

TECHNOLOGY, HUMANS, AND ENVIRONMENT

What is it?

The Technology, Humans, and Environment minor will equip students with the knowledge and skills needed to simultaneously understand the capabilities and risks presented by new “smart” technologies and explore the ways those technologies can advance more livable and sustainable communities.



Why do it?

The Technology, Humans, and Environment minor provides opportunities for students to broaden their knowledge beyond their major in an integrative way through diverse set of courses related to the aims of the Intelligent Infrastructure for Human-Centered Communities Destination Area. Through collaborative work and an integrative perspective, students will gain a sense of how their major field of study can contribute to

interdisciplinary thinking on designing and implementing technologies to serve communities.

Who is it for?

The Technology, Humans, and Environment minor is suitable for students from any major, especially non-stem majors who are interested in technology, humans, and the environment. Entry-level courses make the content accessible to all students, allowing them to engage with critical issues presented by smart technology on human behavior, communities and/or the environment.

Pathways Core Concepts

- 1a - Advanced Discourse
- 2 - Critical Thinking in the Humanities
- 3 - Reasoning in the Social Sciences*
- 4 - Reasoning in the Natural Sciences*
- 5f - Foundational Quantitative and Computational Thinking*
- 6d - Critique and Practice in Design

Pathways Integrative Concepts

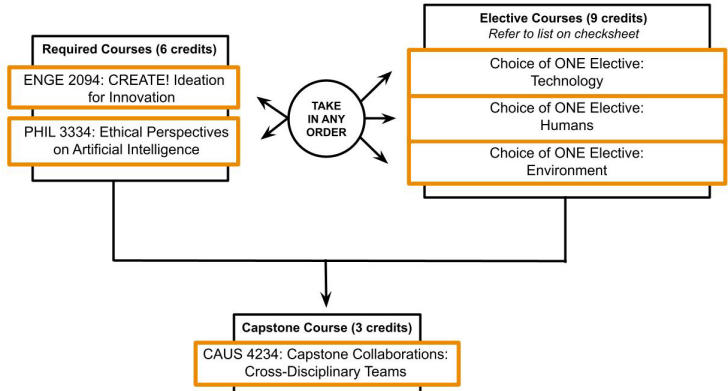
Ethical Reasoning
Intercultural and Global Awareness

*Concept may be fulfilled depending on elective choices.

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Requirements

This 18-credit minor includes 6 hours of required courses, 9 credit hours of electives from three areas, and a required 3-credit hour capstone course.



Required courses

ENGE 2094: Create! Ideation for Innovation

PHIL 3334: Ethical Perspectives on Artificial Intelligence

CAUS 4234: Capstone Collaborations

Elective courses

Students fulfill 9 credits of electives, choosing 3 credit hours from each of three areas: Technology, Humans, and Environment. For a complete list of elective courses, consult the checksheet at <https://registrar.vt.edu/graduation-multi-brief/index1.html>.



- Identify critical issues presented by smart technology on human behavior, communities or the environment.
- Explain the uses, effects, and intersection of technologies for diverse stakeholders and communities.
- Describe the factors that guide technologies, tools and practices within complex systems.
- Develop strategies and processes to improve health and quality of life and living in communities and the environment.
- Evaluate the design and impacts of emerging technologies on communities and the environment.

www.pathways.prov.vt.edu/minors

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PATHWAYS TO GENERAL EDUCATION