Interactive Arts and Media Assessment Plan Fall 2017

Rationale

This fall's assessment activities will look at student performance and progression in the 3D course sequence in the Game Art BA and Scripting for Web and Mobile I from the Interaction Design BA and Mobile Media Programming BA. The activities will look at student work in relation to program and/or course outcomes and are also intended to illustrate some possible examples for future types of assessment activities.

Assessment 1: 3D Composition for Interactive Media and Advanced 3D for Games

Game Art BA Program Outcomes to Focus on
- Use a variety of workflows and software packages to create sophisticated visual concepts and game/simulation assets, including characters, environments, props and visual effects, and integrate those assets into a game engine.
- Implement a wide range of 2D and 3D visual styles to realize a strong creative vision and design for a game or simulation.

In FA17, we will look at student work in 3D Composition for Interactive Media and Advanced 3D for games. In 3D Composition, we will focus on students' final projects, utilizing grading rubrics already in place or slightly revised versions that look at criteria related to the stated program outcomes. In Advanced 3D for Games, we will also look at a final project, assessed by the instructor based on a rubric already in place or slightly revised to consider the outcomes that the project focuses on.

In both courses, we will draw from the grading rubrics and the instructors' assessments of the student work, using all student data that we have available (currently, 29 students for 3D Comp and 19 students for Advanced 3D). While it is important that the rubrics match what is expected of students on these particular assignments, it would be ideal if some criteria is shared across assignments in order to look for any larger trends across classes.

Responsibilities and Potential Timeline

Contact 3D Comp Instructors to Make Sure Final Project Assignments are Similar in Both Sections and to See if They Already Have a Rubric Tailored to Those Assignments in Place- Alex and Brenden
> o Complete by 9/29/17

Create Assignment Rubrics for Assessment, if Need Be, and Determine How to Make Available on Moodle or Canvas- Instructors, Alex, Brenden, and Tyler (if helpful)
> o Complete by 10/20/17

Score Student Work Based on the Rubrics – Instructors
> o Complete by 12/22/17

Collect Scored Rubrics – Tyler
      o Complete by 2/1/18

Compile Data and Write Report- Tyler
      o Complete by 7/1/18

Assessment 2: Scripting for Web and Mobile I

In FA17, we will look at student work in Scripting for Web and Mobile I. We should consider what specific program or course outcomes we want to focus on. Lauren and/or Brenden will talk with the instructor, Brendan Metzger, about what assignment from the course will lend itself well to assessment, and especially assessing the outcomes chosen to focus on. Brendan (the instructor) will score all student work (currently 18 students enrolled) based on a rubric he already has in place or a slightly revised one that draws out criteria specific to the outcomes the assignment focuses on. Tyler will collect the scored rubrics, likely via Moodle or Canvas.

Responsibilities and Potential Timeline

Contact Brendan About What Assignment to Use, What Outcomes are Stressed in the Assignment, and if a Rubric is Already in Place- Lauren and/or Brenden
      o Complete by 9/29/17

Create Assignment Rubrics for Assessment, if Need Be, and Determine How to Make Available on Moodle or Canvas- Instructor, Lauren, Brenden, and Tyler (if helpful)
      o Complete by 10/20/17

Score Student Work Based on the Rubrics – Instructor
      o Complete by 12/22/17

Collect Scored Rubrics – Tyler
      o Complete by 2/1/18

Compile Data and Write Report- Tyler
      o Complete by 7/1/18

From the Above Plan, Some of the Questions We Need to Consider Are

1. Are the listed program outcomes from the Game Art BA appropriate and helpful to look at for these 3D courses and these assignments?
2. What program or course outcomes do we want to focus on within Scripting for Web and Mobile I? The assignment and rubric can certainly include criteria not explicitly related to the chosen outcomes, but it will be helpful to have one or two outcomes in mind to focus the assessment.

For Spring 2018

In addition to other assessment activities, we will look at courses and outcomes in Animation to consider the program's recent transition.

We will likely look at ways to incorporate assessment activities in Indie Team Game Project and Large Team Game Project, as is appropriate with the work schedule.

In addition, the Objected Oriented Programming courses are another potential site to consider.