**3. Communication Technologies and Networking**

These competencies involve the critical analysis and the application of communications technologies and networking in Distance Education. These technologies might include: asynchronous technologies, synchronous technologies, social software, “push” technologies, mobile technologies, and computer-assisted instruction. Examples of these competencies are listed below.

* 1. Use a variety of communication and document sharing tools to create, reflect, and communicate with others.
	2. Analyze and evaluate the various applications and implications of these technologies.
	3. Justify the applications of these technologies in real-life contexts on the basis of theory and research.
	4. Compare the relative advantages and disadvantages of these technologies in various distance education contexts.
	5. Apply these technologies in distance education and in real-life instructional contexts.