

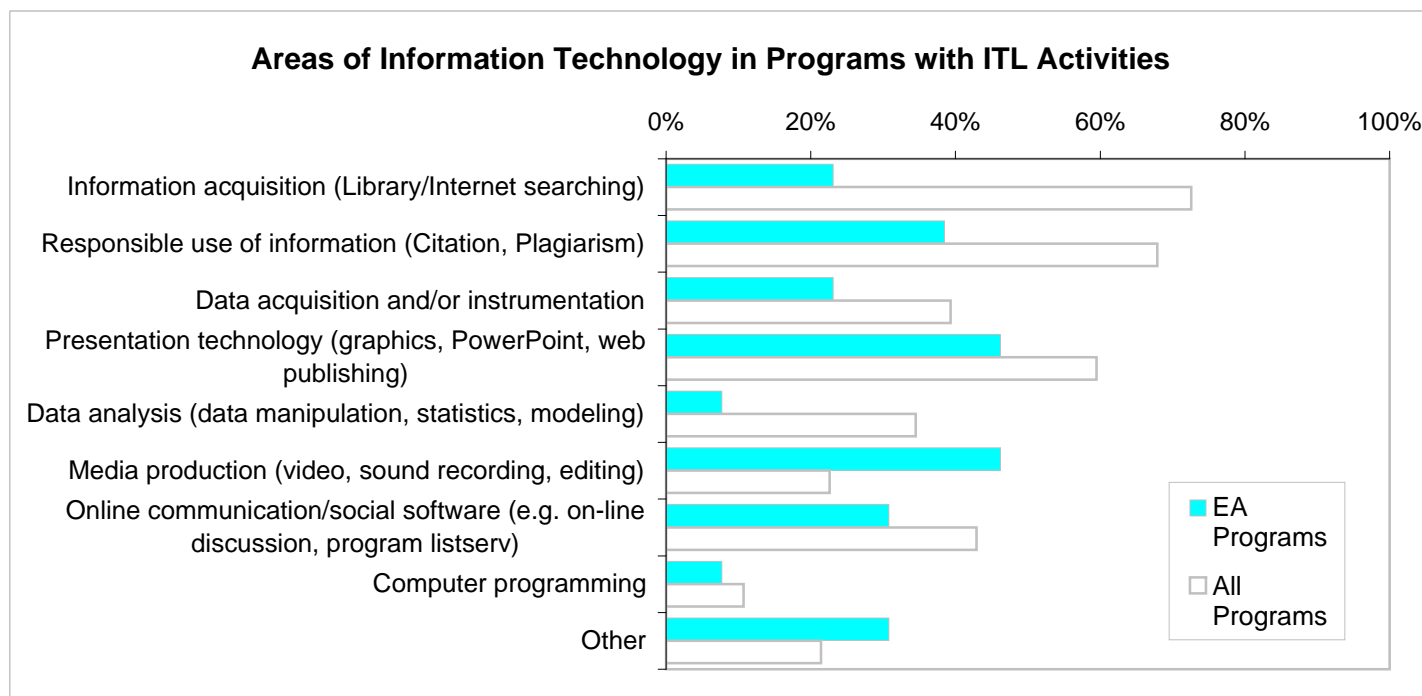
End-of-Program Review 2007-08

Information Technology Literacy (ITL) in Expressive Arts Programs

Did your program include activities to improve information technology literacy?

	Yes	No	Programs with any ITL (N)	Programs Responded (N)
Expressive Arts	69.2%	30.8%	9	13
All Programs	73.0%	27.0%	84	115

Note: Courses, contracts, internships, and student Originated Studies (SOS) programs were not asked to participate in the EPR.



Types of Information Technology Literacy Topics Included in Programs with ITL activities

Responses from all programs that indicated information Technology Literacy Activities

	EA Programs	All Programs
Information acquisition (Library/Internet searching)	23.1%	72.6%
Responsible use of information (Citation, Plagiarism)	38.5%	67.9%
Data acquisition and/or instrumentation	23.1%	39.3%
Presentation technology (graphics, PowerPoint, web publishing)	46.2%	59.5%
Data analysis (data manipulation, statistics, modeling)	7.7%	34.5%
Media production (video, sound recording, editing)	46.2%	22.6%
Online communication/social software (e.g. on-line discussion, program listserv)	30.8%	42.9%
Computer programming	7.7%	10.7%
Other	30.8%	21.4%

Explanation of Other

Program	Explanation
Music in Culture	Ethics of music sharing, intellectual property law
The Art of Non-Violent Political Action	Graphical interface programming languages used to generate interactive art and technology
Performing Arts Laboratory	Digital interactivity, music composition, lighting control. video
Mediaworks	Copyright [written after computer programming: max/MSP/filter, oxberry operations (MS DOS)]