

Interactive Arts & Media Assessment Plan Spring 2018

Rationale

Spring assessment activities in IAM will utilize the work done by students in the capstone courses to learn about the professional-readiness of student work and how to best support students in the department's varied programs. Additionally, spring assessment activities will cover the wide range of the department's offerings.

Assessment 1: Indie Team Game Studio (36-3995) and Large Team Game Studio (36-3998)

For each course, Indie Team and Large Team, we will share the most developed draft of the game with two to three external reviewers. We might use the same external panel of reviewers to review each game, using a similar if not identical rubric, if appropriate.

Game Art BA Program Outcomes to Assess

1. 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.
4. Utilize research skills and strategies to conceptualize and produce game art assets for games and simulations.

Game Design BA: Sound Design

3. Apply theoretical concepts of sound design to games, real-time environments and simulations.
5. Collaborate effectively with other sound designers and artists as well as within interdisciplinary teams.

Game Design BA: Game Development

5. Integrate theory, analysis and production techniques in the creation of games for entertainment, learning, social connection and other purposes.
6. Contribute to the creation of games while working in interdisciplinary teams using appropriate game development techniques based on an understanding of multiple design methodologies

Game Programming BA

3. Exhibit proficiency in understanding and applying the principles of play-centered theory in the creation of games.

6. Exhibit the professional behaviors, work habits, soft skills and self-discipline necessary to succeed in the global marketplace, including practice in team-based collaboration, time-management and meta-cognition.

Responsibilities and Potential Timeline

Communicate the Activity to Applicable Instructors- Brenden

- Complete by 2/23/18

Determine and Contact External Reviewers – Janell and Brenden

- Complete by 4/6/18

Draft Rubric- Janell, Brendan, Instructors, and Tyler

- Complete by 4/20/18

Share Games and Rubrics with Reviewers- Janell, Brenden, and Tyler

- Complete by 5/18/18

Compile Data and Write Report- Tyler

- Complete by 7/1/18

Assessment 2: IAM Team (36-4600)

Each semester, IAM Team works with an external client, who provides feedback on student work. This semester, the course is partnered with the Field Museum. We will make use of the feedback given for assessment purposes to consider what is learned in relation to the other assessment activities. We will need to determine how to collect the feedback given by the external clients.

Interaction Design BA Program Outcomes to Assess

5. Develop interactive work using a variety of computational tools, technologies and processes to express ideas and solve design problems.

6. Exhibit proficiency applying the principles of user-centered theory and workflow to create interactive applications and digital media.

Responsibilities and Potential Timeline

Communicate with Lauren to Determine How the Client Feedback Might Be Gathered for Program-Level Assessment- Brenden

- Complete by 3/9/18

Collect/Copy Client Feedback- Tyler

- Complete by 5/18/18

Compile Data and Write Report- Tyler

- Complete by 7/1/18

Assessment 3: Game Development Process (36-3550)

We will make use of the already-in-place data that is gathered through the SurveyMonkey survey that students are given to rate the games upon playing them in the IAM lobby.

Responsibilities and Potential Timeline

Look into past data- Tyler

- Complete by 2/23/28

Revise survey, if needed- Janell, Brenden, and Tyler

- Complete by 4/20/18

Administer survey - ?

- Complete by ?

Compile Data and Write Report- Tyler

- Complete by 7/1/18

Assessment 4: Data Design (36-3520)

We will utilize one of the course assignments, likely the “Final Skills Test,” assessed by the instructor.

Responsibilities and Potential Timeline

Contact instructor (D. Gerding) About the Activity and Details - Tyler

- Complete by 2/23/18

Assess student work- Instructor

- Complete by 5/18/18

Compile Data and Write Report- Tyler

- Complete by 7/1/18

Assessment 5: Intro to Computer Animation (26-1015) and Digital Animation Techniques Current 2D Trends (26-3047)

For Intro to Computer Animation, we might draw from instructors’ assessment of student work on the “Flour Sack Animation,” with instructors using a common rubric.

For Digital Animation Techniques Current 2D Trends, we might draw from the “Final Critique of Animated Shorts” assignment and the rubric the instructor already has in place.

Responsibilities and Potential Timeline

Contact Intro Instructors (Hoy, Pahwa, and Taaffe) about assessment activity- Brenden

- Complete by 2/23/18

Contact 2D Trends Instructor (JK Hopkins) about assessment activity- Brenden

- Complete by 2/23/18

Communicate with Hopkins about How to Collect Data- Tyler

- Complete by 4/13/18

Communicate with Hoy, Pahwa, and Taaffe about How to Collect Data- Tyler

- Complete by 4/13/18

Compile Data and Write Report- Tyler

- Complete by 7/1/18

3/5/18 Addition

-CVFX: Compositing (24-3209): n= 12; C. Blake

-Final Project: assessed by instructor using existing rubric, along with the self-review

-Intro to Computer Animation (26-1015)

-waiting to hear back from Jim Rohn about the best activity to use