

Preliminary Writing Assignment

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Jun 4, 2023

PART 1: Rationale Statements

Design & Development

Team Coding with Git and GitLab Design, Development & Implementation

In the instructional design course, I developed an introduction to the installation, configuration, and basic use of a collaborative software engineering tool called git. This was very applicable personally as I was struggling with the use of the tool in my new position as a test engineer. This section of the completed ID project provided a hypothetical trainer at the company I work at with the rationale of the proposed intervention as well as tables that articulate the learning objectives and activities. The development portion of the artifact provides learning materials as well as guidelines for the assessments to be completed by the learners. Finally, the implementation section provides a detailed description of how to deliver the intervention to new test engineers.

Pedagogy & Theory

Computational Thinking Annotated Bibliography

At the very beginning of the program, we were tasked with authoring an annotated bibliography on a topic of our choice. I was immediately drawn to the topic of Computational Thinking and how the approach can be applied to aid learning. This artifact focuses on the near, far, and overall transfer effects of instruction in computational thinking. In other words, it focused on studies that examined if instruction in computational thinking positively impacts topics beyond computer science and mathematics.

Evaluation & Assessment

School Technology Maturity Benchmarks Evaluation Summary

This artifact represents my first foray into the formal evaluation and assessment process. Although it is anonymized it is a very real evaluation of the school where I was working at the time. The structure provided by the survey enabled a thorough and effective evaluation of the technology processes employed at the school and due to my position there, I was able to effect real change based on the conclusions of this summary.

Ethics

Professional Ethics Animation

The animation in this artifact lacks sophistication but illustrates a common ethical challenge in my former job as an IT administrator at a small charter school. Greater autonomy is a wonderful feature of charter schools but that autonomy should not be used to compromise ethical standards or violate school policy. In this animation, I examine how the temptation to violate technology purchasing policies for friends at work can quickly lead to ethics violations.

Leadership

School District Website Legal Compliance Self Assessment

Real leadership demands ultimate responsibility. This artifact was developed to leverage technology to help school leaders ensure their online presence meets all applicable legal requirements. This can be a complicated task, especially in a small charter school setting with limited resources and expertise. This self-assessment to be completed by school or IT administrators identified all essential components of a website including legal disclosures and policies at the time it was published.

PART 2: Section of final MET Paper

Networking and Collaboration

When I started the MET program I was safely ensconced in a long term position as an IT administrator at a small virtual charter school. Frankly speaking the only networking I was concerned with involved WiFi and configuring firewalls with redundant internet connections. That all changed early in the program when the charter school I was working at had its charter revoked and I was abruptly looking for a new position. I made the difficult decision to continue in the MET program even though its utility in whatever new position I found was unclear. What was clear was that I was learning in the MET program and I felt that earning a masters degree was worthwhile.

One of the first opportunities for networking and collaboration arose the next semester when a fellow student in EDTECH 503 developed a unit on how to craft a professional resume to help applicants stand out in a competitive job market. I jumped at the opportunity to peer review that unit and used what I learned to improve my own resume which I was using daily to apply to myriad positions. Those improvements directly improved my response rate and I started getting interviews which led to multiple job offers. This resulted in me accepting an internship at a major semiconductor company not because it was the most lucrative of offers but it offered a unique opportunity to learn which was and is a high priority.

During my internship I was tasked with developing and maintaining software with a small team of fellow test engineers using a tool called git. Git is a version control tool that allows multiple software developers to collaborate on the same code base. Prior to this internship I had no experience with the tool at all but by developing a unit to train others I was able to train myself on the correct use with feedback from colleagues. I was able to provide a secondary benefit to my employer by sharing the completed unit to be used with future interns. During my internship there was no training provided by my employer which made my experience more

challenging than it needed to be. Team coding using git allows software developers to review and evaluate their colleagues' work and provide feedback to them while working together towards a common goal.

References

Brown, A. H., & Green, T. D. (2020). *The essentials of instructional design connecting fundamental principles with process and practice* (4th ed.). Routledge.

[Further references and citations to come.]