

Table 3

Software Training Needs

Variables	High Importance, % (n)	Moderate Importance, % (n)	Neutral, % (n)	Low Importance, % (n)	Not at All Important, % (n)
Navigating Blackboard	41.0% (n = 34)	33.7% (n = 28)	9.6% (n = 8)	8.4% (n = 7)	7.2% (n = 6)
Troubleshooting with Blackboard	35.7% (n = 30)	38.1% (n = 32)	13.1% (n = 11)	7.1% (n = 6)	6.0% (n = 5)
Creating courses with Blackboard	25.3% (n = 21)	32.5% (n = 27)	18.1% (n = 15)	7.2% (n = 6)	16.9% (n = 14)
Creating quizzes and exams with Blackboard	19.8% (n = 16)	34.6% (n = 28)	19.8% (n = 16)	8.6% (n = 7)	17.3% (n = 14)
Using communications with Blackboard	34.1% (n = 28)	35.4% (n = 29)	17.1% (n = 14)	3.7% (n = 3)	9.8% (n = 8)
Information about distance learning tools	32.9% (n = 27)	34.1% (n = 28)	19.5% (n = 16)	4.9% (n = 4)	8.5% (n = 7)
Copyright/intellectual property–related information	28.0% (n = 23)	32.9% (n = 27)	25.6% (n = 21)	6.1% (n = 5)	7.3% (n = 6)
Graphic design for classes	17.1% (n = 14)	34.1% (n = 28)	28.0% (n = 23)	11.0% (n = 9)	9.8% (n = 8)
Digital audio and video editing	16.0% (n = 13)	44.4% (n = 36)	23.5% (n = 19)	7.4% (n = 6)	8.6% (n = 7)
Software tutorials	28.2% (n = 22)	37.2% (n = 29)	17.9% (n = 14)	9.0% (n = 7)	7.7% (n = 6)