

Interactive Arts and Media Assessment Plan Spring 2019

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 Design BA: All 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): 1 section, 20 students; Pointer

Artifact: Intro to Game Development Reflection Assignment

Method: Students in all sections will write a graded reflection on the soft and hard skills learned from the course. The reflections will be analyzed for notable trends and will be used in Fall 2019 sections as well.

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: Final Course Project

Method: Complimentary to students' peer and self-assessments completed during the FA18 semester of IAM Team, student's final projects will be assessed by either the client they are working with or the instructor during SP19. The combination of self-assessment and external assessment will be analyzed.

Program: Programming BA/BS**Program Outcomes to Assess:**

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

Method: Fall 18 and Fall 19 students will receive a short survey to solicit their feedback on the new course.

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 from Fall 18 and Spring 19, using a rubric created by the department.

Large Team Game Studio (GAME 485)*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.

Course: Large Team Game Studio (ANIM 485): 2 sections, 32 students; Guschwan; Mohlman

Artifact: Large Team Game Studio final game

Method: As in SP18, two external professionals will play the finalized version of the game created in Large Team and provide feedback related to criteria derived from the program outcomes.

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

Program Outcomes to Assess:

Course: Advanced Computer Animation (ANIM 350): 8 students, Mathiesen

Artifact: Assignment #13: Playblasted

Method: The instructor will assess student's second-to-last assignment, assessing how many students are proficient within the following scale for animators 1) Basics of Animation 2) Basic Body Mechanics 3) Advanced Body Mechanics 4) Basic Acting 5) Advanced Acting

Additional Research Questions

Two additional research questions that the department would like to explore include

1) Are Game Design students who take Object Oriented Programming (PROG 201) going on to take other Programming courses?

2) Should Algorithms (PROG 366) include a Math prerequisite?