



Game Design Canino School of Engineering Technology 2018 Assessment Report

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Mission

The Canino School of Engineering Technology (CSOET) at SUNY Canton is committed to providing an educational experience that prepares students for a career in a technologically oriented society. The curricula are focused on providing career skills reviewed by industry partners and accreditation agencies. Our programs provide opportunities for every student to find a suitable starting point for their academic endeavor. Graduates have the ability to work in teams, think critically, utilize the tools of their trade or industry, and communicate effectively.



What was assessed? Student learning outcomes list:

- *PSLO # 7* Students understand the ethical values of teamwork, copyright infringement and plagiarism.



Where were outcomes assessed?

- *PSLO # 7*
 - *GAME 110*
 - *Not running too early in the cycle – GAME 350*
 - *Not running too early in the cycle – GAME 370*



How was the assessment accomplished?

- Student work assessed:
- ***Videogame to Board game Mechanical Interpretation Assignment***
- Students build a board game prototype, from scratch, that authentically recreates the “gameplay experience” of a given videogame, considering what the most fundamental element(s) of that game are, and put that first and foremost in their board game translation. Students are not evaluated on the game's aesthetics, but will be looking to implement and test mechanics as a group, aiming to be creative in their interpretations (rather than literal). Ultimately, breaking convention and creating a fun, authentic product is the end goal.
- Measurement strategy:
 - Assessment was conducted via rubric. 3 out of 18 points were dedicated to teamwork and cooperation.
- Sample size:
 - 72 students attempted this assignment.



Assessment results: What have the data told us?

- *PSLO # 7*
- Grade distribution goes:
 - 9 - A
 - 30 - B
 - 21 - C
 - 8 - D
 - 4 - F



Data-driven decisions: How the program has or plans to “close the loop” based on these results.

- Based on these results, there are not plans to revise the assignment.



What resources were used or have been requested to close the loop?

- None at this time.

