SUNY CANTON

GMMD Program
Canino School of Engineering Technology
Fall 2015 Assessment Report

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What was assessed? Student learning outcomes list:

SLO 1: Communication Skills
- Design Critique: Student assessment addresses composition, form, function, and design
- Student portfolio demonstrates a clear organizational structure and narrative

SLO 2: Critical Thinking
- Demonstrate historical or conceptual knowledge related to art, media, and visual communication.
- Student documentation demonstrates awareness of design process (brainstorming, research, problem definition, finalization)

SLO 3: Professional Competence
- Public display of student work demonstrates attention to professional detail
- Public display of student work demonstrates an ability to clearly articulate the purpose of the design to the audience

SLO 4: Intra/Inter Personal Skills
- Student design brief or contract demonstrates clear intention of purpose and criteria for assessment

Where were outcomes assessed?

- *SLO 1 – Communication Skills*

ARTS 101 – SLO 1

ARTS 201 – SLO 1

ARTS 203 – SLO 1

GMMD 101 – SLO 1

GMMD 102 – SLO 1

GMMD 201 – SLO 1, 2

GMMD 301 – SLO 2

GMMD 313 – SLO 2

GMMD 330 – SLO 1, 2

GMMD 331 – SLO 1

GMMD 393 – SLO 1

GMMD 401 – SLO 1

GMMD 409 – SLO 1, 2

GMMD 411 – SLO 1

GMMD 440 – SLO 1,2

Where were outcomes assessed?

- ## SLO 2 – Critical Thinking
    - ARTS 101 – SLO 3
    - ARTS 201 – SLO 3
    - ARTS 202 – SLO 3
    - ARTS 203 – SLO 3
    - GMMD 101 – SLO 3
    - GMMD 102 – SLO 3, 4
    - GMMD 103 – SLO 4
    - GMMD 201 – SLO 3, 4
    - GMMD 211 – SLO 3

    - GMMD 301 – SLO 3, 4
    - GMMD 330 – SLO 3
    - GMMD 331 – SLO 3
    - GMMD 393 – SLO 3, 4
    - GMMD 401 – SLO 4
    - GMMD 409 – SLO 4
    - GMMD 411 – SLO 3, 4
    - GMMD 440 – SLO 4

Where were outcomes assessed?

- ## SLO 3 – Professional Competence
  - GMMD 201 – SLO 5, 6
  - GMMD 301 – SLO 5, 6
  - GMMD 313 – SLO 6
  - GMMD 330 – SLO 5, 6
  - GMMD 331 – SLO 6
  - GMMD 401 – SLO 5, 6
  - GMMD 409 – SLO 5, 6

Where were outcomes assessed?

- SLO 4 – Inter/Intra Personal Skills
    - GMMD 331 – SLO 7
    - GMMD 393 – SLO 7
    - GMMD 401 – SLO 7
    - GMMD 411 – SLO 7
    - GMMD 440 – SLO

How was the assessment accomplished?

- Student work assessed:
  - Midterm and unit exams multiple choice and short answer questions
  - Portfolios
  - Oral presentations
  - Research papers and design works

- Measurement strategy:
  - rubrics used for oral presentations, research papers
  - % of questions answered correctly on exam and midterm/final exams
- Sample size:
  - All students in ARTS and GMMD courses (majors and non-majors)

SLO1: Communication Skills

SLO Communication Skills	% Meeting Target
Course:	
ARTS 101	100%
ARTS 201	100%
ARTS 202	100%
ARTS 203	Not met
GMMD 101	100%
GMMD 201	100%
GMMD 301	100%
GMMD 313	100%
GMMD 330	100%
GMMD 331	100%
GMMD 393	100%
GMMD 401	Not met
GMMD 401	75%
GMMD 411	Not met
GMMD 440	75%

SLO2: Critical Thinking

SLO Critical Thinking	% Meeting Target
Course:	
ARTS 101	100%
ARTS 201	100%
ARTS 202	100%
ARTS 203	Not Met
GMMD 101	80%
GMMD 102	67%
GMMD 103	100%
GMMD 201	100%
GMMD 301	100%
GMMD 330	100%
GMMD 331	100%
GMMD 401	100%
GMMD 409	Not met
GMMD 411	100%
GMMD 440	100%

SLO3: Professional Competence

SLO Professional Competence	% Meeting Target
Course:	
GMMD 201	100%
GMMD 301	100%
GMMD 313	100%
GMMD 330	100%
GMMD 331	100%
GMMD 401	100%
GMMD 409	100%

SLO4: Inter/Intra Personal Skills

SLO Inter/Intra Personal Skills	% Meeting target
Course:	
GMMD 331	100%
GMMD 393	100%
GMMD 401	100%
GMMD 411	100%
GMMD 440	100%

Assessment results: What have the data told us?

- SLO 1 - Communication
  - Students struggled the most on:
    - Articulating meaning of visual work beyond personal preference (ARTS 203, GMMD 401)
- SLO 2 – Critical Thinking
  - Students struggled the most on:
    - Establishing a broad enough range of reference to complete analysis (ARTS 203, GMMD 409)

Data-driven decisions: How the department has or plans to "close the loop" based on these results.

- Given these findings, what will the department do differently?

- Five general categories:

  – Rework some assignments for clarity

  – Change timing of assessments or use alternatives

  – Increase instructional support (classroom, studio and display space and additional software licenses)

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

- Potential resources that you might identify:
  - Individual faculty time revising within a course
  - Request of divisional/college funds for classroom, studio and display space and computing resources
  - Unity software is necessary for game development and current computer hardware and IT campus policies do not support an environment that will allow for proper functionality