

ESD.10 Class Materials

Lecture 1

September 6, 2006

Definitions of policy

- Webster
 - Policy: **A plan to achieve a goal**
- Colloquial notion
 - Policy: **The choices left over after analysis can't tell you what to do**
- Another thought
 - Policy: **The art of getting things done**

Keep thinking about your own, richer definition of policy throughout the semester

ESD.10 Learning Objectives (I)

- Appreciate the political, social, and institutional context of technological systems
- Formulate, analyze, and evaluate technology and policy options
- Conceive, design, and execute a technology and policy research project, in the style of those done by the National Research Council
- Compare the historical dimensions of science and technology policy across countries
- Explain the impact of globalization on technology and policy

ESD.10 Learning Objectives (II)

- Describe how policy is done in the “real world” by its practitioners
- Summarize current technology and policy issues in environment, transportation, information technology, and standards setting policy
- Write effectively for policy situations, both in short memos and longer reports
- Speak effectively for policy situations, both in informal dialogue and formal presentations
- Work effectively in teams

ESD.10 Meta-Learning Objective: **Appreciate the political, social, and institutional context of technological systems**

