

# General Education Outcomes

## Definition

General education is defined as a set of educational experiences that forms a core of common knowledge, skills and attitudes fundamental to all curriculums of substantial length (24 credits or more).

The NDSCS general education component is offered to address the following needs:

1. The employment market requires technically competent graduates who communicate effectively, practice teamwork skills and adapt to changing situations.
2. Today's dynamic society requires skills which will foster continuing formal and informal education and lifelong learning.
3. Personal growth requires exposure to diverse culture and value systems, expansion of critical thinking and development of personal life management skills.

## Philosophy

The goal of general education at NDSCS is to assist students in meeting the above needs. To meet this goal, students are provided with a variety of credit and non-credit educational experiences, both inside and outside the classroom.

Involvement of students in campus and/or community life is a part of the general education philosophy of the college. There exists a wide spectrum of extracurricular campus-life situations in which all students are urged to actively participate. Research tells us that students who are involved in campus activities are more satisfied with their college experience and more likely to complete their college goals. Examples of activities NDSCS provides include instrumental and vocal musical groups, intramural and intercollegiate athletic programs, social events, student clubs, lectures, lyceums, dramatic productions, residence hall/apartment living and student government.

## Objectives

- To develop skills necessary for creative problem-solving, critical thinking and analysis of values.
- To develop communication skills necessary for effective listening, speaking, reading and writing.
- To strengthen students' interpersonal and personal life management skills.
- To prepare students with skills and attitudes necessary for the pursuit of lifelong learning in a changing society.
- To provide opportunities for cultural enrichment and a developing awareness of a culturally diverse society.
- To provide a campus environment that promotes a lifestyle of mental and physical wellness.

## Student Learning Outcomes

1. Communication: Students will demonstrate effective communication skills.
2. Information Technology: Students will be able to utilize information using existing technologies.
3. Social and Cultural Awareness: Students will gain knowledge of diverse cultures and value systems.
4. Wellness: Students will gain skills in mental and physical wellness and leisure activities.
5. Problem-Solving/Critical Thinking: Students will be able to use reasoning skills to analyze and solve applied problems.