Print ScreeCapture Current RegionContinuous Improvement Plan

Outcomes might not change from year to year. For example, if you have not met previous targets, you may wish to retain the same outcomes. *If this is an academic, workforce, or continuing education program, you must have at least one student learning outcome.* You may also add short-term administrative, technological, assessment, resource or professional development goals, as needed.

Date: 01/30/20 **Name of Program/Unit: Animation & Game Art**

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Table 1: CIP Outcomes, Measures & Targets Table (focus on at least one for the next two years)

A. Expected Outcome(s) Results expected in this unit (e.g. Authorization requests will be completed more quickly; Increase client satisfaction with our services)	**B. Measure(s)** Instrument(s)/process(es) used to measure results (e.g. survey results, exam questions, etc.)	**C. Target(s)** Level of success expected (e.g. 80% approval rating, 10 day faster request turn-around time, etc.)
1. Demonstrate effective <u>concept development</u> for the execution of professional media	ARTV 2335 Portfolio Development 60% - Effective concept development relevant to each student's chosen area of portfolio work 40% - Effective execution of portfolio work TOTAL – 100%	Passing ≥ 75% - Evaluated by the instructor based on each student's performance in completion of their project work for their final portfolio
2. Demonstrate <u>proficiency in design principles</u> in the execution of professional media.	ARTV 2335 Portfolio Development 20% - Form 20% - Color 20% - Lighting 20% - Movement 20% - Movement (animation) or Rendering (stills) TOTAL – 100%	Passing ≥ 75% - Evaluated by the instructor based on each student's performance in completion of their project work for their final portfolio

3. Demonstrate effective project management in the execution of professional media.	ARTV 2335 Portfolio Development 33% - Define goals for portfolio work 33% - Meet in-progress review deadlines and implement revisions 33% - Coordinate all stages of production to avoid bottlenecks and deliver completed portfolio work on time TOTAL – 100%	Passing ≥ 75% - Evaluated by the instructor based on each student's performance in completion of their project work for their final portfolio

Description of Fields in the Following CIP Tables:
A. Outcome(s) - Results expected in this program (e.g. Students will learn how to compare/contrast conflict and structural functional theories; increase student retention in Nursing Program).
B. Measure(s) - Instrument(s)/process(es) used to measure results
(e.g. results of surveys, test item questions 6 & 7 from final exam, end of term retention rates, etc.)
C. Target(s) - Degree of success expected (e.g. 80% approval rating, 25 graduates per year, increase retention by 2% etc.).
D. Action Plan - Based on analysis, identify actions to be taken to accomplish outcome. What will you do?
E. Results Summary - Summarize the information and data collected in year 1.
F. Findings - Explain how the information and data has impacted the expected outcome and program success.
G. Implementation of Findings – Describe how you have used or will use your findings and analysis of the data to make improvements.

Table 2. CIP Outcomes 1 & 2 (FOCUS ON AT LEAST 1)

A. Outcome #1 Students demonstrate effective **concept development** for the execution of professional media	
B. Measure (Outcome #1) **ARTV 2335 Portfolio Development** 60% - Effective concept development relevant to each student's chosen area of portfolio work 40% - Effective execution of portfolio work TOTAL – 100%	**C. Target (Outcome #1)** **Passing ≥ 75%** - Evaluated by the instructor based on each student's performance in completion of their project work for their final portfolio

D. Action Plan (Outcome #1)

Starting in the first-year, first-semester courses, student are introduced to drawing and concepting ideas for environments, characters, props, and vehicles. In each course, students create projects that they can add to their portfolio. In ARTV 2335 Portfolio Development for Animation, students can add these projects to their portfolio, improve exiting projects for addition, or create new projects.

E. Results Summary (Outcome #1)

With a dip in 2019 Academic Year, including Spring 2020 when the College went into lock down, the overall Success Rate of Portfolio Students was at 100% with Course GPA of 3.95

The Final Portfolio Presentation assignment is 25% of the final course grade, with rubric components: Originality, Diversity, Technique, Aesthetic Completeness. These components apply to pieces that may be concept art as their final product, or may include concept art in executing a model or a final render.

See ARTV2335, p.11 of "05b.GradeDistribution-AnimationGameArt-2017-2021.pdf" in appendix documents

F. Findings (Outcome #1)

The increased emphasis on drawing in the early courses FLMC 1301, ARTV 1371, and ARTV 1303 have given students increasing skills in working out concepts on paper before implementing them on computer. Student concept art has stronger functional design, story-telling, and character personality elements.

G. Implementation of Findings

The unified course curriculum across all sections taught by different faculty have been a strong basis for improved student skills and we will put these changes into our District Masters for these courses.

A. Outcome #2

Students demonstrate effective **project management** in the execution of professional media.

B. Measure (Outcome #2)	C. Target (Outcome #2)
ARTV 2335 Portfolio Development 33% - Define goals for portfolio work 33% - Meet in-progress review deadlines and implement revisions 33% - Coordinate all stages of production to avoid bottlenecks and deliver completed portfolio work on time TOTAL – 100%	**Passing ≥ 75%** - Evaluated by the instructor based on each student's performance in completion of their project work for their final portfolio

D. Action Plan (Outcome #2)

Due to its importance in all phases of production, project management has been targeted to improve the consistency, quality, and presentation standards of student portfolios going forward. In **ART 2335**, students are given the entire course schedule at the beginning of the semester, and the next assignment after an initial portfolio review is **to plan out additional working on new projects, improving existing projects, and placing projects in an online portfolio**. Students **set their own due dates** alongside due dates for existing course projects.

There is a discussion with the instructor about production steps, the role of time estimation, and the consideration of due dates and hot back-date milestone due dates leading to the final due date.

E. Results Summary (Outcome #2)

With a dip in 2019 Academic Year, including Spring 2020 when the College went into lock down, the overall Success Rate of Portfolio Students was at 100% with Course GPA of 3.95

Each assignment is assessed partially by meeting its due date. In ART 2335, the Schedule assignment sets out the first and second steps in project management: identifying the project and its milestones, and estimating their time for completion.

See ARTV2335, p.11 of "05b.GradeDistribution-AnimationGameArt-2017-2021.pdf" in appendix documents

F. Findings (Outcome #1)

The emphasis on project planning and breaking longer project into steps starts in early courses like ARTV 1371, FLMC 1303, and GAME 1301, then continues into GAME 2351, GAME 2359, ARTV 1351, and GAME 2325. This established habit is exercised in ARTV 2335 Portfolio Development for Animation with success.

G. Implementation of Findings

The unified course curriculum across all sections taught by different faculty have been a strong basis for improved student skills and we will put these changes into our District Masters for these courses.