



# Technology Policy

## **Background and Purpose:**

The medical industry is heavily reliant on technology and on practitioners who are proficient in utilizing technology. As a result, the University of Charleston Physician Assistant Program requires extensive utilization of electronic devices and various softwares throughout the curriculum.

The purpose of this policy is two-fold:

1) to define technology requirements for students to ensure they are equipped with the hardware and software necessary to facilitate their participation and success in all facets of the program, and

2) to communicate digital etiquette expectations related to utilizing technology in the classroom.

## **Policy Statement:**

### **Technology Requirements**

Students will be provided a MacBook Air upon matriculation. The entire cost of the device is built into student fees in the first semester of the program, which can be found in the Program Costs Policy. Technology support will be provided by the University's IT department. Students should email: [help@ucwv.edu](mailto:help@ucwv.edu) for assistance with technology issues.

Students are required to bring their laptops to class with a fully charged battery. Students are required to purchase a laptop privacy screen to use when taking assessments.

## Digital Etiquette in the Classroom

**Intended Purpose:** The University of Charleston Physician Assistant Program is committed to providing an optimal learning environment for all students. During formal learning experiences, it is expected that students will only use electronic devices for context specific professional learning purposes. In order to mitigate potential distractions, and to facilitate increased individual participation and overall class engagement, the use of electronic devices for the following purposes is prohibited during formal learning experiences:

1. Conducting personal business (e.g. email, text messaging, or instant messaging)
2. Engaging in social media and/or playing video games
3. Any other activities that may interfere with an optimal learning environment

**Mobile Devices:** Mobile devices should remain off or engaged with settings where they will not cause distractions for students and faculty. Students should only use mobile devices in the classroom when directed by faculty for specific learning experiences or when there is a need to research information pertinent to current subject matter. Smart watches are not permitted to be worn during assessments.

**Laptops:** Laptops will be used extensively in class, particularly during team-based learning experiences and for taking examinations and quizzes. Students may use laptops as a mechanism to take notes and as a tool to research information pertinent to current subject matter.

**Violation of Digital Etiquette:** Digital etiquette violations are considered unprofessional and may result in formal evaluation of a student's professionalism and remedial action.