**Course Prefix, Number, and Title:** GRC 188 – Web Animation I

**Section Number(s):** 1001

**Department:** Computer Technologies

**Instructor:** Kathy Schwandt

**Academic Year:** 21-22

**Semester:** Spring

**Is this a GenEd class? Yes\_\_\_ No\_X\_**

**Complete and submit your assessment report electronically to your department chair. As needed, please attach supporting documents and/or a narrative description of the assessment activities. You may use as many or as few outcomes as necessary.**

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| **Class/Course Outcomes** | **Assessment Measures** | **Assessment Results** | **Outcome Results Analysis**  |
| In the boxes below, summarize the outcomes assessed in your class or course during the last year*.* If this is a GenEd class, include the appropriate GenEd objectives. | In the boxes below, summarize the methods used to assess course outcomes during the last year. Include the criterion you’ll use to judge whether or not students have achieved the expected outcome. | In the boxes below, summarize the results of your assessment activities during the last year. Include your judgement as to whether or not the criterion for student achievement has been met. | In the boxes below, please reflect on this outcome’s results and summarize how you plan to use the results to improve student learning. |
| **Outcome #1:**edit, design, create, and publish animations and interactive media | **Assessment Measure:**Hands-On Assignments**Criterion for achievement:**70% of participating students earn a passing grade for this assessment measure. Non-participating students are those with no assignment submissions. | **Results:**8/12 (67%) students earned passing grades for hands-on assignments. One of the 12 students last participated on 3/7/22.**Criterion Met:** No | **1. Results Analysis:**Overall in the class, 9/12 (75%) students earned passing grades. One of the 12 students last participated on 3/7/22.**2. Action Plan:**Maintain this outcome and assessment measure for spring 2023. |
| **Outcome #2:** identify and discuss the fundamentals of creating animations and interactive media | **Assessment Measure:**Online Textbook Quizzes andClass Discussions **Criterion for achievement:**70% of participating students earn a passing grade for this assessment measure. Non-participating students are those with no assignment submissions. | **Results:**11/12 (92%) students earned passing grades for quizzes; 10/12 (83%) students earned passing grades for discussions. One of the 12 students last participated on 3/7/22.**Criterion Met:** Yes | **1. Results Analysis:**Overall in the class, 9/12 (75%) students earned passing grades. One of the 12 students last participated on 3/7/22.**2. Action Plan:**Maintain these outcomes and assessment measures for spring 2023. |
| **Outcome #3:** solve design challenges using hands-on skills and concepts learned | **Assessment Measure:**Hands-On Assignments **Criterion for achievement:**70% of participating students earn a passing grade for this assessment measure. Non-participating students are those with no assignment submissions. | **Results:**8/12 (67%) students earned passing grades for hands-on assignments. One of the 12 students last participated on 3/7/22.**Criterion Met:** No | **1. Results Analysis:**Overall in the class, 9/12 (75%) students earned passing grades. One of the 12 students last participated on 3/7/22.**2. Action Plan:**Maintain these outcomes and assessment measures for spring 2023. |

**Notes:**

I have reviewed this report:

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Department Chair Dean

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Vice President of Academic Affairs and Student Services

Date\_\_\_\_\_\_\_\_\_\_\_­\_\_\_\_