

UAT 172: UTILIZING UA TECHNOLOGIES IN THE CLASSROOM (UA 3007)

History

1. Dec 5, 2025 by Sera Bird (sabird)

Viewing: UAT 172 : Utilizing UA Technologies in the Classroom (UA 3007)

Last approved: 2025-12-05T08:03:46Z

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Effective Term

Winter 2026

Rationale and proposal summary

Update United Association course to reflect current technologies and industry standards.

Course Cover

Full Course Title

Utilizing UA Technologies in the Classroom (UA 3007)

Transcript Title

Utilizing UA Technologi (3007)

Subject Code

UAT - United Association Training

Course Number

172

Department

United Assoc Dept (UAT Only) (UATD)

Banner Division

ATP

Division/College

Adv Tech/Public Serv Careers (AT)

Org Code

28200

Course Description

In this course, students will develop skills to effectively transition from the traditional classroom to a "smart classroom," utilizing available resources to create an interactive learning environment at the local training center. Students will review and demonstrate current virtual reality (VR), augmented reality (AR), and UA Online Learning Resources (UAOLR), including the use of smartboards and construction applications. Limited to United Association program participants.

Has this course been approved for online or online blended?

No

Grading method

Standard Letter, Audit

CIP Code

469999 - Construction Trades, Other.

Occupational Indicator

Yes

ACS Code

130

Degree Attributes

BCL - Below College Level Pre-Reqs

Credit hours, contact hours, repeatability

Repeatable for additional credit

No

Course credits

1.5

Lecture contact hours

22.5

Lab contact hours

1.5

Total Contact Hours

24

Expected Total Contact Hours

24

Prerequisites and prerequisite skill levels

College-Level Math

No Level Required

College-Level Reading and Writing

College-level Reading and Writing

Approved Level I Prerequisite:

Academic Reading and Writing Levels of 6

Course Assessment Plan

Learning Outcome

Outcome

Navigate and demonstrate the instructional resources in the United Association Online Learning Resources (UAOLR).

Assessment #1

Assessment Tool

Outcome-related online quiz

Anticipated Next Assessment Year

2025

Anticipated Next Assessment Term

Summer

Assessment Cycle

Every Three Years

Anticipated assessment population

All students from all sections

How the assessment will be scored

Answer key

Who does the scoring?

U.A. instructor

Standard of success

80% of the students will score 80% or higher.

Assessment #2

Learning Outcome

Outcome

Demonstrate Virtual Reality (VR) and Augmented Reality (AR) software available through UAOLR.

Assessment #1

Assessment Tool

Outcome-related skills demonstration

Anticipated Next Assessment Year

2025

Anticipated Next Assessment Term

Summer

Assessment Cycle

Every Three Years

Anticipated assessment population

All students from all sections

How the assessment will be scored

Skills checklist

Who does the scoring?

U.A. instructors

Standard of success

80% of the students will score 80% or higher.

Assessment #2

Learning Outcome

Outcome

Demonstrate methods of using smart boards, construction apps, online polling and Apprentice Hours applications.

Assessment #1

Assessment Tool

Outcome-related skills demonstration

Anticipated Next Assessment Year

2025

Anticipated Next Assessment Term

Summer

Assessment Cycle

Every Three Years

Anticipated assessment population

All students from all sections

How the assessment will be scored

Skills checklist

Who does the scoring?

U.A. instructors

Standard of success

80% of the students will score 80% or higher.

Assessment #2**Course Objectives**

Objective(s)	
1.	Identify the use of current learning management systems (LMS) as they apply to the courses available at the student's local training facility.
2.	Compare and contrast millennial students' retention of classroom material to that of older generations.
3.	Recognize United Association LMS applications and its operations available to instructors.
4.	Interact and navigate effectively with UA augmented reality platforms and equipment needed, as it applies to classroom learning environment.
5.	Practice exercises using webbooks, assessments, and instructional resources customized for the student's local Training Center.
6.	Discuss the process of registering students for the UAOLR.
7.	Demonstrate the use of UAOLR webbooks associated with the VR software.
8.	Define augmented reality and discuss the proper use of virtual reality headgear.
9.	Discuss the process of accessing the VR courses for both instructor and student.
10.	Operate the VR Headgear with the HVACR 360 for virtual troubleshooting.
11.	Demonstrate the use of UAOLR webbooks with the VR software.
12.	Create a more interactive learning environment using smartboards.
13.	Discuss the importance, use, and best practices of various construction industry applications that are available for educational instruction.

General Education Area(s)**Area 1: Writing**

No

Area 2: 2nd Writing or Communication/Speech

No

Area 3: Mathematics

No

Area 4: Natural Science

No

Area 5: Social and Behavioral Science

No

Area 6: Arts and Humanities

No

MTA General Education

No

Review

Is conditional approval requested?

No

Is this course currently conditionally approved, and you are now submitting it for full approval?

No

Key: 8827

Washtenaw Community College Comprehensive Report

UAT 172 Utilizing UA Classroom Techniques (UA 3007) Effective Term: Fall 2020

Course Cover

Division: Advanced Technologies and Public Service Careers

Department: United Association Department

Discipline: United Association Training

Course Number: 172

Org Number: 28200

Full Course Title: Utilizing UA Classroom Techniques (UA 3007)

Transcript Title: UA Classroom Techniques (3007)

Is Consultation with other department(s) required: No

Publish in the Following: College Catalog , Web Page

Reason for Submission: Course Change

Change Information:

Consultation with all departments affected by this course is required.

Course description

Outcomes/Assessment

Objectives/Evaluation

Rationale: Update United Association course

Proposed Start Semester: Fall 2020

Course Description: In this course, students will develop skills to effectively teach the next generation's workforce through hands-on approaches and interactive teaching tools. Students will be exposed to the current virtual reality, augmented reality, and online resources along with demonstrations utilizing smartboards and construction applications developed by the United Association International Training Fund (UAITF). Limited to United Association program participants.

Course Credit Hours

Variable hours: No

Credits: 1.5

The following Lecture Hour fields are not divisible by 15: Student Min ,Instructor Min

Lecture Hours: Instructor: 22.5 **Student:** 22.5

The following Lab fields are not divisible by 15: Student Min, Instructor Min

Lab: Instructor: 1.5 **Student:** 1.5

Clinical: Instructor: 0 **Student:** 0

Total Contact Hours: Instructor: 24 **Student:** 24

Repeatable for Credit: NO

Grading Methods: Letter Grades

Audit

Are lectures, labs, or clinicals offered as separate sections?: NO (same sections)

College-Level Reading and Writing

College-level Reading & Writing

College-Level Math

Requisites

General Education**Degree Attributes**

Below College Level Pre-Reqs

Request Course Transfer**Proposed For:****Student Learning Outcomes**

1. Navigate and demonstrate the instructional resources in the United Association Online Learning Resources (UAOLR).

Assessment 1

Assessment Tool: Online quiz

Assessment Date: Fall 2020

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All

How the assessment will be scored: Answer key

Standard of success to be used for this assessment: 80% of the students will score 80% or higher.

Who will score and analyze the data: U.A. instructor

2. Demonstrate Virtual Reality (VR) and Augmented Reality (AR) software available through UAOLR.

Assessment 1

Assessment Tool: Skills demonstration

Assessment Date: Fall 2020

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All

How the assessment will be scored: Skills checklist

Standard of success to be used for this assessment: 80% of the students will score 80% or higher.

Who will score and analyze the data: U.A. instructors

3. Demonstrate methods of using smart boards, construction apps, online polling and Apprentice Hours applications.

Assessment 1

Assessment Tool: Skills demonstration

Assessment Date: Fall 2020

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All

How the assessment will be scored: Skills checklist

Standard of success to be used for this assessment: 80% of the students will score 80% or higher.

Who will score and analyze the data: U.A. instructors

Course Objectives

1. Identify the use of current LMS systems as it applies to the courses available at student's local training facility.
2. Compare and contrast millennial students' retention of classroom material to that of older generations.
3. Recognize United Association LMS applications and its operations available to instructors.
4. Interact and navigate effectively with UA augmented reality platforms and equipment needed, as it applies to classroom learning environment.

5. Critically evaluate standing classroom practice with regards to UA resources and digital implementations of peers (students).
6. Develop lesson plans that incorporate digital platforms as applicable to individual student courses.
7. Practice exercises using webbooks, assessments, and instructional resources customized for the student's local Training Center.
8. Discuss the process of registering students for the UAOLR.
9. Demonstrate the use of UAOLR webbooks associated with the VR software.
10. Demonstrate the use of SmartBoards to create a more interactive learning environment.
11. Discuss best practices for the use of various applications at the local Training Center.

New Resources for Course

Course Textbooks/Resources

Textbooks
Manuals
Periodicals
Software

Equipment/Facilities

<u>Reviewer</u>	<u>Action</u>	<u>Date</u>
Faculty Preparer: <i>Tony Esposito</i>	<i>Faculty Preparer</i>	<i>May 07, 2020</i>
Department Chair/Area Director: <i>Marilyn Donham</i>	<i>Recommend Approval</i>	<i>May 20, 2020</i>
Dean: <i>Jimmie Baber</i>	<i>Recommend Approval</i>	<i>May 28, 2020</i>
Curriculum Committee Chair: <i>Lisa Veasey</i>	<i>Recommend Approval</i>	<i>Jul 14, 2020</i>
Assessment Committee Chair: <i>Shawn Deron</i>	<i>Recommend Approval</i>	<i>Jul 15, 2020</i>
Vice President for Instruction: <i>Kimberly Hurns</i>	<i>Approve</i>	<i>Jul 16, 2020</i>