Technology, Engineering and Design Education (Minor)

To see more about what you will learn in this program, visit the Learning Outcomes website (https://apps.orip.ncsu.edu/pgas/).

The Technology, Engineering and Design minor broadens students' comprehension of the technological society in which they live. This is accomplished through the investigation and manipulation of tools, materials, and machines related to technology. Further, students experience technology coursework in applications such as information and communication systems; emerging technologies, robotics education, and evaluation of technological impacts on society, individuals, and culture. Minor programs are individually designed to meet the needs of the student and to complement their major.

Admissions

To be admitted to the program, a student must have a GPA of at least 2.0. Application for admission to any University minor program is now available via MyPack Portal. Admission will be based upon the student’s academic record, and in most cases no longer requires departmental review. Go to Add a Minor (https://studentservices.ncsu.edu/your-degree/coda-home/add-a-minor/) to apply.

Certification

Prior to the end of the second week of the student’s final semester, the student must sign the Application for Minor form (provided by the minor contact person). This form is a list of all grades received in the courses to be considered for the minor as well as the courses to be taken during the student’s final semester.

Contact Person

Marissa Franzen
STEM Education
510F Poe Hall
919.513.0221
mmfranzen@ncsu.edu

Effective Date: 1/2012

SIS Code: 13TEM

Plan Requirements

- Complete a minimum of 16 hours of coursework in Technology, Engineering and Design Education
- A minimum grade of ‘C’ (2.0 or better) must be achieved in each course counting towards the minor with the exception of TDE 490 Special Problems in Technology Education (an “S” is acceptable for this course).
- Students who have transfer credit from another institution that they believe is equivalent to GC 120 Foundations of Graphics should consult the contact person listed below for approval and inclusion in the minor.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
<th>Counts towards</th>
</tr>
</thead>
<tbody>
<tr>
<td>GC 120</td>
<td>Foundations of Graphics</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>TDE 110</td>
<td>Materials &amp; Processes Technology</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

Elective Courses

Select three of the following:

- TDE 131 Technology through Engineering and Design I
- TDE 205 Desktop Publishing and Imaging Technology
- TDE 261 Digital Media Education
- TDE 331 Technology Through Engineering and Design II
- TDE 351 Ceramics: The Art and Craft of Clay
- TDE 359 Electronics Technology
- TDE 371 Emerging Issues in Technology
- TDE 385 Robotics Education
- TDE 386 Robotics Education Lab
- TDE 481 Research & Development in Technology Education
- TDE 490 Special Problems in Technology Education

Total Hours 15