ISSUE: Technology Fellows

The increased use of technology in campus classrooms and for course delivery has resulted in a demand among the universities for technology trained persons. In 1997, Governor Janklow created a faculty awards program for teaching with technology. The program, now in its fourth year, has assisted over 200 faculty members to add technological depth to their courses. Faculty have also received training through the use of internal reinvestment and other dollars. The training has accomplished the desired result of mentorships among the faculty, increasing the pool of those with technology training. This has resulted in a system with a large number of faculty members exploring their newly acquired skills in the classroom. Faculty now desire the development of web sites for all of their courses, further use of multimedia in their lectures, and the creation of simulations and learning modules to allow students to test their knowledge of a subject on-line. These activities have strained existing support structures. To meet this need, student technology fellows were created to assist faculty in integrating technology in their teaching.

BACKGROUND:

The 2000 Legislature appropriated to the Board of Regents money to establish a technology fellowship program for students at the state universities. The program has been designed to provide students hands-on experience with instructional technology. Through this program the students improve their technological skills and at the same time provide faculty with the needed technology support to deliver their classes. The flowchart below shows a simplified statement of the impact this program expected to have on South Dakota.
Students in the fellowship program earn sufficient dollars to cover tuition and fees during their participation in the program. In return, the students are required to maintain a minimum grade point average; earn on average 32 credit hours each year of their enrollment; and during the course of the academic year, provide 10 hours of support time to faculty and instructional support staff, and spend one hour each week in training to improve their skills.

The first students began serving fellowships in August of 2000. Each campus instituted training and mentoring programs to insure that the technology fellows possessed the skills needed to provide assistance to faculty.

Student assignments through the fellowship program include:
- Preparing digital images for lab courses and course web pages
- Developing computerized simulations
- Creating websites with video and discussion board capabilities for classes
- Creating websites to download sample programs for computer science classes
- Preparing multimedia lessons for courses
- Digitizing music labs
- Assisting with the development of an animated virtual lab for distance delivery courses
- Capturing video and editing audio for courses

Student Technology Fellows have had a direct impact on public higher education. At Black Hills State University, Dakota State, and South Dakota School of Mines and Technology, class sections with a total enrollment over 4900 students benefited from the work of technology fellows and at Northern State about 44% of the students enrolled in such courses. About 17% of the South Dakota State students attended classes modified through the work of tech fellows and the University of South Dakota estimated more than 60% of the students used applications put into production in the computer labs.

CONCLUSION:
The benefits of the technology fellows program are three fold. First, the student fellow benefits by earning money toward tuition costs and at the same time by learning technology skills that will help him or her in future careers. Second, faculty receive needed help in the enhancing their courses with technology. Third, the entire student population benefits from the technology enriched courses.