CLASSROOM DEVICE POLICY

Classroom Device Policy

When allowed, devices may be used for educational purposes (e.g., course materials, digital texts, note-taking, Scripture access). Use unrelated to course objectives—including social media, texting, streaming, or gaming—is considered disruptive and inappropriate. Faculty determine acceptable device use within their classrooms, may set more restrictive expectations, and may apply participation or academic penalties for non-compliance. Students are expected to follow faculty instructions regarding devices at all times.