



PHILOSOPHY OF TECHNOLOGY AND DESIGN

A. Course Description

- **Credits:** 3.00
- **Lecture Hours/Week:** 3.00
- **Lab Hours/Week:** 0.00
- **OJT Hours/Week:** 0
- **Prerequisites:** None
- **Corequisites:** None
- **MnTC Goals:**

Students will take a philosophical approach to thinking about the processes and objects of technology and design. Also addressed will be related societal, ethical, and political matters. Meets MnTC Goal Areas 2, 6, and 9.

B. Course Effective Dates: 8/27/18 – Present

C. Outline of Major Content Areas

1. Philosophical perspectives on designing
2. Philosophical perspectives on making
3. Philosophical perspectives on thinking
4. The ethics and politics of technology and design
5. The relations between science, technology and design
6. The relations of technology and design to society

D. Learning Outcomes

1. Students will be able to expose and criticize arguments in philosophical works related to the philosophy of technology and design.
2. Students will be able to use the writing process.
3. Students will be able to use theoretical and factual information to inform readings about technology

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

F. Learner Outcomes Assessment

As noted on course syllabus

G. Special Information

None noted

