**Appendix - 2018-2019 CIP Findings**

**Animation & Game Art Continuous Improvement Plan**

**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) D**

**escription 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 Outcome 4 (FOCUS ON AT LEAST 1)**

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| **Outcome #4** Demonstrate effective project management in the execution of professional media. |
| **Measure (Outcome #4).**ARTV 2335 Portfolio Development  33% - Define goals for portfolio work33% - Meet in-progress review deadlines33% - Coordinate all stages of production to avoid bottlenecks and deliver completed portfolio workTOTAL – 100%Total proficiency represented by final course grade | 1. **Target (Outcome #4)**

Passing > 75% - Evaluated by the instructor based professional practices and standards |
| 1. **Action Plan (Outcome #4)**

Emphasize project management in the execution of projects assigned in courses at all levels of the program curriculum.Encourage students to enroll in courses in the ESC - Advanced Animation & Game Art Production. Although the ESC itself is not awarded until a student completes requirements for the AAS, they are eligible to register for advanced courses in the ESC as soon as they have met the prerequisites for ESC courses and electives (prerequisites are courses within the AAS and Certificate curriculum). This is encouraged so that students have the opportunity to refine their skills in such courses prior to completing the ARTV 2335 capstone. |
| 1. **Findings (Outcome #4)**

Students' performance in the ARTV 2335 Portfolio Development course depends on a process that begins with their establishment of achievable goals that best represent each student's individual strengths and areas of interest. Goals are developed by students and discussed in one-on-one meetings with their instructor at the beginning of the semester. Each student then determines their timeline for accomplishing goals. After goals are set, weekly follow-up meetings with the instructor provide students with feedback for revision and refinement of their work. Their final work is presented through an in-class critique as well as in their professional website as required for the course. Final student grades represent each student's proficiency in following this process. Although the average grade for the time period covered here was 82, 2 of the 12 students received failing grades. In the year prior (2017-2018), there were no failing grades and the average was 94 (A). Average performance in fall 2019 is on par with 2017-2018. 2018-2019, Year 2, as analyzed per CIP instructions, doesn't adequately represent the overall performance that we have seen over time although it does exceed the target (75). |
| 1. **Implementation of Findings**

We hope to maintain and improve student performance. Through continued encouragement for students to register for advanced courses in the ESC, students will be better prepared to complete a professional body of portfolio work. |

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| *Table 1***ARTV 2335 Portfolio Development** - final grades |
| Term | Enrollment | A | B | C | D | F | W |
| Fall 2018 | 5 | 2 | 1 |  |  | 2 |  |
| Spring 2019 | 7 | 4 | 3 |  |  |  |  |
| Totals | 12 | 6 | 4 |  |  | 2 |  |

\* 2018-2019 Average grade: 82 (B) - 12 students

\* 2017-2018 Average grade: 94 (A) - 15 students