

Computer Technology Competency Needs for Collegiate Agricultural Education Students

Assumption VS. Reality

Phuong Huynh, M.Ed.

Theresa Murphrey, Ph.D.

Hollie Leggette, Ph.D.

Department of Agricultural
Leadership, Education and
Communication

College of Agriculture and Life
Sciences

Texas A & M University

Technology Currently Used By College Students

TECHNOLOGY in the Classroom

98% of 18-29 year olds use the internet
45% of 18-29 year olds who can use the internet on their cell phones do most of their online browsing on their mobile device

83.3% of students use laptops to take notes

Students believe more than ever in **MULTITASKING**

Dear students, I know when you're **texting** in class. Seriously, no one just looks down at their crotch and smiles!

Dairy Tech Use Each Day:
181.43 minutes texting
131.35 Searching
101.93 on Facebook
(EdTechReview, 2013)

Negative Effects of Technology Use in the Classroom

TECHNOLOGY TOOLS of a college student

Examples of how Professors are handling MISUSE OF TECHNOLOGY IN THE CLASSROOM

facebook Rule

Some professors will answer people's calls in the middle of lecture

Some professors will take students' cellphones if they are on them and return them at the end of class

textbook recycling
www.textbookrecycling.com

- 98% of 18-29 use the internet – 45% do online browsing on mobile device
- 83.3% of students use laptops to take notes (EdTech, 2014)

Use devices to write paper (82%), do research (81%), taking notes (70%), create class presentation (65%), etc. ((EdTechReview, 2013)

98% of students own laptops (University of Maryland, 2013).

STUDY HABITS

3 of 4 use laptops to take notes

1 in 4 use mobile devices to take notes

46% of students use mobile devices to take notes

DAILY TECH USE

82% of students use mobile devices to write papers

81% of students use mobile devices to do research

70% of students use mobile devices to take notes

65% of students use mobile devices to create class presentations

THE RISE OF TABLETS

Nearly 3/4 of students use tablets

Nearly 90% of students use tablets to take notes

Almost 1/2 of students use tablets to do research

OnlineEducation.net

Undergraduate Students and Technology

Every year, EDUCAUSE, a nonprofit organization with the mission of transforming higher education through the use of information technology, surveys college students about their uses and impressions of technology in education. These are some items of interest about UMD students from a recent EDUCAUSE study.

75% of students say that technology helps them achieve their academic outcomes.

46% of students own three or more Internet-capable devices.

64% of students say technology makes them feel more connected to UMD.

74% of students say they have taken at least one course that includes online components.

98% of students own a laptop.

64% of students say they prefer blended learning environments.

Source: ECAR Study of Undergraduate Students and Information Technology, 2013 (Based on 724 UMD undergraduate respondents in Spring 2013)

ASSUMPTION



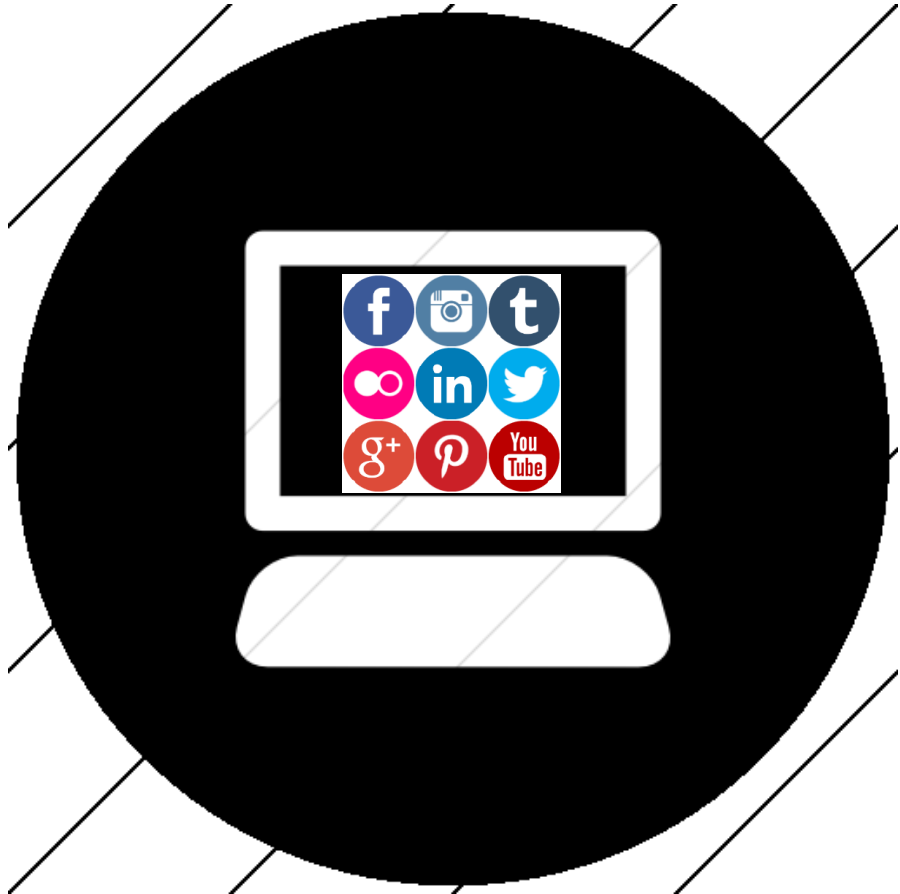
Technology-oriented
Learn new technology quickly
Use technology all the time

REALITY



- (Edgar et al. (2012))

MORE REALITY



REALITY

(in Ag Industries)

Trained workers with computer skills (Holt and Brockett,

2012)

3D visualization programs (Lovett et al., 2010)

Microsoft Office (Doye, 2004)

data analysis software (Lecca et al., 2011)

Technology-based training (Bedgood et al., 2008)

Synthesize abstract information and evaluate usefulness (Ezziane, 2007),

Mismatch



Recommendations

Survey employer

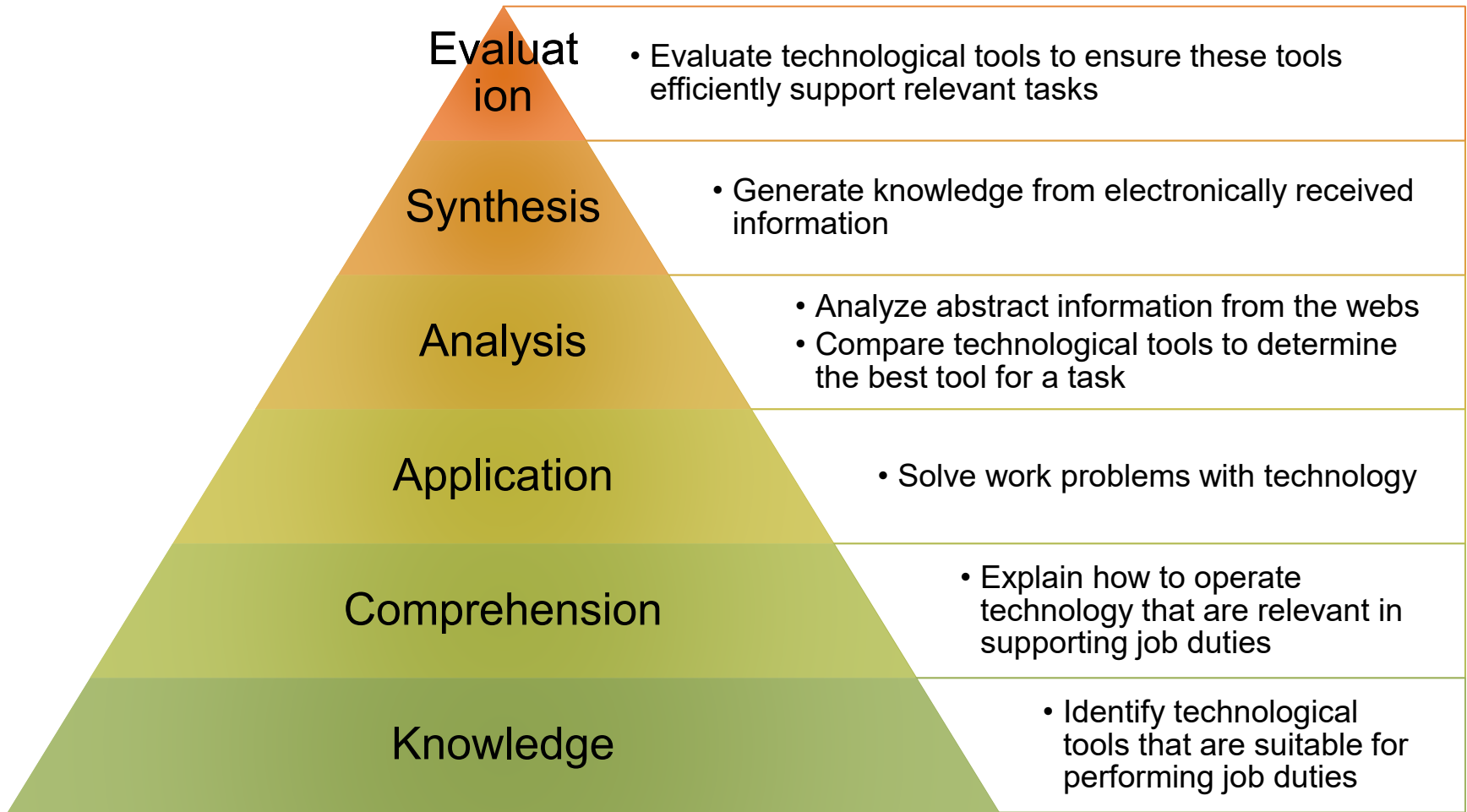
- Identify specific computer skills
- Review current programs and curricular
- Develop technology related competencies

Research on students' efficacy

- Identify missing skills
- Identify training needs
- Develop competency-based curricular

The Competencies

Based on Bloom's Taxonomy



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