LINC 93B: ASSISTIVE TECHNOLOGY & UNIVERSAL ACCESS

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2023
Units:	1
Hours:	1 lecture per week (12 total per quarter)
Advisory:	Familiarity with PC or Mac; basic internet skills; not open to students with credit in LINC 221.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- Comply with current legislation on assistive technology and universal access.
- Evaluate current tools and techniques to help students with various learning modalities have equal access to technology in the classroom.

Description

This course reviews current issues and legislation in assistive technology and universal access. Issues of efficacy and appropriateness of accommodations required for parity with peers in an education setting are reviewed and discussed. Tools and issues of design and compliance are demonstrated. Internet resources are explored.

Course Objectives

The student will be able to:

1. Analyze current legislation on assistive technology and universal access, including section 508 of the United States Workforce Rehabilitation Act of 1973 and the Universal Design for Learning (UDL) Guidelines
2. Utilize current tools and techniques to help students with various learning modalities have equal access to technology in the classroom
3. Evaluate technology resources within the classroom for all students
4. Identify digital divide issues and determine how to best serve all students using technology within the classroom

Course Content

1. Overview of current laws
   a. Federal legislation
   b. State legislation
2. Overview of assistive technology tools
   a. For classroom use
   b. For home use
   c. Implications
   d. Resources and samples
3. Evaluation of technology resources for students with disabilities
   a. Web resources
   b. Computers and keyboards
   c. Voice recognition
   d. Other tools
4. Ethical and digital divide issues
   a. Implications for students
   b. Implications for schools
   c. Classroom strategies

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. Computer laboratories equipped with computers or laptops with internet access.
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 project utilizing assistive technology
Presenting their design and project to peers
Making constructive contributions to class discussions and peer reviews

Method(s) of Instruction

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

Lecture presentations delivered in a student-centered learning style, during which students take notes, follow demonstrations, or complete an activity
Facilitated discussions of live presentations, readings, or video presentations
Students present in small group and whole class situations

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 a course project and 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