



Game Design Canino School of Engineering Technology 2017 Assessment Report

- Curriculum Coordinator: Kathleen Mahoney
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What was assessed? Student learning outcomes list:

- ***PSLO 1 – Communication Skills***
- Create a comprehensive examination of the design process and manage a professional game design, development, and production workflow.
- Select correct software, programming and design tools or processes in order to produce deliverables that meet project expectations and professional standards.
- Deconstruct and analyze work to evaluate the technical and aesthetic quality.
- Present working prototypes and listen to, evaluate, and respond critically to the ideas of others.



What was assessed? Student learning outcomes list:

- ***PSLO 3 – Knowledge Management Skills***
- Learn proper object-oriented concepts and programming for game development
- Recognize the underlying principles guiding the relevant visual, audio, interactive, and narrative aesthetics of an animation or a game
- Synthesize trends, theories, movements and advancements in technology in the development of new ideas.
- Develop innovative algorithms and software, as well as creatively using software package and programming methods, translating new gaming ideas into real world software products.



What was assessed? Student learning outcomes list:

- ***PSLO 4 - Technical Skills***
- Develop a professional degree of technical proficiency in developing software and effectively using computer hardware and software packages appropriate to the game development industry.
- Demonstrate leadership, collaboration and team building skills.
- Develop and present a professional portfolio.
- Identify industry game design and development roles and the specific skill sets required by each role, in order to develop a successful career path.



Where were outcomes assessed?

- *PSLO 1 - Communication Skills*

GAME 110 Fundamentals of Game Design

- *PSLO 3 - Knowledge Management Skills*

GAME 110 Fundamentals of Game Design

- *PSLO 4 - Technical Skills*

GAME 110 Fundamentals of Game Design



How was the assessment accomplished?

- **Student work assessed:**
 - Quizzes
 - Midterm and final exams
 - Oral presentations
 - Group projects
 - Term papers
- **Measurement strategy:**
 - Applicable rubrics used for oral presentations, term papers and group projects
 - % of questions answered correctly on quizzes and midterm/final exams
- **Sample size:**



Assessment results: What have the data told us?

- *PSLO 1 - Communication Skills*

Students have taken one Fundamentals Lecture Course

- *PSLO 3 - Knowledge Management Skills*

Students have taken one Fundamentals Lecture Course

- *PSLO 4 - Technical Skills*

Students have taken one Fundamentals Lecture Course



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

- Continue to revise the course curriculum to better align with the program’s objectives according to the SLO outcomes
- Continue to revise the related courses to better align with the student learning outcomes
- Advise students in the program to seek for additional instructional support when needed, e.g. tutoring.



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

- The program has received a new lab and new equipment and we are looking forward to utilizing the new resources as students advance in the program.
- The faculty has been meeting regularly and discussing how best to move forward.

