

**CHICO STATE UNIVERSITY**  
**ASSESSMENT SUMMARY UPDATE**

PROGRAM: B.S. Computer Animation and Game Development

Year of review	Student Learning Outcome	Describe assessment activity done this year for this SLO	Findings	Based on the results or evidence, what action was taken regarding program improvements?
2016-2017	1. Issues	None this assessment cycle	None	None
	2. Aesthetics	Embedded assessment in 13 courses with 7,116 samples.	88% of students achieving target assessment level with the average score exceeding (2.4) the target of 2.0.	None
	3. Abilities	Embedded assessment in 11 courses with 6,748 samples.	79% of students achieving target assessment level with the average score exceeding (2.1) the target of 2.0.	None
	4. Proficiency	Embedded assessment in 7 courses with 3,533 samples.	88% of students achieving target assessment level with the average score exceeding (2.3) the target of 2.0.	None
	5. Written	Embedded assessment in 4 courses with 1,767 samples.	94% of students achieving target assessment level with the average score exceeding (2.6) the target of 2.0.	None
	6. Oral	Embedded assessment in 6 courses with 33,783 samples.	93% of students achieving target assessment level with the average score exceeding (2.4) the target of 2.0.	None
	7. Critiquing	Embedded assessment in 4 courses with 775 samples.	81% of students achieving target assessment level with the average score exceeding (2.3) the target of 2.0.	None
	8. Teams	Embedded assessment in 1 courses with 31 samples.	90% of students achieving target assessment level with the average score exceeding (2.2) the target of 2.0.	None
	9. Process	Embedded assessment in 14 courses with 6,472 samples.	92% of students achieving target assessment level with the average score exceeding (2.6) the target of	None

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			2.0.	
	10. Professionalism	Embedded assessment in 5 courses with 2,088 samples.	93% of students achieving target assessment level with the average score exceeding (2.6) the target of 2.0.	None

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2015-2016	1 Issues	None this assessment cycle.	None	None
	2 Aesthetics	Embedded assessment in 9 courses with 6,862 samples.	80% of students achieving target assessment level with a slight deficiency in average target 2.1 with target being 2.0.	None
	3 Abilities	Embedded assessment in 10 courses with 3,737 samples.	84% of students achieving target assessment level with the average score exceeding (2.3) the target of 2.0.	None
	4 Proficiency	Embedded assessments in 4 courses with 863 samples.	95% of students achieving target assessment level with average target 2.5 exceeding the target of 2.0.	None
	5 Written	Embedded assessment in 5 courses with 1,463 samples.	94% of students achieving target assessment level with the average score 2.7 exceeding the target of 2.0	None
	6 Oral	Embedded assessment in 6 courses with 9,765 samples.	87% of students achieving target assessment level with the average score 2.3 exceeding the target of 2.0	None
	7 Critiquing	Embedded assessment in 3 courses with 275 samples.	70% of students achieving target assessment level with the average score 1.9 slightly below the target of 2.0	None
	8 Teams	None this assessment cycle.	None	None
	9 Process	Embedded assessment in 10 courses with 3,780 samples.	89% of students achieving target assessment level with the average score 2.5 exceeding the target of 2.0	None
	10 Professionalism	Embedded assessment in 4 courses with 477 samples.	87% of students achieving target assessment level with the average score 2.4 exceeding the target of 2.0	None

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2014-2015	2 Aesthetics	Embedded assessment in 9 courses with 7,705 samples.	74% of students achieving target assessment level with a slight deficiency in average target 1.9 with target being 2.0.	Faculty will review low performing assignments; the Program has requested funding for graders to help provide more timely feedback; the Program has asked for AWTU to reduce workload on temporary faculty forced to due tenure-track duties due to exceedingly low tenure-track density in the program.
	3 Abilities	Embedded assessment in 11 courses with 3,868 samples.	80% of students achieving target assessment level with the average score reaching the target of 2.0.	None
	4 Proficiency	Embedded assessments in 5 courses with 622 samples.	75% of students achieving target assessment level with a slight deficiency in the average target 1.9 with target being 2.0.	Faculty will review low performing assignments; the Program has requested funding for graders to help provide more timely feedback; the Program has asked for AWTU to reduce workload on temporary faculty forced to due tenure-track duties due to exceedingly low tenure-track density in the program.
	5 Written	Embedded assessment in a single course with 77 samples.	94% of students achieving target assessment level with the average score 2.7 exceeding the target of 2.0	None
	6 Oral	Embedded assessment in 2 courses with 12,703 samples.	87% of students achieving target assessment level with the average score 2.3 exceeding the target of 2.0	None
	7 Critiquing	Embedded assessment in a single course with 190 samples.	81% of students achieving target assessment level with the average score 2.3 exceeding the target of 2.0	None
	8 Teams	Embedded assessment in a single course with 19 samples.	84% of students achieving target assessment level with the average score 2.3 exceeding the target of 2.0	None
	9 Process	Embedded assessment in 10 courses with 3,348 samples.	91% of students achieving target assessment level with the average score 2.6 exceeding the target of 2.0	None
	10 Professionalism	Embedded assessment in a single course with 920	93% of students achieving target assessment level with the average	None

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		samples.	score 2.5 exceeding the target of 2.0	

Year of review	Student Learning Outcome	Describe assessment activity done this year for this SLO	Findings	Based on the results or evidence, what action was taken regarding program improvements?
2013-2014	1. Recognize and evaluate critical and aesthetic issues within computer graphics and the mixed media. (Issues)	Not assessed in AY 2013-14.	None.	None.
	2. Apply aesthetic judgments and critical thinking skills to art and graphics related issues. (Aesthetics)	Assessments embedded in course assignments in APCG 110, 112, 117, 240, 330,331, and 345.	Overall, 71.6% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>
	3. Demonstrate mastery of specific technical, conceptual and critical abilities within computer graphics and the mixed media. (Abilities)	Assessments embedded in course assignments in APCG 110, 112, 117, 240, 330,331, and 345.	Overall, 76.4% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>
	4. Demonstrate proficiency with industrial applications to visual communication related technologies. (Proficiency)	Assessments embedded in course assignments in APCG 112, 240, and 345.	Overall, 78.5% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>
	5. Communicate effectively in written format on research and creative issues. (Written)	Assessments embedded in course assignments in APCG 112.	Overall, 84.4% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>
	6. Communicate effectively in oral format on research and creative issues. (Oral)	Assessments embedded in course assignments in APCG 330, 331, and 491.	Overall, 89.6% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely</li> </ol>

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				feedback to students.
	7. Apply critical thinking and aesthetic judgments in critiquing mixed media and computer graphics productions. (Critiquing)	Not assessed in AY 2013-14.	None.	None.
	8. Function on multi-disciplinary teams. (Teams)	Assessments embedded in course assignments in APCG 330.	Overall, 86.1% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>
	9. Work collaboratively and individually with an understanding of the production process utilized in industry standard studios. (Process)	Assessments embedded in course assignments in APCG 110, 112, 117, 240, 330, and 331.	Overall, 91.3% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>
	10. Demonstrate professionalism through creative and intellectual independence. (Professionalism)	Assessments embedded in course assignments in APCG 491.	Overall, 92.4% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>

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2012-2013	Apply aesthetic judgments and critical thinking skills to art and graphics related issues. (Aesthetics)	Assessments embedded in projects and assignments.	77.1% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>
	Demonstrate mastery of specific technical, conceptual and critical abilities within computer graphics and the mixed media. (Abilities)	Assessments embedded in projects and assignments.	77.7% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>
	Demonstrate proficiency with industrial applications to visual communication related technologies. (Proficiency)	Assessments embedded in projects and assignments.	83.5% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>
	Communicate effectively in written format on research and creative issues. (Written)	Assessments embedded in projects and assignments.	87.4% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>
	Communicate effectively in oral format on research and creative issues. (Oral)	Assessments embedded in projects and assignments.	88.7% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>
	Function on multi-disciplinary teams. (Teams)	Assessments embedded in projects and assignments.	86.8% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>
	Work collaboratively and individually with an understanding of the production process utilized in industry standard studios. (Process)	Assessments embedded in projects and assignments.	97.8% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>
	Demonstrate professionalism through creative and intellectual independence. (Professionalism)	Assessments embedded in projects and assignments.	90.6% of students achieve target.	<ol style="list-style-type: none"> <li>1. Computer equipment upgrade.</li> <li>2. Increase breadth and depth of courses.</li> <li>3. Request faculty resources.</li> <li>4. Provide timely feedback to students.</li> </ol>