicable Credit Course
<b>Foothill GE:</b>	Non-GE
<b>Transferable:</b>	CSU
<b>Grade Type:</b>	Letter Grade (Request for Pass/No Pass)
<b>Repeatability:</b>	Not Repeatable

## Student Learning Outcomes

- Students will critically evaluate and effectively integrate emerging educational technologies to enhance learning outcomes.
- Students will develop and present a comprehensive education technology leadership project plan incorporating team management, conflict resolution, and strategic planning.

## Description

Designed for aspiring and current education leaders, this course invites students to participate as co-creators in the integration of leadership skills and technology to drive innovation within educational settings. It covers essential aspects of educational technology leadership, including personal branding, professional networking, effective presentation and workshop facilitation, and innovative technology integration. The course emphasizes fostering inclusive environments that promote collaboration and respect for diverse viewpoints. Through practical exercises and a capstone leadership project, students will explore advanced conflict management strategies, team dynamics, and innovative technology integration, preparing them to lead and support equitable educational technology initiatives.

## Course Objectives

The student will be able to:

1. Define and explain the role of leadership in educational technology adoption and integration.
2. Develop and enhance a personal brand and professional network within the field of educational technology.
3. Design and deliver effective presentations and workshops using technology tools.
4. Apply leadership theories and models to build and manage effective teams in educational settings.

5. Implement advanced conflict management strategies and promote collaborative team dynamics.
6. Evaluate and integrate emerging educational technologies to enhance learning outcomes.
7. Develop a visionary plan for future technology initiatives in education.
8. Create and present a comprehensive leadership project plan incorporating team management, conflict resolution, and strategic planning.

## Course Content

1. Introduction to education technology leadership
  - a. Overview of educational technology leadership
  - b. The role of leadership in educational technology adoption and integration
  - c. Examining current challenges and opportunities in the field, including those faced by underrepresented groups
2. Personal branding and professional networking
  - a. Importance of personal branding in education technology leadership
  - b. Strategies for building and enhancing a personal brand
  - c. Networking skills for education leaders, leveraging social media and professional events to build diverse connections
  - d. Case studies of successful personal branding in educational technology
3. Effective presentation and workshop facilitation
  - a. Principles of adult learning and culturally responsive teaching methods
  - b. Techniques for designing and delivering inclusive presentations and workshops using technology tools
  - c. Using technology tools to enhance presentation delivery and engagement
  - d. Practice sessions with peer feedback
4. Leadership and team development
  - a. Theories and models of leadership applicable to diverse educational settings
  - b. Building and managing effective teams in educational institutions
  - c. Strategies for fostering an inclusive and collaborative team environment
  - d. Conflict management: techniques for resolving disputes, promoting constructive dialogue, and maintaining team cohesiveness
  - e. Role-playing exercises and scenario-based learning to develop conflict resolution skills
5. Advanced leadership and team development
  - a. Deepening skills in leadership and team management with a focus on advanced conflict management strategies
  - b. Implementing change management in technology initiatives
  - c. Leading teams through technological and pedagogical change
  - d. Analyzing case studies of successful and unsuccessful team leadership in education technology projects
6. Innovative technology integration
  - a. Exploring new and emerging technologies in the education sector
  - b. Best practices for evaluating, selecting, and integrating technology into educational settings
  - c. Case studies on successful technology integration and leadership roles in promoting equity through technology

7. Visionary educational leadership
  - a. Developing a forward-thinking vision for integrating technology in education
  - b. Strategic planning for future technology initiatives that promote equity and inclusion
  - c. Fostering a culture of innovation and continuous improvement within educational organizations
  - d. Leadership strategies for advocating and implementing technology solutions that enhance learning outcomes and promote equity
8. Capstone project
  - a. Students will develop a comprehensive leadership project plan that involves integrating an innovative educational technology solution within an educational setting, reflecting a commitment to equity and inclusion
  - b. Projects will include components of team management, conflict resolution, and strategic planning, reflecting the course's learning objectives
  - c. Presentations of projects to the class, incorporating skills learned in effective presentation and facilitation

## Lab Content

Not applicable.

## Special Facilities and/or Equipment

1. When offered on/off campus: Lecture room equipped with projector, whiteboard, and a demonstration computer connected online.
2. When taught via the internet: Students must have current email accounts and ongoing access to computers with web browsing capability and internet access.

## Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Developing a comprehensive leadership project plan that incorporates equity and inclusion principles  
 Presenting the leadership project to peers and providing constructive feedback focused on equitable practices  
 Making constructive contributions to class discussions and peer reviews

Participation in role-playing exercises and scenario-based learning activities  
 Written reflections and analysis of case studies that address equity in educational technology leadership

## Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Lecture presentations delivered in student-centered learning style  
 Facilitated discussions of readings or video presentations that include diverse perspectives  
 Student presentations in small group and whole class meetings, emphasizing peer review and cooperative work  
 Activities that connect course content to students' lived experiences and encourage self-reflection and group discussion on equity-related topics

## Representative Text(s) and Other Materials

Instructor-assigned notes, materials, and resources, including instructional materials, open education resources, multimedia, and websites.

## Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

1. Reading assignments include analysis of texts, selected examples, and student projects.
2. Writing assignments include multiple developmental projects, reflections, discussion responses, and peer feedback on projects.
3. Outside assignments include project planning and development, participation in online peer collaboration activities, and project development through an iterative process.

When taught online, these methods may take the form of multimedia and web-based presentations. Assignments will be submitted online as well.

## Discipline(s)

Instructional Design/Technology