Carnegie Model	2010 Credit Rationale	2020 Credit Rationale
Learning New Material: 15 Semester Contact Hours = 1 Credit Hour Awarded	**Modified Lecture:** Instructor-facilitated presentation of information through a mix of delivery, dialogue, and discussion. Modified lecture provides students with course information while engaging them in the learning process as active participants.	**Lecture:** Instructor-facilitated presentation of new material using technology tools and high levels of student interaction techniques to create active learning.
	Tutorial Learning: Delivery of new material through step-by-step processes with both specific guidance and directions from the instructor or through self-directed learning following published instructional guidelines. The goal of tutorial instruction is to reinforce the cumulative success of all participants in a hands-on skill building experience.	**Tutorial Learning:** The step-by-step presentation of new material, either lead by the instructor or with a student's self-directed learning using interactive instructional tools. The goal is to reinforce the cumulative success of all participants in a hands-on skill-building experience.
Laboratory Style Learning: 30 Semester Contact Hours = 1 Credit Hour Awarded	**Group Recollection:** Students are informally organized into teams to recall and apply information. Students collaborate and work in teams to create, solve problems, and complete projects. Group recollection activities teaches concepts in a teaming and multiple perspective environment that parallels behaviors regularly used throughout life in the community.	**Team Learning:** Modeling lifelong work skills and team ethics that parallel what is expected in the technology workplace, student teams create technologies, solve problems and complete projects by putting previously covered material into practice.
	Student Teachback: Student Teachback creates an opportunity for students to develop and present material. The goal is to allow for creativity, assimilation and retention while developing both self-confidence and professional communication skills. Elements of student teachbacks may include verbal, digital and print presentations.	**Student Standup:** Culminating in presentation to peers, student standup promotes mastery of program topics by challenging students to prepare learning activities and delivering presentations and conducting project post-mortems.
	Discovery Learning: Discovery Learning methods work within the curriculum structure to move students from passive recipients of information to active knowledge discoverers. Students are supplied both expectation and process guidance and students are encouraged to evaluate their own cognitive processes. Students work individually or in teams and compare methods and process across teams.	**Individual Discovery:** Under self-direction, students research, organize and apply information. The earning and practice that occur during individual discovery become the steps leading toward synthesis and innovation.

Internship Experiences: 45 Semester Contact Hours = 1 Credit Hour Awarded		**Production:** Leading toward the creation of market ready, professional applications of technology, students will take on the roles and procedures of teams working in production pipelines that mirror the workplace.
		Internship: Time spent in the workplace practicing applying the knowledge and skills developed in other classes.