

CALIFORNIA STATE UNIVERSITY, CHICO
ANNUAL PROGRAM ASSESSMENT REPORT

Date: 28 September 2018

I. Assessment of Student Learning Outcomes

1. Program Name and Contact Information of Program Assessment Coordinator:

Computer Animation and Game Development, Clarke Steinback (csteinback@csuchico.edu)

2. Student Learning Outcomes

1. Recognize and evaluate critical and aesthetic issues within computer graphics and the mixed media. (Issues)
2. Apply aesthetic judgments and critical thinking skills to art and graphics related issues. (Aesthetics)
3. Demonstrate mastery of specific technical, conceptual and critical abilities within computer graphics and the mixed media. (Abilities)
4. Demonstrate proficiency with industrial applications to visual communication related technologies. (Proficiency)
5. Communicate effectively in written format on research and creative issues. (Written)
6. Communicate effectively in oral format on research and creative issues. (Oral)
7. Apply critical thinking and aesthetic judgments in critiquing mixed media and computer graphics productions. (Critiquing)
8. Function on multi-disciplinary teams. (Teams)
9. Work collaboratively and individually with an understanding of the production process utilized in industry-standard studios. (Process)
10. Demonstrate professionalism through creative and intellectual independence. (Professionalism)

3. Course Alignment Matrix:

Mapping CAGD Courses to Program Outcomes

		Program Outcome									
		Issues	Aesthetic	Abilities	Proficiency	Written	Oral	Critiquing	Teams	Process	Professionalism
Course Title	Course	1	2	3	4	5	6	7	8	9	10
Computer-Assisted Art	CAGD 110	I	I	I	I	I				I	
Digital Photography	CAGD 112	I	P	P	P	I		I		I	I
Concept Design & Storyboarding	CAGD 117	I	P	P	P	P	P	I	I	I	I
Video Game Design	CAGD 170	I	P	P	P	P	P	I		I	I
Digital Modeling	CAGD 230	I	P	P	P	P	P	I		I	I
Digital Animation	CAGD 240	I	P	P	P		P	I		I	
Motion Capture for Game	CAGD 325		P	P	P				P	P	
3-D Computer Modeling	CAGD 330	P	P	P	P	P	P	P	P	P	I
3-D Character Modeling	CAGD 331	P	P	P	P		P	P		P	P
Computer Animation	CAGD 340	P	P	P	D			P		P	P
Advanced Animation Pre-Production	CAGD 345	P	P	P	P	D	D	D	P	P	P
Game Asset Production	CAGD 373	P	P	P	P	P	P	P	P	P	I
Digital Lighting and Texturing	CAGD 420		D	D						D	
3-D Character Rigging	CAGD 432		D	D						D	
3-D Character Animation	CAGD 441	P	P	P	P		P	P		P	P
Advanced Animation Production	CAGD 445	D	D	D	D		D	D	D	D	D
Senior Portfolio	CAGD 493	D	D	D	D	D	D	D		D	D
Advanced Animation Post-Production	CAGD 545	D	D	D	D		D	D	D	D	D
I = Introduced, P = Practiced with Feedback, D = Demonstrated at Mastery		Assessed AY 2017-2018									

4. What is your current Assessment Plan

All Program Outcomes except #1 Issues and #8 Teams assessed in this cycle using embedded assessments. With use of the embedded assessment the Program intends to continue to assess all Program Outcomes. Outcome #1 has been discussed and assessment rubrics will be considered for the next assessment cycle; Outcome #8 will be assessed in the upcoming cycle as it has been in the past. The Program continues to expand the courses in which embedded assessment data is collected to include all courses over the next few assessment cycles.

5. Learning Outcome(s) Assessed in AY 2017-2018:

- 2 Aesthetics
- 3 Abilities
- 4 Proficiency
- 5 Written
- 6 Oral
- 7 Critiquing
- 9 Process
- 10 Professionalism

6. Assessment Methodology Used:

For most courses currently providing assessment data, grading rubrics for assignments have rubric elements associated with Program Outcomes. Thus most courses have many grading elements which serve as embedded assessment. Embedded assessments were used in assignments for all courses submitting assessment data. CAGD 110, 112 and 345 are core CAGD courses for the entire Program; CAGD 240 and 493 are required in the Animation Production Option; CAGD 373 is required in the Game Development Option; CAGD 325, 330, 331 and 420 are electives for the students graduating in this cycle. All assessed projects and assignments in these courses have rubrics associated with each element in the rubric linking back to a Program Outcome. The rubrics utilized a three (3) point scale – 0, 1, 2 or 3 for evaluating each element in the rubric.

The Program has a shared assessment rubric library which we plan to enhance this upcoming academic year. Rubrics are used in grading as well as in peer evaluation used for presentations and project critiques. The peer evaluation using the assessment rubrics provides additional assessment data beyond that given by the instructor, teaching associates and graders. Peer evaluations account for some of the very large sample sizes in some of the assessment rubric elements, especially when a class 30 or more students uses rubrics that assess multiple facets of some Program Outcomes.

The types of assignments used in the assessment include blog postings, critiques, presentations, papers, assignments, and significant course projects. The grading, and thus, assessment rubrics are published for the students as tools to assist in helping understand assignments and expectation. All rubrics are detailed and phrase-based, using an underlying scale of zero (0) to three (3) reflecting unacceptable to exceptional. Currently the Program has set a benchmark of 70% of students achieving acceptable and exceptional for the aggregated data for each Program Outcome.

In addition to the embedded assessments, the Program does utilize the ECC Graduating Senior Survey (Appendix C) administered to graduating seniors in December and May. The survey contains elements pertaining to Educational Satisfaction and Preparation. In AY 2017 – 2018 the survey was completed by 20 of the approximately 50 graduates. The survey is an online instrument intended for students in their final semester; the Program endeavors to solicit student participation in senior courses (CAGD 493 *Senior Portfolio* and CAGD 495 *Advanced Production*).

The use of the embedded assessment provides the program with extensive input as to performance on each of the evaluated Program Outcomes for AY 2017-2018; the embedded assessments also reduces the burden on the faculty in that grading with the rubrics provides assessment data collected in Blackboard Learn that the faculty can then export for the assessment coordinator to use for the Program.

7. Assessment Results:

Please describe/report outcomes of assessment. How well did students perform on the assessment task? Feel free to use the table below to report results, adapting the table as necessary, or provide narrative describing the assessment results.

In Academic Year 2017 – 2018, eight (8) of the ten (10) Program Outcomes were assessed in ten (10) different courses in the Program from each academic level – freshman, sophomore, junior and senior. Appendix A provides a summary of the results from the embedded rubrics for each course in which the rubric was used for AY 2017 – 2018. The Program Outcomes for Issues (#1) and Teams (#8) were not measured in this assessment cycle. The assessment of each measured Program Outcome is derived from rubrics embedded in grading and critiquing assignments in each assessed course. The aggregate assessment outcome averages (See Table 7.1) indicate that the percentage of students achieving the target valued of 2.0 was more than 70% in all eight (8) measured Program Outcome with the Program goal being 70%. All measured Program Outcomes averaged above 82% of the students achieving the target value in the aggregated data. The average target goal for each Program Outcome was 2.0 and the aggregate assessment data indicates that the Program achieved this goal in all eight (8) measured Program Outcomes. All the results displayed in the table are from embedded assessment rubrics associated with assignments in a mixture of Program core, Option-required and CAGD elective courses. Results for each rubric element in each course are listed in Appendix A with rubric elements used in the assessment tools listed in Appendix B.

Table 7.1 – AY 2017 – 2018 Program Outcome Assessment Aggregates

Student Learning Outcome	Sample and Sample Size	Measure	Average – Scale 0 – 3 Target 2	Percent of Students Achieving Target
2 Aesthetics	4,448	Embedded course rubrics in course assignments.	2.2	82.14%
3 Abilities	1,987	Embedded course rubrics in course assignments.	2.2	82.00%
4 Proficiency	319	Embedded course rubrics in course assignments.	2.5	92.16%
5 Written	696	Embedded course rubrics in course assignments.	2.7	96.34%
6 Oral	126	Embedded course rubrics in course assignments.	2.5	97.69%
7 Critiquing	209	Embedded course rubrics in course assignments.	2.5	89.65%
9 Process	2,905	Embedded course rubrics in course assignments.	2.7	92.64%
10 Professionalism	608	Embedded course rubrics in course assignments.	2.7	98.19%

The comparison of the aggregate averages between AY 2016 – 2017 and AY 2017 – 2018 (See Table 7.2) shows some minor fluctuation in average target values for each of the measured Program Outcomes. The Percentage of Students Achieving Targets does also show some variation between the two years with all the current year’s percentages at or above the target of 70%.

Table 7.2 – Comparison AY 2016 – 2017 and AY 2017 – 2018

Student Learning Outcome	AY 2016 - 2017			AY 2017 - 2018			Change	
	Sample and Sample Size	Average – Scale 0 – 3 Target 2	Percent of Students Achieving Target	Sample and Sample Size	Average – Scale 0 – 3 Target 2	Percent of Students Achieving Target	Average	Percent of Students Achieving Target
2 Aesthetics	7,116	2.4	88.32%	4,448	2.2	82.14%	-0.2	-6.18%
3 Abilities	6,748	2.1	79.40%	1,987	2.2	82.00%	0.1	2.60%
4 Proficiency	3533	2.3	87.55%	319	2.5	92.16%	0.2	4.61%
5 Written	1,767	2.6	93.55%	696	2.7	96.34%	0.1	2.79%
6 Oral	33,783	2.4	93.14%	126	2.5	97.69%	0.1	4.55%
7 Critiquing	775	2.3	80.66%	209	2.5	89.65%	0.2	8.99%
8 Teams	31	2.2	90.32%				0.0	0.00%
9 Process	6,472	2.6	91.80%	2,905	2.7	92.64%	0.1	0.84%
10 Professionalism	2088	2.6	93.10%	608	2.7	98.19%	0.1	5.10%

The Program also utilizes the ECC Graduating Senior Survey for Educational Satisfaction and Preparation feedback from graduating seniors. Only twenty of the fifty or so graduates responding this academic year to the survey. Appendix A provides a summary of the responses to the ECC Graduating Senior Survey for the Educational Satisfaction and Preparation questions for AY 2017 – 2018.

The survey queried the respondents about “Educational Satisfaction” with the results summarized in Table 7.3. The survey scale ranged from a score of “1 = Very Dissatisfied” to “5 = Very Satisfied” with the score of 3 being interpreted as “neutral” or “neither.” The responses of satisfied are desirable with responses of neutral being considered positive while scores of dissatisfied reflecting a degree of discontent with the corresponding aspect of the student education. The responses to the Educational Satisfaction questions show that the graduates are fairly well satisfied with their education at Chico State. Most of the Educational Satisfaction responses well above 70% satisfied with a few satisfactions rates between 50% and 65% with none having a corresponding dissatisfied rate above 20%. The single questions that has higher than 20% dissatisfied and less than 40% satisfied is the question about availability of courses in the department (“Availability of courses in your dept”).

Table 7.3 – Educational Satisfaction AY 2017 – 2018

Educational Satisfaction Responses	AY 2017-2018	
	Dissatisfied 1+2	Satisfied 4+5
Scale: 1=Very Dissatisfied 5=Very Satisfied		
Quality of teaching by faculty in dept	15.0%	75.0%
Quality of teaching by other faculty	0.0%	75.0%
Access to faculty in your dept	10.0%	70.0%
Availability of courses in your dept	21.1%	36.8%
Quality of courses in your dept	5.0%	80.0%
Access to lab facilities, equipment	10.0%	80.0%
Quality of laboratories, equipment	10.0%	70.0%
Access to computer facilities	5.0%	75.0%
Quality of computer facilities	10.0%	75.0%
Academic advising from your major advisor	20.0%	65.0%
Academic advising from the Advising Office	10.0%	50.0%
Career information from your dept	5.0%	55.0%
Availability of GE courses	10.0%	70.0%
Quality of GE courses	10.0%	65.0%
Overall quality of your education	10.0%	75.0%
Overall experience at Chico State	0.0%	89.5%
Recommend my major program	5.0%	75.0%

The survey queried the respondents about “Preparation” with the results summarized in Table 7.4 for AY 2017 – 2018. The survey scale ranged from a score of “1 = Unprepared” to “5 = Very Well Prepared” with the score of 3 being neutral. The responses of Prepared are desirable with responses of Neutral being considered positive while scores of Unprepared reflecting a degree of concern with the corresponding aspect of the student preparedness. The responses to the Preparation questions provide some gauge as to how well the graduates feel prepared as they leave their undergraduate studies and enter the workforce or continue on with higher education. The responses to the Preparation questions show that the graduates feel fairly well prepared as they exit their undergraduate studies with all combined Prepared and Neutral percentages for all the questions at or above 90% with ‘Design and conduct experiments’ having the lowest at 90% Prepared or Neutral with only 10% feeling Unprepared. Most questions (9 of 13) had a combined Prepared and Neutral percentages for all the questions of 100%.

Table 7.4 – Preparation AY 2017 – 2018

Senior Exit Survey - Preparation Responses	AY 2017-2018	
	Unprepared 1+2	Prepared 4+5
Scale: 1=Very Unprepared 5=Very Well Prepared		
Apply knowledge to solve problems	0.0%	85.0%
Design and conduct experiments	10.0%	80.0%
Analyze and interpret experimental data	5.0%	80.0%
Design component or system to meet needs	5.3%	73.7%
Function on multidisciplinary team	0.0%	100.0%
Identify, formulate, solve technical problems	5.0%	85.0%
Communicate technical matters in writing	0.0%	70.0%
Communicate technical matters orally	0.0%	80.0%
Understand and apply professional, ethical principles	0.0%	85.0%
Understand contemporary issues facing society	0.0%	73.7%
Use modern tools and technology	0.0%	95.0%
Enter the workplace	0.0%	89.5%
Continue learning	0.0%	89.5%

8. Analysis / Interpretation /Dissemination of Results

How do the assessment data you have collected and evaluated inform the program or department’s understanding of student learning? How were the results shared with the following stakeholders: faculty, students, campus stakeholders, external stakeholders, other?

Overall the aggregate assessment results demonstrate the achievement of the Program Outcomes within the courses and assignments assessed. The aggregated averages for each of the measured outcomes achieved the target of 2.0 or higher on the 3-point scale for all measured outcome. Using the objective of 70% of the students achieving the targeted 2.0-level, each of the measured Program Outcomes achieved this goal. These aggregate assessment results show the Program as a whole achieving the targets and goals for the eight (8) measured Program Outcomes.

Although the embedded assessment data does show the Program attaining the goals with considerations to improve the minor variations observed this year, the Program’s continued forced reliance on under-paid part-time faculty with very high workloads does create concern for the Program. Maintaining motivation for these lecturers continues to be a challenge in the current environment. The Faculty’s investment and buy-in to the Program and assessment are critical, and the faculty and Program need to be valued to assist in not only assessment but also the continued quality of teaching and student success.

As in prior years the ECC Graduating Senior Survey, the overall Educational Satisfaction is good though overall satisfaction and low dissatisfaction in AY 2017 – 2018 even with the continued crowded classrooms, significantly

overworked faculty, single tenure-track faculty responsible advising over 250 majors and all committees as well as all duties for the Program influencing the quality of education. The cohort surveyed in AY 2017 – 2018 experienced very large lab-classroom for all of their time in the Program as well as the near constant business-hour booking of these two (2) lab-classroom spaces leaving little time to utilize the equipment outside of course time.

The negative inflection in Satisfaction regarding the Program's availability of courses was noted prominently in the survey compared to the overall satisfaction with the Program. Even though the Program brings more FTES funding to the college than it costs, the program has continued to not permitted to hire additional faculty to increase the number of sections and to reduce class sizes; this cohort of graduating students faced limited availability of courses throughout their tenure in the Program. These survey students also may have been responding to the cancellation by the administration of courses even though the demand for the course was seen by these students. These courses were later restored with GI 2025 funding, but the ill will felt by the students was registered in the survey.

In the area of Preparation, the exit survey showed nine (9) of the 13 areas of Preparation being 100% Prepared or Neutral with the remaining four (4) have 10% or less feeling Unprepared. These results indicate the graduating seniors felt prepared by the Program and their experience here in the Program as they move into the workforce.

Overall the results of the embedded Program Outcome assessment data and the Senior Exit Survey show the program is meeting the targets and goals, and the seniors have a positive experience and overall feel prepared to move forward in their careers.

The results of the assessment is distributed to and discussed with the faculty in faculty meetings. Other stakeholders (students, alumni and employers) will be provided the data through web publications.

9. Closing the Loop: Planned Program Improvement Actions

How will the assessment data and their evaluation be used to improve and/or maintain the program? Address items a, b, c, d and/or e only if they apply to this report cycle, not all items would necessarily be addressed.

a) Planned curriculum changes for improved learning outcomes.

For example, revising pedagogy, courses, assignments, curricula, or other learning support mechanisms.

No change in the curriculum is planned or anticipated due to assessment results. Ongoing updates to the curriculum and pedagogy are expected to continue broadening the use of high-impact practices, flipping the classroom and moving lectures online. The Program will also attempt to continue reducing class size where possible from the 50 and 60 lab activity enrollments students have been experiencing. Such reductions will be dependent on the Program receiving funding corresponding to the FTES it generates for the college.

b) Planned Revision of Measures or Metrics (if applicable)

A possible revision of a measure might be to recommend a change in the assignments that are evaluated for program assessment, or the number of assignments examined, and by whom. A metric revision might be for program faculty to decide to change the “bar” for acceptable performance.

The faculty will discuss means to increase the completion of senior surveys, and initiate an Industry Advisory Group which may eventually provide external assessment. The Program Curriculum Committee will review the Course to Program Outcome Matrix and will consider updating the Program’s Learning Outcomes for courses, specifically starting with core freshman-level courses to articulate the outcomes of

these courses to their follow-on courses in an effort to maintain cohesion within the Program. Faculty for several classes have also implemented grading/assessment rubrics in the past year and in the upcoming year will start reporting back the assessment data now that they have successfully tested their rubrics.

c) Planned Revisions to Program Objectives or Learning Outcomes (if applicable)

After examining the assessment data it might be appropriate to revise one or more of the Program Objectives or Student Learning Outcomes.

No change in the currently measured Program Outcomes is planned or anticipated.

d) Changes to Assessment Schedule (if applicable)

Do the results create a need for change in your assessment schedule? If so, please describe.

No change in the assessment schedule is planned or anticipated.

e) No Change Being Made

Indicate why the results do not call for more change at this time (for example, results indicate Benchmark is being met or exceeded). If results do not compel change or the change necessary cannot be made at this time, or other circumstance, please explain.

Although continued evolution of the assessment along with looking at the coupling of outcomes between courses in the Program is ongoing, no changes in the assessment plan or schedule are anticipated.

10. Information for Next Year

What learning outcome(s) are you examining next year and who will be the contact person?

The Program anticipates surveying via embedded assessments in the next academic year for each of the ten (10) Program Outcomes:

- 1 Issues
- 2 Aesthetics
- 3 Abilities
- 4 Proficiency
- 5 Written
- 6 Oral
- 7 Critiquing
- 8 Teams
- 9 Process
- 10 Professionalism

Clarke Steinback, the only tenure-track faculty in the Program will again be charged with collecting and assembling the assessment data, and thus he will continue to be the contact person for assessment.

II. Appendices (please include any of the following that are applicable to your program)

A. Assessment Data Summaries (Details that elaborate on item 6, above.)

Data Summaries for embedded rubrics

Course	PO	Element	Average	STD	N	Percent of Students Achieving
CAGD 110	2	Animation	1.8	0.84	80	61.3%
CAGD 325	2	Animation	2.1	0.25	31	100.0%
CAGD 110	2	Color/Value	1.9	0.69	678	74.2%
CAGD 110	2	Composition	2.2	0.71	513	83.8%
CAGD 331	2	Concept Design	2.7	0.54	48	95.8%
CAGD 345	2	Continuity - Visual	2.8	0.36	13	100.0%
CAGD 330	2	Critical Thinking - Aesthetics and Creativity	2.3	0.70	128	85.2%
CAGD 420	2	Critical Thinking - Composition, Content, and Aesthetics.	2.2	0.63	9	88.9%
CAGD 420	2	Critical Thinking - Content and Aesthetics	1.9	0.54	10	80.0%
CAGD 112	2	Depth of Field	2.8	0.53	61	95.1%
CAGD 112	2	Exposure	2.6	0.51	61	98.4%
CAGD 240	2	Key Poses	1.9	0.66	56	75.0%
CAGD 325	2	Key Poses	1.4	0.87	30	43.3%
CAGD 112	2	Lighting and Exposure	2.7	0.53	58	96.6%
CAGD 240	2	Personality	1.8	0.75	56	73.2%
CAGD 325	2	Personality	2.2	0.78	30	76.7%
CAGD 330	2	Rendering	2.3	0.81	128	84.4%
CAGD 345	2	Script Formatting and Completion	1.9	0.65	27	77.8%
CAGD 110	2	Sharpness	2.1	0.71	675	83.0%
CAGD 112	2	Source Images	2.8	0.51	57	96.5%
CAGD 240	2	Staging	2.2	0.74	168	82.7%
CAGD 110	2	Story	2.6	0.67	515	91.7%
CAGD 345	2	Storyboard Panels	1.9	0.47	26	92.3%
CAGD 110	2	Texture	1.9	0.66	678	74.2%
CAGD 330	2	Texturing	2.0	0.80	128	71.1%
CAGD 420	2	Texturing	1.9	1.22	10	60.0%
CAGD 240	2	Timing/Spacing	1.7	0.70	113	65.5%
CAGD 112	2	Visually Compelling/Composition	2.3	0.58	61	93.4%
		2 Average	2.2	0.66	4,448	82.1%
CAGD 345	3	Audio	2.4	0.49	13	100.0%
CAGD 112	3	Blending Images Together	2.3	0.64	58	89.7%
CAGD 345	3	Camera Angles and Movement	2.6	0.49	13	100.0%
CAGD 325	3	Camera Composition	1.9	0.47	31	83.9%
CAGD 112	3	Digital Darkroom	2.4	0.72	173	89.0%
CAGD 331	3	Edge Loops	1.4	0.64	48	41.7%
CAGD 331	3	Form and Proportions	2.1	0.90	72	76.4%
CAGD 420	3	Form and Proportions	2.0	0.89	10	60.0%
CAGD 330	3	High-Poly Modeling	2.3	0.96	49	81.6%
CAGD 330	3	Lighting	2.2	0.88	127	81.1%
CAGD 420	3	Lighting	2.2	0.99	19	68.4%
CAGD 330	3	Low-Poly Modeling	2.5	0.81	128	85.9%
CAGD 330	3	Map Baking	2.8	0.48	127	95.3%
CAGD 112	3	Merging Images	2.4	0.64	56	91.1%
CAGD 325	3	Mocap Animation	2.1	0.72	30	80.0%
CAGD 373	3	Modeling & Overall Geometry	2.4	0.53	38	97.4%
CAGD 331	3	Overall Geometry	1.8	1.06	73	52.1%
CAGD 420	3	Overall Geometry	2.0	1.18	10	70.0%
CAGD 112	3	Project Guidelines	2.3	0.57	175	94.9%
CAGD 330	3	Shader Networks	2.3	0.91	128	81.3%
CAGD 420	3	Shader Networks	2.6	0.50	9	100.0%

CAGD	325	3	Technical Import	2.5	0.76	30	83.3%
CAGD	373	3	Texture Creation and Baking	2.2	0.68	38	89.5%
CAGD	331	3	Textures	1.8	0.85	25	68.0%
CAGD	420	3	Textures Maps	2.1	0.57	9	88.9%
CAGD	110	3	Translation	2.0	0.82	161	73.3%
CAGD	330	3	UV Mapping	2.2	0.70	128	84.4%
CAGD	331	3	UV Mapping	2.3	0.95	73	78.1%
CAGD	373	3	UV Mapping	2.2	0.74	38	78.9%
CAGD	420	3	UV Mapping	2.4	0.94	19	89.5%
CAGD	330	3	Virtual Sculpting	2.3	0.67	79	88.6%
3 Average				2.2	0.75	1,987	82.0%
CAGD	345	4	Animatic	2.2	0.62	24	95.8%
CAGD	373	4	Asset Creation and Poly Count Utilization	2.4	0.64	12	91.7%
CAGD	345	4	Character Sheets	2.5	0.50	13	100.0%
CAGD	345	4	Continuity	2.8	0.42	26	100.0%
CAGD	345	4	Document Consistency	3.0	-	13	100.0%
CAGD	240	4	Principles of Animation	1.4	0.73	56	50.0%
CAGD	373	4	Scene Cohesiveness	2.7	0.57	38	94.7%
CAGD	373	4	Texture Creation, Baking, and Exporting	2.8	0.37	12	100.0%
CAGD	373	4	UV Layout, Organization, and Atlasing	2.8	0.43	12	100.0%
CAGD	112	4	Visually Compelling	2.2	0.62	113	89.4%
4 Average				2.5	0.49	319	92.2%
CAGD	493	5	Blog Content	2.5	0.50	211	100.0%
CAGD	345	5	Content	2.8	0.49	25	96.0%
CAGD	373	5	Description	3.0	-	12	100.0%
CAGD	345	5	Formatting	2.7	0.46	26	100.0%
CAGD	345	5	Grammar & Spelling	2.6	0.49	39	100.0%
CAGD	345	5	Grammar and Style	2.9	0.32	25	100.0%
CAGD	112	5	Reflective Commentary/Analysis	2.5	0.64	49	91.8%
CAGD	345	5	Reflective Commentary/Analysis	2.6	0.56	25	96.0%
CAGD	373	5	Reflective Commentary/Analysis	2.4	0.71	36	86.1%
CAGD	493	5	Reflective Commentary/Analysis	2.9	0.34	15	100.0%
CAGD	345	5	Sources and Evidence	2.8	0.37	25	100.0%
CAGD	345	5	Title, Genre, Logline	2.4	0.88	26	73.1%
CAGD	112	5	Write-up	2.4	0.59	57	94.7%
CAGD	112	5	Writing Conventions: Formatting, Grammar, and Spelling	2.9	0.33	49	100.0%
CAGD	345	5	Writing Conventions: Formatting, Grammar, and Spelling	3.0	0.20	25	100.0%
CAGD	373	5	Writing Conventions: Formatting, Grammar, and Spelling	3.0	-	36	100.0%
CAGD	493	5	Writing Conventions: Formatting, Grammar, and Spelling	2.9	0.25	15	100.0%
5 Average				2.7	0.42	696	96.3%
CAGD	345	6	Body language	2.0	0.55	13	84.6%
CAGD	373	6	Body Language	2.1	0.28	12	100.0%
CAGD	345	6	Distracting mannerisms	3.0	-	13	100.0%
CAGD	345	6	Hesitations, other voice habits	2.8	0.36	13	100.0%
CAGD	345	6	Maintaining eye contact	2.8	0.36	13	100.0%
CAGD	373	6	Maintaining Eye Contact	2.9	0.28	12	100.0%
CAGD	345	6	Poise	2.3	0.46	13	100.0%
CAGD	373	6	Poise	2.3	0.43	12	100.0%
CAGD	345	6	Voice volume, enunciation & speed	2.1	0.47	13	92.3%
CAGD	373	6	Voice Volume, Enunciation & Speed	2.9	0.28	12	100.0%
6 Average				2.5	0.35	126	97.7%

CAGD	112	7	Commentary	2.2	0.93	92	76.1%
CAGD	112	7	Critique Posts	2.9	0.56	91	96.7%
CAGD	345	7	Textual Content	2.5	0.57	26	96.2%
7 Average				2.5	0.69	209	89.6%
CAGD	373	9	3D and Game Software Organization	2.8	0.43	12	100.0%
CAGD	493	9	Blog Post & Progress	3.0	-	211	100.0%
CAGD	420	9	Camera & Rendering	2.1	0.97	19	78.9%
CAGD	325	9	Camera & Rendering	2.9	0.49	31	93.5%
CAGD	331	9	Camera, Lighting, & Rendering	2.6	0.79	72	91.7%
CAGD	345	9	Document Submission	2.6	0.62	13	92.3%
CAGD	373	9	Environment Composition, Interaction, and Aesthetic	2.8	0.43	12	100.0%
CAGD	345	9	File Naming and Format	2.7	0.76	27	88.9%
CAGD	112	9	File Structure	2.8	0.48	117	96.6%
CAGD	112	9	File Structure & Layer Organization	2.6	0.49	58	100.0%
CAGD	373	9	File Structure and Formats	2.5	0.64	38	92.1%
CAGD	373	9	File Structure, Naming, and Working Files	3.0	-	12	100.0%
CAGD	330	9	File Structures and Formats	2.8	0.50	128	96.1%
CAGD	331	9	File Structures and Formats	2.7	0.79	73	84.9%
CAGD	420	9	File Structures and Formats	2.9	0.51	29	93.1%
CAGD	325	9	File Structures and Formats	2.9	0.36	61	96.7%
CAGD	110	9	File Submission	2.9	0.42	673	96.9%
CAGD	240	9	File Submission	2.8	0.61	169	95.9%
CAGD	373	9	Game Scene Post-Processing	2.8	0.60	12	91.7%
CAGD	112	9	Online Post	3.0	0.33	93	98.9%
CAGD	330	9	Scene Organization	2.6	0.76	127	88.2%
CAGD	331	9	Scene Organization	2.9	0.40	24	95.8%
CAGD	373	9	Scene Organization	2.7	0.61	38	92.1%
CAGD	420	9	Scene Organization	2.7	0.46	10	100.0%
CAGD	110	9	Task Management	2.4	0.78	514	86.2%
CAGD	240	9	Task Management	1.9	0.75	169	73.4%
CAGD	373	9	Unity Importation	2.2	0.86	38	81.6%
CAGD	112	9	Web Gallery	2.7	0.65	116	92.2%
CAGD	420	9	Weekly Progress	2.3	0.67	9	88.9%
9 Average				2.7	0.56	2,905	92.6%
CAGD	345	10	Organization	2.8	0.51	25	96.0%
CAGD	493	10	Organization	3.0	-	211	100.0%
CAGD	493	10	Professionalism - Blog	2.7	0.44	15	100.0%
CAGD	373	10	Professionalism - Blog Post	2.8	0.43	12	100.0%
CAGD	112	10	Professionalism - ePortfolio	2.6	0.53	49	98.0%
CAGD	345	10	Professionalism - ePortfolio	2.7	0.47	25	100.0%
CAGD	373	10	Professionalism - ePortfolio	2.6	0.55	36	97.2%
CAGD	112	10	Usability and Accessibility: Site Navigation, Text Elements, Layout, and Color	2.7	0.56	49	95.9%
CAGD	345	10	Usability and Accessibility: Site Navigation, Text Elements, Layout, and Color	2.8	0.37	25	100.0%
CAGD	373	10	Usability and Accessibility: Site Navigation, Text Elements, Layout, and Color	2.4	0.64	36	91.7%
CAGD	493	10	Usability and Accessibility: Site Navigation, Text Elements, Layout, and Color	3.0	-	15	100.0%
CAGD	112	10	Visual Communication	2.5	0.58	49	95.9%
CAGD	345	10	Visual Communication	2.8	0.40	25	100.0%
CAGD	373	10	Visual Communication	2.8	0.43	36	100.0%
10 Average				2.7	0.42	608	98.2%
Grand Average				2.5	0.57	11,298	89.5%

Data Summaries for ECC Graduating Senior Survey

Senior Exit Survey - Educational Satisfaction Responses AY 2017-2018						
		Dissatisfied 1+2	Neither 3	Satisfied 4+5	Total	Average STDEV
Scale: 1=Very Dissatisfied 5=Very Satisfied						
Quality of teaching by faculty in dept	Count	3.00	2.00	15.00	20	4.10
	%	15.0%	10.0%	75.0%	100.0%	1.09
Quality of teaching by other faculty	Count	-	5.00	15.00	20	4.00
	%	0.0%	25.0%	75.0%	100.0%	0.71
Access to faculty in your dept	Count	2.00	4.00	14.00	20	3.85
	%	10.0%	20.0%	70.0%	100.0%	1.06
Availability of courses in your dept	Count	4.00	8.00	7.00	19	3.16
	%	21.1%	42.1%	36.8%	100.0%	1.09
Quality of courses in your dept	Count	1.00	3.00	16.00	20	4.10
	%	5.0%	15.0%	80.0%	100.0%	0.83
Access to lab facilities, equipment	Count	2.00	2.00	16.00	20	4.00
	%	10.0%	10.0%	80.0%	100.0%	1.05
Quality of laboratories, equipment	Count	2.00	4.00	14.00	20	3.75
	%	10.0%	20.0%	70.0%	100.0%	1.13
Access to computer facilities	Count	1.00	4.00	15.00	20	3.95
	%	5.0%	20.0%	75.0%	100.0%	0.80
Quality of computer facilities	Count	2.00	3.00	15.00	20	3.85
	%	10.0%	15.0%	75.0%	100.0%	0.85
Academic advising from your major advisor	Count	4.00	3.00	13.00	20	3.65
	%	20.0%	15.0%	65.0%	100.0%	1.28
Academic advising from the Advising Office	Count	2.00	8.00	10.00	20	3.45
	%	10.0%	40.0%	50.0%	100.0%	1.07
Career information from your dept	Count	1.00	8.00	11.00	20	3.65
	%	5.0%	40.0%	55.0%	100.0%	0.79
Availability of GE courses	Count	2.00	4.00	14.00	20	3.80
	%	10.0%	20.0%	70.0%	100.0%	1.03
Quality of GE courses	Count	2.00	5.00	13.00	20	3.65
	%	10.0%	25.0%	65.0%	100.0%	0.79
Overall quality of your education	Count	2.00	3.00	15.00	20	4.00
	%	10.0%	15.0%	75.0%	100.0%	0.95
Overall experience at Chico State	Count	-	2.00	17.00	19	4.16
	%	0.0%	10.5%	89.5%	100.0%	0.59
Recommend my major program	Count	1.00	4.00	15.00	20	3.95
	%	5.0%	20.0%	75.0%	100.0%	0.97

Senior Exit Survey - Preparation Responses AY 2017-2018						
		Unprepared 1+2	Neither 3	Prepared 4+5	Total	Average STDEV
Scale: 1=Very Unprepared 5=Very Well Prepared						
Apply knowledge to solve problems	Count	-	3.00	17.00	20	4.15
	%	0.0%	15.0%	85.0%	100.0%	0.65
Design and conduct experiments	Count	2.00	2.00	16.00	20	3.95
	%	10.0%	10.0%	80.0%	100.0%	0.86
Analyze and interpret experimental data	Count	1.00	3.00	16.00	20	3.95
	%	5.0%	15.0%	80.0%	100.0%	0.74
Design component or system to meet needs	Count	1.00	4.00	14.00	19	4.00
	%	5.3%	21.1%	73.7%	100.0%	0.86
Function on multidisciplinary team	Count	-	-	20.00	20	4.60
	%	0.0%	0.0%	100.0%	100.0%	0.49
Identify, formulate, solve technical problems	Count	1.00	2.00	17.00	20	4.15
	%	5.0%	10.0%	85.0%	100.0%	0.79
Communicate technical matters in writing	Count	-	6.00	14.00	20	4.00

	%	0.0%	30.0%	70.0%	100.0%	0.77
Communicate technical matters orally	Count	-	4.00	16.00	20	4.15
	%	0.0%	20.0%	80.0%	100.0%	0.73
Understand and apply professional, ethical principles	Count	-	3.00	17.00	20	4.10
	%	0.0%	15.0%	85.0%	100.0%	0.62
Understand contemporary issues facing society	Count	-	5.00	14.00	19	3.89
	%	0.0%	26.3%	73.7%	100.0%	0.64
Use modern tools and technology	Count	-	1.00	19.00	20	4.30
	%	0.0%	5.0%	95.0%	100.0%	0.56
Enter the workplace	Count	-	2.00	17.00	19	4.05
	%	0.0%	10.5%	89.5%	100.0%	0.51
Continue learning	Count	-	2.00	17.00	19	4.32
	%	0.0%	10.5%	89.5%	100.0%	0.65

B. Measurement Instruments (Rubrics, Surveys, etc.)
Embedded Rubric Elements

Outcome #2 Apply aesthetic judgments and critical thinking skills to art and graphics related issues. (Aesthetic)

	Attributes	Description	Unacceptable	Marginal	Acceptable	Exceptional	Course
		Value	0	1	2	3	
2	Animation	Simple animation that shows off the basic functionality of the rig.	Had no animation.	Animation had minor problem. Animation was hard to understand.	Animation was good. Shows off functionality.	Animation was great. Shows off functionality perfectly	110 325
2	Color/Value	Is there enough variety of color and value in your image to create a feeling of dimensionality?	Color is applied thoughtlessly, flat, and/or is distracting from the image.	Color is explored but may seem minimal, blotchy or distracting.	Color enhances dimensionality and readability of the scene with little to no issues.	Color application is clear and intuitive, successfully enhancing illusion as well as mood.	110
2	Composition	Did the student utilize composition principles to create the scene?	Little to no consideration for determining an appropriate composition for the scene.	Seemingly aware of the arrangement of subject matter within image.	Placement of subject matter and camera supports the overall composition of the scene.	Placement of subject matter and camera clearly and effectively supports the construct of the scene as well as energizes the conceptual meaning.	110
2	Concept Design	Did the student utilize concept design appropriately for the 3D model?	Little to no consideration for determining an appropriate design of the 3D model.	Followed the basic concept design for the 3D model. (Followed tutorial only)	Followed the basic concept design with some unique design characteristics for the 3d model.	Used a unique or Exceptional concept design to facilitate a 3D model.	331

2	Continuity - Visual	Was continuity demonstrated throughout all scenes and shots in the animatic?	Continuity throughout is severely lacking and therefore, does not effectively communicate the story.	Continuity within scenes/shots is lacking, disturbing the flow of the story.	Continuity within scenes/shots is evident but could use some improvement.	Continuity within scenes/shots is evident with consistent direction and orientation of character movement and story is followed without getting lost.	345
2	Critical Thinking - Aesthetics and Creativity	Are all models in the scene appropriate for the concept and arranged in Unity to demonstrate cohesiveness and a communicated meaning and composition?	Little to no consideration for determining an appropriate composition for the scene. The scene did not effectively communicate a story and is unsupportive of the chosen game concept.	Scene composition minimally communicates a story and a likeness to the game concept and contains several inconsistencies/errors along with little relative proportionality and artistic concept, creating an environment that is minimally cohesive.	Scene composition communicates an effective color scheme, story and a likeness to the game concept with most buildings in the scene being proportional and following the same artistic concept with few inconsistencies.	Scene composition communicates a story and a likeness to the game concept with all buildings exhibiting proportionality, following the same artistic concept and are arranged to create a cohesive environment fitting with the overall game concept.	330

2	Critical Thinking - Composition, Content, and Aesthetics.	Was the scene considered and constructed to convey meaning and utilize an effective combination of aesthetic elements and creativity?	The scene shows little evidence of thought regarding content and camera movement.	The scene accomplishes the assignment adequately, yet shows a lack of planning and little evidence that an overall composition was thought out and executed. Tried to be creative but does not work; it has a look and feel that is very common and does not stand out from the crowd.	The content and camera movement of the scene is meaningful. It is nice and works well, but is not unique; The scene shows application of the composition but lacking elements that would make it stand out from the rest.	The content and camera movement of the scene is meaningful and stands above the rest. The scene shows an awareness of composition and an effective color scheme. It uses a unique approach that truly enhances the project; it shows creativity that works, it is exciting, fresh and intriguing.	420
2	Critical Thinking - Content and Aesthetics	Did the student consider and utilize texturing appropriately for the object?	Project has little creative energy; it does not have any uniqueness or creative aspects.	The assignment provides a minimal amount of evidence that the student attempted to develop an understanding of the project and design challenge or alternative texturing should have been used.	The assignment provides solid evidence that the student attempted to develop an understanding of the project and design challenge, but doesn't stand out from the crowd.	The assignment provides outstanding evidence that the student attempted to develop an understanding of the project and design challenge.	420

2	Depth of Field	Does the photo demonstrate the use of depth of field components to achieve a shallow depth of field while maintaining a clear point of focus?	Shallow depth of field is not present in the photo.	Point of focus is unclear, shallow depth of field is not well demonstrated.	DOF components were utilized but could have been improved to contain a shallower depth of field or a clearer point of focus.	DOF components were utilized to provide excellent shallow depth of field and point of focus, demonstrating understanding of the relationship between aperture, focal length, and distance from the subject.	112
2	Exposure	Did students consider and utilize value appropriately for their subject matter?	Did not take value into consideration.	Value implemented incorrectly or value should have been utilized better.	Value was considered and implemented appropriately.	Superior - careful attention to detail, value well executed.	112
2	Key Poses		Few poses, no clear understanding to what the character is thinking/doing.	Some attention to silhouette but poses are difficult to read.	Poses are strong but need further refinement.	Solid poses, movements reads well.	240 325
2	Lighting and Exposure	Did they consider and utilize lighting and value appropriately for their subject matter.	Did not take lighting into consideration	Lighting implemented incorrectly or alternative lighting should have been used.	Lighting was considered and implemented appropriately, but could use some improvement.	Lighting well executed.	112
2	Personality	Effectively performance of personality.	incoherent performance.	Some actions of the character are overall still vague. Little to no thought put into motives/subtext .	Clear understanding of personality, could use a bit more though into subtext/secondary action.	Convincing performance.	240 325

2	Rendering	How well and skillfully was camera & rendering tools used?	Did you even pay attention in class?	Did not use production render settings. The render shows limited use or knowledge of render setting tools.	The scene shows an awareness of using rendering tools but has one error.	Rendering settings are well executed. Proper resolutions and antialiasing settings.	330
2	Script Formatting and Completion	Was the script completed with proper formatting and contain the entirety of the commercial?	Several formatting errors were present and/or the commercial was not represented in its entirety or chronologically followed.	The script contained many formatting errors and/or demonstrated some inconsistencies in content.	The script contained some formatting errors but the entirety of the script was present and in chronological order.	The script demonstrated proper formatting per provided examples and contained the entirety of the commercial in chronological order.	345
2	Sharpness	How well is your brushing technique? Are the edges blurry and out of focus or sharp and dynamic?	Brushing is muddled and/or blurry. Objects and textures are indistinguishable.	Brushing is satisfactory with considerable errors or blurriness.	Image is cleanly painted with little to no blurry areas.	An ode to airbrushing, every component is rendered clearly and accurately.	110
2	Source Images	Images that are effectively used in the final composition. Exposure, lighting and composition.	None of the source images are not Implemented correctly.	Exposure, lighting and composition was not well considered or executed.	Exposure, lighting and composition was considered and implemented appropriately with no or few errors.	Superior - careful attention to detail, well executed.	112
2	Staging		Composition is unattended to, minimal use of camera and/or camera is disruptive to the story.	Composition is considered with little to no camera changes and/or considerable compositional issues.	Scenes are staged and delivered in a natural and readable manner consistent with the story.	Each scene is taken into careful consideration, supporting the story artistically as well as visually.	240

2	Story	Does the subject matter in your image bring together a cohesive story or do they feel random and unassociated.	composition does not seem to make any effort towards maintaining a narrative.	Subject matter delivers subtle evidence of association and thus an effort towards a narrative.	A narrative is clear expressed in the selection and presentation of the subject matter.	Subject matter and composition work together in a successful union to create an image worthy of a children's book.	110
2	Storyboard Panels	Were the required number of panels present and demonstrating all required content?	More than one storyboard panel was missing and several pieces of required content.	At least one storyboard panel was missing and/or an increasing amount of required content.	Some required content was missing but very little.	The required number of storyboard panels were created, containing all of the required content: scene & shot number, timing, action, and dialogue	345
2	Texture	Did you research and apply appropriate textures to your objects?	No textures or textures are distracting from the objects that they surface.	Textures are missing in portions of the image or have considerable inconsistencies.	Textures reinforce all components of the image with little to no distortion.	A superior exhibition of texturing that is compliant with lighting as well as perspective.	110
2	Texturing	Did the student consider and utilize textures appropriately for scene? Color, specular, reflection, bump, normal and/or displacement.	Did not take textures into consideration or poorly executed	Textures implemented incorrectly or alternative textures should have been used.	Adequate textures were considered and implemented appropriately.	Superior - all textures well executed.	330 420

2	Timing/Spacing	Does your subject move smoothly or do frames feel choppy and/or left out making the performance difficult to read?	Timing & spacing are choppy or have blank/bad key frames unattended to. Performance is unreadable.	Timing & spacing feel smooth but with performance inconsistencies.	Timing & spacing are well thought and placed yielding a clear, readable performance.	Timing & spacing deliver a completely natural performance absorbing the viewers in the reality of the world created.	240
2	Visually Compelling/Composition	Are principles of composition utilized successfully to create a visually compelling image?	Did not take visual elements or principles of composition into consideration.	Utilized 1 or 2 of the principles of composition of visual elements, but not well considered or executed.	Collaboration of visual elements and principles of composition implemented but could use some improvement.	Careful implementation of collaboration of principles of composition and visual elements.	112

Outcome #3 Demonstrate mastery of specific technical, conceptual and critical abilities within computer graphics and the mixed media. (Abilities)

	Attributes	Description	Unacceptable	Marginal	Acceptable	Exceptional	Course
		Value	0	1	2	3	
3	Audio		Little or no attempt to add and time the audio correctly.	Audio is considered, but poorly accomplished or timed.	The audio track matches the scenes and shots well.	The audio track is well accomplished and timed, adding to the story and the emotional impact on the audience.	345
3	Blending Images Together	Blending of visual elements together in a seamless blend.	Blending of visual elements together was not achieved.	Blending of visual elements together ineffectually achieved, all of inconsistent errors.	Appropriately blending of visual elements together with no or few errors.	Superior - careful attention to detail, well executed.	112
3	Camera Angles and Movement	Are camera angles, shot, and movements used appropriately to effectively communicate the story?	Camera angle and type of shot required is unacceptable to communicate story effectively.	Camera angle and type of shot required is poorly communicated and needs significant improvement.	Camera angle and type of shot required to communicate story is acceptable but could use improvement.	Camera angle and type of shot required to communicate story is well established.	345

3	Camera Composition	Did the student utilize composition principles to create the scene?	Little to no consideration for determining an appropriate composition for the scene.	Seemingly aware of the arrangement of subject matter within image.	Placement of subject matter and camera supports the overall composition of the scene.	Placement of subject matter and camera clearly and effectively supports the construct of the scene as well as energizes the conceptual meaning.	325
3	Digital Darkroom	Did students consider and utilize the tools and techniques in Photoshop appropriately for their project.	Did not use Photoshop techniques in project.	Photoshop techniques were implemented incorrectly or only one Photoshop technique was used significantly.	Photoshop techniques were considered and implemented appropriately but could use some improvement.	Photoshop techniques were well executed. More than one Photoshop technique was demonstrated.	112
3	Edge Loops	Edge loops and flow zones were distributed across the character body and head correctly.	Did not implement edge loops and flow zones across the character model correctly. Lack of detail.	Lacking of detail, from a result of incorrectly placing edge loops and flow zones.	Appropriately applied edge loops and flow zones across the model except for one or two instances.	Placement of edge loops and flow zones were well thought-out and executed correctly.	331
3	Form and Proportions	Does the model present basic proportional and body volume relationships appropriately for its subject matter.	Did not take proportions & body volume into consideration. (Model looks nothing like the completed tutorial)	Collaboration of proportions & body volume implemented incorrectly. (Model barely meets the same proportions & volume as the tutorial)	Collaboration of proportions & body volume implemented appropriately. (Model closely mimics the tutorial)	Superior implementation of collaboration of proportions & body volume. (Model goes beyond the tutorial and does it efficiently)	331 420

3	High-Poly Modeling	Did students model in quads and used topology flow efficiently.	Too many errors in topology flow. Did you even pay attention in class? Overall models are too simplified, needed to add more detail to the models.	Errors in topology flow. Broken edges, didn't delete unwanted vertexes. Used too many triangles and/or ngons.	Appropriately modeled in quads with a few errors in topology flow with bad surface pitching. Had several triangles and ngons on the models.	Well considered topology flow - modeled in quads and used edge loops perfectly.	330
3	Lighting		Lighting is completely inaccurate and/or inconsistent with the scene.	Lighting is accomplished with considerable inaccuracies and/or lacking shadows.	Lighting and shading is clear and natural with little to no inconsistencies.	A bold use of lighting that reinforces the mood, dynamic and focal point of the image.	330 420
3	Low-Poly Modeling	Did students provide enough detail to show overall form, from the original high poly model with good topology.	Too many errors in topology flow and form the original high poly model. Did you even pay attention in class? Overall models are too simplified, needed to add more detail to the models.	Errors in topology flow and doesn't provide enough detail to show overall form. Broken edges, didn't delete unwanted vertexes. Used too many triangles and/or ngons.	Appropriately modeled in quads and triangles with a few errors in topology flow and overall form. Had a few ngons on the models.	Well considered topology flow - modeled in quads and triangles perfectly. Provided enough detail to show overall form, from the original high poly model.	330
3	Map Baking	How well and skillfully was map Baking tools used? Creating a Mesh ID, normal, AO, curvature, and position maps.	No mapping skills are evident on the 3D object.	Missing maps. Or maps appear to have been constructed with lots of errors from the UVs.	The maps are well executed and appropriate for objects with a few errors or a missing map.	The maps are exceedingly well created and functional for the all the 3D objects.	330
3	Merging Images	Merging images together in a seamless blend	Did not use layer masks.	Implemented layer masks inappropriately	Used layer masks appropriately with no or few errors.	Superior - careful attention to detail, layer masks well executed.	112

3	Mocap Animation	Did the student consider and utilize mocap animation appropriately for the movement?	Not original mocap or mocap that is very messy.	Mocap with noticeable foot-slides and pops. Mocap had noticeable pops and bumps to the movements.	Mocap is technically proficient, blended well without noticeable foot slides. Blended well with little noticeable pops and bumps to the movements.	Mocap is creative and clean, adding substance to the piece.	325
3	Modeling & Overall Geometry	How well and skillfully was the modeling tools and geometry used in the scene?	Basic modeling skills were not evident in the scene.	Models appear to have been inefficiently constructed with inadequate geometry	The models are well executed with the proper amount of geometry.	The models are efficiently constructed and appropriate for the scene.	373
3	Overall Geometry	Did students model in quads and used edge loops efficiently.	Did not appropriately model in quads (only 80% of the model is in quads) and used edge loops incorrectly.	Appropriately model in quads (only 90% of the model is in quads) and/or used edge loops insignificantly.	Appropriately modeled in quads (95 to 99% of the model is in quads) and used edge loops efficiently.	Well considered and well executed - modeled in quads (100% of the model is in quads) and used edge loops perfectly.	331 420
3	Project Guidelines	Were the rules of the assignment followed correctly, culminating in a final product demonstrating discussed compositional guidelines?	Did not follow the rules of the assignment.	Implemented the rules of the assignment poorly or incorrectly.	The rules of the assignment were followed correctly, but final product could use some improvement.	The rules of the assignment were followed correctly, culminating in a final product that was well executed and demonstrating discussed compositional guidelines.	112

3	Shader Networks	Did the student consider and utilize shader networks appropriately for the scene?	Did not take shaders into consideration or poorly executed. Alternative shaders should have been used; (Blinn instead of Imabert).	Too many errors implemented incorrectly, alternative shaders should have been used.	Shader networks implemented appropriately with few errors. It is nice and works well, but is very common.	Shader networks implemented and well executed. The shaders networks applied enhanced the scene quality.	330 420
3	Technical Import	Placement of animations into a game engine.	All animation has not placed into the game engine correctly.	Animation has placed into the game engine correctly with technical problems.	Animation has placed into the game engine correctly with some technical problems.	All animation has placed into the game engine correctly with no technical problems.	325
3	Texture Creation and Baking	Were the requested maps baked with minimal errors?	Several of the maps were missing.	One of the maps was missing.	The requested maps were created but some contained several errors.	The requested maps were baked with minimal errors.	373
3	Textures	Did the student consider and utilize textures appropriately for the scene? Color, specular, reflection, and bump/normal.	Did not take textures into consideration or poorly executed. Only used simple shaders for texturing.	Textures implemented incorrectly or alternative textures should have been used. Used too many simple shaders for texturing.	Adequate textures were considered and implemented. Missing a few key textures (color, spec, and bump maps) on main objects and only used simple shaders for texturing on a few objects.	All textures are applied to the objects to the scene appropriately . Used color, spec, and bump maps.	331

3	Textures Maps	Did the student consider and utilize textures appropriately for the scene? Color, specular, reflection, bump, normal and/or displacement. .	Did not take texture maps into consideration or poorly executed. Textures has little creative energy; it does not have any unique or creative aspects.	Missing textures in several places or errors, textures implemented incorrectly or alternative textures should have been used. Tried to be creative but does not work and does not stand out from the crowd.	Adequate textures were considered and implemented appropriately. Textures look nice and works well, but is not unique; it has a similar look-and-feel that works well, but may not stand out from the crowd.	Diffuse, Spec, Bump/Normal, and displacement map executed correctly with excellent attention to detail.	420
3	Translation		Images have no resemblance to tutorial.	Composition is attended to but brushing is inaccurate or lacks texture.	Image is a definite visual resemblance of source material with little to no errors.	Image not only matches the source but exceeds its overall execution.	110
3	UV Mapping	How well and skillfully was UV tools used?	No UV mapping skills are evident in the in the scene.	UV maps appear to have been constructed with lots of errors on many objects. Too much overlapping UV's. UVs are not scaled properly to use the 0 to 1 space efficiently.	The UV maps are well executed and appropriate for objects with errors on a few objects. Overlapping UV's or UVs not scaled properly to use the 0 to 1 space efficiently.	The UV maps are exceedingly well created and functional for the all the objects in the scene.	330 331 373 420
3	Virtual Sculpting	How skillful on applying a "Detail pass" using a virtual sculpting software to a character model.	No virtual sculpting was applied to the character model.	Virtual sculpting was implemented insignificantly. "Detail pass" was unconvincing for the character model.	Virtual sculpting was used appropriately. "Detail pass" was somewhat convincing for the character model.	Virtual sculpting was executed perfectly. "Detail pass" was believable for the character model.	330

Outcome #4 Demonstrate proficiency with industrial applications to visual communication related technologies. (Proficiency)

	Attributes	Description	Unacceptable	Marginal	Acceptable	Exceptional	Course
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		Value	0	1	2	3	
4	Animatic	Was the animatic created using proper panels, timing, and sound.	The animatic was incomplete, lacking many elements such as required panels, proper timing and sound.	The animatic was complete but lacking most sound and/or proper timing and still contained several textual elements.	The animatic was complete but lacked some elements such as proper timing, some sound and/or still contained a few textual elements.	The animatic was created in its entirety, containing all storyboard panels (sans textual elements), timing, and sound.	345
4	Asset Creation and Poly Count Utilization	Were assets created in cm or meters, with proper topology, include LOD and modular assets and modeled within poly count?	Overall, assets are too simplified and/or contain numerous errors, and missing several assets for scene.	Did not model in cm or meters, errors in topology, including minimal geometry and lack of assets created for scene, missing and LOD or modular asset.	Modeled in cm or meters with some errors in topology flow and/or some inefficient use of poly count.	Modeled in cm or meters with very few errors in topology, if any, included LOD and modular assets, and utilized poly count efficiently.	373
4	Character Sheets	Are all required character sheets present and effectively communicate character attributes?	No character sheets are present and/or demonstrate minimal effort.	One of the character sheets are missing and/or need significant improvement.	All character sheets are present but need some improvement.	All required character sheets are present and effectively communicate the attributes of the character.	345
4	Continuity		The story's continuity is unclear and sometimes confusing; there are confusing breaks in time, many jump cuts or incongruities in between shots or scenes.	The idea of the story comes across but in terms of continuity, it could have been executed better; there are a few breaks in continuity and some jump cuts.	Continuity is executed well, but there were a few missed opportunities in this regard to make it more effective or there are incongruities between shots or scenes.	Overall, the continuity is executed well; the action is clear, coherent and presented effectively without jump cuts or incongruities.	345

4	Document Consistency	Were the documents organized efficiently and demonstrate consistency among revisions?	Most components of the project were not properly revised to efficiently communicate the story consistently.	Many components of the project were not properly revised to efficiently communicate the story consistently.	Most components of the project were properly revised to efficiently communicate the story consistently but some components of the project were lacking somewhat in revision.	All components of the project were properly revised to efficiently communicate the story consistently (logline, beat sheet, plot summary, script, shot list, storyboards, and animatic).	345
4	Principles of Animation	The integration, look or style of your animation as it pertains to the Principles of Animation.	Lack of effort to produce a visually unified or stunning piece.	Some evidence of the Principles of Animation being integrated.	Principles of Animation are utilized consistently presenting a solid design.	Design is unique and well crafted as well as consistent throughout the entirety of the piece.	240
4	Scene Cohesiveness	Are all objects in the scene appropriate for the concept resulting in a cohesive scene?	Scene is not cohesive	Minimal relative proportionality and artistic concept, creating an environment that is minimally cohesive.	Most objects in the scene are proportional and follow the same artistic concept with few inconsistencies.	All objects in the scene are proportional, follow the same artistic concept and are arranged to create a cohesive environment fitting with the overall game concept.	373

4	Texture Creation, Baking, and Exporting	Were required maps appropriately created, baked, and exported with minimal errors?	Several of the maps were missing and/or demonstrated minimal texturing, baking, and exporting ability.	Some maps were missing and/or contained many errors in texture creation or baking.	The requested maps were created but some contained several errors, including some reversed normals, or some lacking in texture creation.	The required maps were efficiently created, baked, and exported with minimal errors.	373
4	UV Layout, Organization, and Atlasing	How well and skillfully were UV tools used to create efficient layouts for a game environment?	Minimal to no UV mapping skills are evident in the scene.	UV maps are constructed with several errors such as, incorrect scale or outside or significant inefficient use of 0 to 1 space, minimal atlasing demonstrated.	The UV maps are mostly well created with some errors such as, improper scale, outside and/or efficient use of 0 to 1 space, missing some atlasing.	The UV maps are well created, functional for assets, arranged to efficiently use UV space, maintain provided map size(s) and atlasing guidelines, possibly containing a few negligible errors.	373
4	Visually Compelling	Does the image work overall. Choices of principles of composition used to create the image.	Did not take visual elements or principles of composition into consideration.	Utilized 1 or 2 of the principles of composition or visual elements, but not well considered or executed.	Collaboration of visual elements and principles of composition implemented appropriately with no or few errors.	Superior implementation of collaboration of principles of composition and visual elements.	112

Outcome #5 Communicate effectively in written format on research and creative issues. (Written)

Attributes	Description	Unacceptable	Marginal	Acceptable	Exceptional	Course
	Value	0	1	2	3	

5	Blog Content	Did the blog contain visuals and detailed commentary per assignment instructions?	No content.	Inadequate detail and description of the assignment and/or missing more than one component of the blog assignment.	Adequate visual, detail, and description of assignment but lacking detail and insight and/or missing a component of the blog assignment.	Contained visuals and textual content, providing great detail and description about the project, per the assignment instructions.	493
5	Content		Content was insufficient for composition, lighting, shot selection, dialog and story element.	Majority of content was lacking for composition, lighting, shot selection, dialog and story element.	Some content was lacking for composition, lighting, shot selection, dialog and story element.	Content for composition, lighting, shot selection, dialog and story element was detailed and descriptive.	345
5	Description	Did the blog contain a detailed description of the assignment and what was learned?	No description.	Description too brief.	Adequate description of assignment but lacking detail and insight.	Excellent description of the assignment provided, going above and beyond assignment instructions.	373
5	Formatting	Was the document formatted and content organized according to assignment instructions?	The assignment was formatted incorrectly.	The document contained several formatting errors, making it difficult to ascertain if the correct information was provided.	The content provided contained some formatting errors.	The document was formatted exactly to assignment instructions making it easy to navigate through the content.	345

5	Grammar & Spelling	Is the document free of grammatical and spelling errors?	The document contains too many grammatical and/or spelling errors and is unacceptable for the assignment.	The document contains several grammatical and/or spelling errors and is distracting to read.	The document contains some grammatical and/or spelling errors but they are negligible.	The document contains no grammatical or spelling errors.	345
5	Grammar and Style	Is the paper written with proper sentence structure and variety, punctuation, grammar and spelling?	Significant errors in sentence structure and variety; many errors in punctuation, spelling and/or capitalization. Errors interfere with meaning, communication, and are distracting to the reader. Proofreading is not evident.	Errors in sentence structure and variety; many errors of punctuation, spelling and/or capitalization. Errors interfere with meaning in places demonstrating that proofreading is not evident.	Effective and varied sentences; some errors in sentence construction; occasional punctuation, spelling and/or capitalization errors.	Each sentence is structured effectively, well-chosen with a variety of sentence styles; virtually free of punctuation, spelling, and capitalization errors.	345
5	Reflective Commentary/Analysis	Is information/analysis well written and supported with appropriate visuals? Are all observations representative of critical thinking and provide practical suggestions for future learning and improvement?	Significant information is missing or incomplete and observations/commentary do not reflect critical thinking or provide practical suggestions for future learning and improvement.	Information is missing or incomplete and observations/commentary minimally reflect critical thinking or provide practical suggestions for future learning and improvement.	Most of the observations/commentary represent growth and include goals for continued learning, needing minimal improvement.	Observation/analysis is well written and supported with appropriately related visuals. All commentary is representative of critical thinking and provides for practical suggestions for future learning and improvement.	112 345 373 493

5	Sources and Evidence	Does the paper demonstrate appropriate use of sources to support ideas?	Demonstrates an attempt to support ideas but little to no evidence is supplied to reinforce opinions/statements.	Demonstrates an attempt to use credible/relevant sources to support ideas. Some evidence is provided but not enough to develop argument in a unified form.	Demonstrates consistent use of credible/relevant sources to support ideas. Evidence is accurate, well documented, and relevant but incomplete in some areas.	Demonstrates use of high quality, credible, relevant sources to develop ideas. Evidence is accurate, relevant, well integrated, well documented and appropriate.	345
5	Title, Genre, Logline	Were the title, logline, and genre provided for the chosen film?	Title, logline, and genre not provided.	One or more of the requested components are missing.	The title, logline, and genre are present but some components are not appropriate to the title and/or one of these components is not provided.	The title, logline, and genre are present and appropriate for the title.	345
5	Write-up	Description of project - triumphs and pitfalls of the project	No paper.	Poorly written with errors and less than a page.	Written with no or few errors and less than a page.	Written effectively and full length of page.	112
5	Writing Conventions: Formatting, Grammar, and Spelling	Are writing conventions appropriately expressed: sentence construction, grammar, capitalization, punctuation, and spelling?	There are several errors in writing conventions: sentence construction, grammar, capitalization, punctuation, and spelling requiring major editing and revision.	There are many errors in writing conventions: sentence construction, grammar, spelling & punctuation, and ineffective word choice.	The text has some negligible errors in regard to writing conventions.	No or few errors in sentence construction, grammar, capitalization, punctuation, or spelling	112 345 373 493

Outcome #6 Communicate effectively in oral format on research and creative issues. (Oral)

Attributes	Description	Unacceptable	Marginal	Acceptable	Exceptional	Course
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		Value	0	1	2	3	
6	Body Language		Immobile, hands in pockets, or blocked screen	Did not always indicate how material on the screen was related to presentation	Consistently used gestures to coordinate oral and visual presentation	Excellent use of gestures to provide emphasis	345 373
6	Distracting mannerisms		Presentation full of distracting mannerisms such as giggling or chewing gum	Some distracting mannerisms	No distracting mannerisms	Superior presentation	345
6	Hesitations, other voice habits		Presentation full of hesitations, ums, ahs, etc.	Some hesitations, ums, ahs, etc.	Clear, continuous presentation, perhaps a few ums, ahs, etc.	Superior presentation, free of ums, ahs, etc.	345
6	Maintaining Eye Contact		No eye contact with audience at all	Poor eye contact, looking down or at screen significant portion of time	Maintained eye contact other than quick glances at screen	Maintained eye contact with all segments of the audience	345 373
6	Poise		Clearly unsure, nervous, confused	At times appears unsure nervous, confused	Composed at all times	Exudes/conveys confidence	345 373
6	Voice Volume, Enunciation & Speed	How well spoken the presentation was executed?	Unintelligible.	Voice hard to hear, words slurred or voice trails off, spoke too slow or too fast, monotone with little emphasis.	Voice clearly heard, words clearly enunciated, did not speak too slowly or too rapidly	Voice projected very well, clear enunciation, did not speak too slowly or rapidly	345 373

Outcome #7 Apply critical thinking and aesthetic judgments in critiquing mixed media and computer graphics productions. (Critiquing)

	Attributes	Description	Unacceptable	Marginal	Acceptable	Exceptional	Course
		Value	0	1	2	3	

7	Commentary	Did the student meet the requirements for the critique responses?	Most if not all of the critique responses were either missing or inadequate.	Several of the critique responses were lacking in detail and insight, falling short of requirements.	Detailed and insightful commentary on most critique but lacking in a few responses.	Detailed and insightful commentary on all critiques per assignment instructions.	112
7	Critique Posts	Were a at least two reply posts completed: one for favorite image and one for needing refinement?	No reply posts.	Both reply posts were late.	One reply post was late and/or missing one required reply post.	At least two reply posts were completed on time: one for favorite image and one for needing refinement.	112
7	Textual Content	Does the document contain a detailed description about the composition of the image and how this relates to the viewer?	No textual content is present.	The description is severely lacking in analysis of the image and how it relates to the viewer.	A description is present but lacking somewhat in detail and could have been improved.	The document contains a detailed description about the composition of the image and how it relates to the viewer.	345

Outcome #9 Work collaboratively and individually with an understanding of the production process utilized in industry-standard studios. (Process)

	Attributes	Description	Unacceptable	Marginal	Acceptable	Exceptional	Course
		Value	0	1	2	3	
9	3D and Game Software Organization	Was the scene organized properly in the 3D software; naming, grouping, and layout?	Little to no scene organization implemented.	Minimal scene organization implemented: several objects unnamed and/or not grouped or laid out appropriately.	Most scene organization elements implemented: missing some naming and grouping.	The file was named according to assignment instructions.	373

9	Blog Post & Progress	Were all five blog posts submitted to demonstrate appropriate weekly progress being accomplished with the assignment?	No posts were made.	Insufficient progress is being made in creation of the scene between posts and/or more than one blog post was missing.	Adequate progress is being made in creation of the scene but should be farther along in the process and/or one blog post was missing.	Excellent progress is being made in creation of the scene which is displayed by all five posts of required material was on time.	493
9	Camera & Rendering	How well and skillfully was camera, lighting effects, & rendering tools used?	The render shows no or limited use or knowledge of tools. The scene appears to be thrown together.	Basic skills are evident from the render including some anti-aliasing, and lighting and camera effects.	Tools were used well to produce a quality render of the scene, including appropriate anti-aliasing, and lighting and camera effects.	Tools were used flawlessly to produce a superior render of the scene with clear planning and skillful used of all appropriate tools.	325 420
9	Camera, Lighting, & Rendering	Was the scene considered and constructed to convey meaning and utilize an effective combination of aesthetic lighting and rendering?	The scene shows little evidence of thought, regarding content and the elements and principles of lighting & rendering.	The scene falls short of the assignment, shows a lack of planning and little evidence of overall aesthetics.	Lighting was considered and implemented appropriately but lacking elements that would make it stand out from the rest.	The scene shows an awareness of a effective lighting.	331
9	Document Submission	Were all components of the project submitted and submitted with the correct file naming?	Many components of the project were not submitted according to assignment instructions; incorrect file naming and/or missing more than one document.	More than one component of the project was not submitted according to assignment instructions: incorrect file naming and/or missing a document.	Some components of the project were not submitted according to assignment instructions: incorrect file naming.	All components of the project were submitted according to assignment instructions: documents and correct file naming.	345

9	Environment Composition, Interaction, and Aesthetic	Is the scene laid out in the Game Engine intuitively with particles, baked lighting, audio, and a cohesive aesthetic with a character controller designed for effective player interaction?	Several errors in environment composition, interaction, and aesthetic. Minimal scene cohesiveness and interaction demonstrated.	Lacking in a cohesive aesthetic, effective environmental composition and/or missing audio, particles, baked lighting, or a character controller to interact with the scene.	Scene layout could use improvement with a cohesive aesthetic and/or missing some audio, particles, or baked lighting.	The scene is laid out in the Game Engine intuitively, containing particles, baked lighting, audio, a cohesive aesthetic and a character controller.	373
9	File Naming and Format	Were required file naming and file format followed?	Several file names and file formats were not followed correctly.	More than one file name and/or file format was followed incorrectly.	A file name and/or file format was followed incorrectly.	File naming and file format were followed without error.	345
9	File Structure	Implementation of file naming conventions & directory formats.	Did not follow file naming conventions in any form.	More than one file naming convention & directory format was incorrectly implemented.	At least one file naming convention & directory format was incorrectly implemented.	All file naming conventions & directory format were followed correctly.	112
9	File Structure & Layer Organization	Implementation of file naming & file structure. Naming layers properly.	Both file naming & structure and naming layers was implemented incorrectly.	Implemented 1 of the file naming & structures or naming layers properly was followed with errors.	One or both file naming & structure and naming layers was correctly followed with few errors.	Both file naming & structure and naming layers was correctly followed.	112
9	File Structure and Formats	Did Students follow instructions (setting project, all required folders and files in their proper locations, and naming conventions) in saving their project and images?	Did not follow instructions or file structure.	Significant errors in file structure and format: file structure, naming, and working files.	Followed instructions and file structure with a few errors: improper naming, missing files/folders, no MEL script file.	Instructions and file structure implemented perfectly: file structure, naming, and working files.	373

9	File Structure, Naming, and Working Files	Were naming conventions, 3D model project and game project folder and files organized appropriately?	Did not follow instructions for naming conventions and/or file structure.	Partially followed instructions: file structure, naming, and working files.	Followed instructions and file structure with a few errors.	Instructions and file structure implemented perfectly: file structure, naming, and working files.	373
9	File Structures and Formats	Did students follow instructions in saving their project and images.	Did not follow instructions or file structure. Only one working file.	Partially followed instructions and file structure. Partially working files.	Partially followed instructions file and structure. All work files work appropriately.	Instructions and file structure implemented appropriately. All work files work appropriately.	325 330 331 420
9	File Submission	Did you turn in the requested type of file in the right place and were the compression settings and file name correct?	File submitted in incorrect format or in incorrect folder.	File submitted in correct format and location but with incorrect compression settings.	File submitted correctly but with incorrect filename.	File submitted with all the desired settings accounted to.	110 240
9	Game Scene Post-Processing	Were post-processing techniques utilized and a final scene walk through created?	No walk through was created.	A walk through was created but could use significant improvement and/or post processing techniques were not utilized.	The walk through could use some improvement and/or some required post-processing techniques were not utilized.	Post-processing techniques were utilized and placed with the appropriate camera followed with the creation of a walk through presenting the scene.	373
9	Online Post	Was the original discussion post created by the due date?	No original discussion post.	Late original discussion post.	Missing a component of the post.	Original discussion post was on time and contained all required information: final image and metadata.	112

9	Scene Organization	Was the scene organized properly in the Outliner and Attribute Editor including naming and grouping of models and materials/textures?	Little to no scene organization implemented and/or missing several required models for the scene.	Minimal scene organization implemented: Didn't name several objects and/or materials/textures. Didn't group enough objects to produce a cleaner scene. Missing more than one model in scene.	Most scene organization elements implemented: Didn't name some objects and/or materials/textures. Could've grouped more objects to produce a cleaner scene. Missing a required a model for the scene.	All scene organization elements implemented : Named all objects and/or materials/textures. Grouped all necessary objects to produce a cleaner scene, all required models in scene.	330 331 373 420
9	Task Management	Is a solid workflow evident? Does the assignment feel complete with sufficient time devoted to its execution?	Project is clearly incomplete.	Work is evident but piece still clearly needs more time for completion.	Successful workflow is apparent. Project feels complete but refinements could still be made.	Assignment looks like a completely finalized piece. All the l's are dotted and T's are crossed.	110 240
9	Unity Importation	Was the model properly imported into Unity and the textures applied correctly?	The model was not imported into Unity.	The model was imported into Unity where many errors or missing textures were evident.	The model was appropriately exported from Maya and imported into Unity where the textures were applied but some errors were evident.	The model was appropriately exported from Maya and imported into Unity where the textures were correctly applied.	373
9	Web Gallery	Implementation & organization of website gallery.	Did not have website gallery.	Several components to the website gallery format were implemented incorrectly.	One website gallery format element was implemented incorrectly.	Website gallery format was followed correctly.	112

9	Weekly Progress	Showed progress in weeklies in class or in office hours for feedback on the project.	Showed progress rarely or none, too embarrassed to show progress in class because work was not completed for that week.	Showed progress rarely, too embarrassed to show progress in class because some work was completed for that week.	Showed progress almost every week with a adequate amount done from the previous week. Received feedback and applying some of it back into the project.	Showed progress every week with a good amount done from the previous week. Received feedback and applying it back into the project.	420
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Outcome #10 Demonstrate professionalism through creative and intellectual independence. (Professionalism)

	Attributes	Description	Unacceptable	Marginal	Acceptable	Exceptional	Course
		Value	0	1	2	3	
10	Organization		The sequence of information is not logical; paths to information are not evident; the user must backtrack to navigate the site.	The sequence of information is somewhat logical; paths are confusing and flawed; the user need backtrack to navigate to other portions of the site.	The sequence of information is logical; paths to most information are clear and direct; the user can navigate most anywhere on the site without needing to backtrack.	The sequence of information is logical and intuitive; menus and paths to all information are clear and direct; the user is able to navigate to anywhere in the site without having to backtrack.	345 493
10	Professionalism - Blog	Did the blog post exhibit a professional appearance and contain professional content?	The blog post contained irrelevant to research and problem-solving, exhibiting a high level of unprofessionalism.	The blog post was quite lacking in professionalism, containing a large amount of textual content that did not exhibit research and problem-solving efforts.	The blog post was mostly professional, but contained some textual content that did not exhibit research and problem-solving efforts.	The blog post was professional, containing documents/ images indicative of progress and textual explanation of possible problems encountered and appropriate solutions.	373 493

10	Professionalism - ePortfolio	Is content appropriate for the intended audience and does it relate to the purpose of the assignment?	Content is inconsistent and unsuitable for the intended audience, containing unorganized, unrelated, and inappropriate elements.	Content contains many unprofessional elements, unrelated to the purpose of the eportfolio, that are unorganized, unclear, and somewhat unprofessional.	Most content is professional and appropriately related to the purpose of the ePortfolio. A few elements are unorganized or unrelated.	Content is relevant, well-thought out, professionally executed, and suitable for an academic as well as a wider audience.	112 345 373
10	Usability and Accessibility: Site Navigation, Text Elements, Layout, and Color	Is the ePortfolio intuitively organized and the post pleasing to read? Blocks of text and bullet points utilized, font style and type size vary appropriately, text and color palette are suitable and aesthetically pleasing.	The ePortfolio post is overall difficult to read due to inappropriate use of font styles, type size, textual organization, and color palette.	The ePortfolio needs much improvement: unorganized posts, mostly difficult to read due to inappropriate use of font style, type size, long paragraphs, color palette.	The ePortfolio needs some improvement such as: site navigation, use of font style and type size, color palette.	The ePortfolio is intuitively organized and the post is pleasing to read: blocks of text and bullet points utilized, font style and type size vary appropriately, text and color palette are suitable and aesthetically pleasing.	112 345 373 493
10	Visual Communication	Were all of the required visual elements present and did they work together to create a clear and compelling description that would attract the interest of the audience?	The post was significantly lacking in the required visual elements and/or severely lacked in supporting the clarity of and effectively communicating the project to the audience.	Many of the required visual elements were not present and/or lacked significantly in supporting the clarity of and effectively communicating the project to the audience.	Some of the required visual elements were not present and/or lacked in supporting the clarity of and effectively communicating the project to the audience.	All of the required visual elements were present and supported the communication objective adding to the clarity of and effectively communicating to the audience.	112 345 373

Survey Instruments

Number	Question	Scale				
		Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q15	Satisfaction: Quality of teaching by faculty in dept	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q16	Satisfaction: Quality of teaching by other faculty	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q17	Satisfaction: Access to faculty in your dept	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q18	Satisfaction: Availability of courses in your dept	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q19	Satisfaction: Quality of courses in your dept	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q20	Satisfaction: Access to lab facilities, equipment	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q21	Satisfaction: Quality of laboratories, equipment	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q22	Satisfaction: Access to computer facilities.	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q23	Satisfaction: Quality of computer facilities	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q24	Satisfaction: Academic advising from your major advisor	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q25	Satisfaction: Academic advising from the Advising Office	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q26	Satisfaction: Career information from your dept	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q27	Satisfaction: Availability of GE courses	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q28	Satisfaction: Quality of GE courses	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q29	Satisfaction: Overall quality of your education	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q30	Satisfaction: Overall experience at Chico State	Very Dissatisfied	Dissatisfied	Neutral	Satisfied	Very Satisfied
Q31	Preparation: Apply knowledge to solve problems	Very Prepared	Unprepared	Neutral	Prepared	Very Prepared
Q32	Preparation: Design and conduct experiments	Very Prepared	Unprepared	Neutral	Prepared	Very Prepared
Q33	Preparation: Analyze and interpret data.	Very Prepared	Unprepared	Neutral	Prepared	Very Prepared
Q34	Preparation: Design component or system to meet needs	Very Prepared	Unprepared	Neutral	Prepared	Very Prepared

Q35	Preparation: Function on multidisciplinary team	Very Prepared	Unprepared	Neutral	Prepared	Very Prepared
Q36	Preparation: Identify, formulate, solve technical problems	Very Prepared	Unprepared	Neutral	Prepared	Very Prepared
Q37	Preparation: Communicate technical matters in writing	Very Prepared	Unprepared	Neutral	Prepared	Very Prepared
Q38	Preparation: Communicate technical matters orally.	Very Prepared	Unprepared	Neutral	Prepared	Very Prepared
Q39	Preparation: Understand and apply professional, ethical principles	Very Prepared	Unprepared	Neutral	Prepared	Very Prepared
Q40	Preparation: Understand contemporary issues facing society	Very Prepared	Unprepared	Neutral	Prepared	Very Prepared
Q41	Preparation: Use modern tools and technology	Very Prepared	Unprepared	Neutral	Prepared	Very Prepared
Q42	Preparation: Enter the workplace	Very Prepared	Unprepared	Neutral	Prepared	Very Prepared
Q43	Preparation: Continue learning	Very Prepared	Unprepared	Neutral	Prepared	Very Prepared
Q44	Recommend my major program at CSU, Chico to others	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
CAGD_Q1	Do you feel you are prepared to pursue a career in the Computer Graphics industry?	Very unprepared	Somewhat unprepared	Neutral	Somewhat prepared	Very prepared
CAGD_Q2	Do you feel the APCG faculty stressed the importance of preparing a professional portfolio?	Yes	No			
CAGD_Q3	How well do you feel the APCG faculty did in preparing you for a career in the Computer Graphics industry?	Not at all	Minimally acceptable	Neutral	Acceptable	Exceptional
CAGD_Q4	How do you feel about the overall instruction in the APCG Program?	Very dissatisfied	Somewhat dissatisfied	Neutral	Somewhat satisfied	Very satisfied
CAGD_Q5	Do you feel the APCG Program helped you with career placement?	Yes	No			
CAGD_Q6	How satisfied are you with the APCG Program's support in obtaining an industrial internship?	Very dissatisfied	Somewhat dissatisfied	Neutral	Somewhat satisfied	Very satisfied

CAGD_Q7	Did you have sufficient laboratory time to complete your projects?	Yes	No			
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