

## **Interactive Arts and Media Assessment Plan Fall 2018**

Assessment activities in IAM will, in addition to learning about all programs, seek to follow-up on the input from external professionals Spring 18 on the Large Team Game. Additional activities will focus on IAM Team's yearlong work Fall 18 and Spring 19 and upper level courses in Programming and Animation

### **Program: Game Art BA**

- 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.

### **Program Outcomes to Assess:**

**Course:** 3D Digital Sculpting (GAME 337): 20 students; Damarjian

**Artifact:** Final Project: Creating Complex Character III with Weapon/Tools

**Method:** Assessed by instructor, using rubric paying special attention to above outcomes

\*\*\*\*\*

### **Program: Game Design BA: Concentrations**

### **Program Outcomes to Assess:**

- Utilize critical thinking, analytic skills and domain-specific knowledge to construct original game and simulation designs, as well as deconstruct, analyze, and evaluate existing works.
- Use effective game production techniques from a variety of methodologies to produce a well-planned and documented project.

**Course:** Intro to Game Development (GAME 110): 5 sections, 100 students; Mohlman, Damarjian, Skonick, Johnson

**Artifact:**

**Method:**

\*\*\*\*\*

### **Program: Interaction Design BA**

**Program Outcomes to Assess:**

- Develop interactive work using a variety of computational tools, technologies and processes to express ideas and solve design problems.
- Exhibit proficiency applying the principles of user-centered theory and workflow to create interactive applications and digital media.

**Course:** Intro to IAM Team (INMD 260): 9 students, Liss

**Artifact:**

**Method:**

\*\*\*\*\*

**Program: Programming BA/BS**

**Program Outcomes to Assess:**

**Course:** Algorithms (PROG 366): 15 students, Gerding

**Artifact:**

**Method:**

\*\*\*\*\*

**Program: Computer Animation BA/BFA and Traditional Animation BA/BFA**

**Program Outcomes to Assess:**

**Course:** Animation Portfolio Development (ANIM 485): 16 students, Surdo

**Artifact:** Online Portfolio

**Method:** A panel of full-time faculty will assess the student portfolios, using a rubric created by the department.

**Spring 19 Plans**

Interaction Design BA: IAM Team

Computer Animation BA/BFA and Traditional Animation BA/BFA: Animation Production Studio Screening