

Assessment: Course Four Column

Courses (CT) - Graphic Communications

GRC 188:Web Animate/Interactivity I

<i>Course Outcomes</i>	<i>Assessment Measures</i>	<i>Results</i>	<i>Actions</i>
<p>Edit, design, create, and publish animations and interactive media - Edit, design, create, and publish animations and interactive media Course Outcome Status: Active Next Assessment: 2023-2024</p>	<p>Assignment - Written - Hands-On Assignments Criterion: Passing grade for each assessment measure.</p>	<p>Reporting Period: 2018-2019 Criterion Met: Yes Eight out of nine enrolled students earned average grades ranging from 75% to 98% for the hands-on assignments. One student never participated in the class.</p> <p>Results Analysis: Eight out of nine enrolled students achieved this outcome. (09/03/2019)</p>	<p>Action: Next spring, I will be using the current software version of the same textbook for hands-on assignments, as well as including the same student-created animation assignments for the final three hands-on assignments. It is through these assignments that students learn to edit, design, create, and publish animations and interactive media. (09/03/2019)</p>
<p>Fundamentals of creating animations and interactive media - Identify and discuss the fundamentals of creating animations and interactive media Course Outcome Status: Active Next Assessment: 2023-2024</p>	<p>Discussion - Online Textbook Quizzes and Class Discussions Criterion: Passing grade for each assessment measure.</p>	<p>Reporting Period: 2018-2019 Criterion Met: Yes Eight out of nine enrolled students earned average grades ranging from 88% to 100% for the online textbook quizzes, and 66% to 100% for the class discussions. One student never participated in the class.</p> <p>Results Analysis: Eight out of nine enrolled students achieved this outcome. (09/03/2019)</p>	<p>Action: Next spring, I will be using the current software version of the same textbook for the online textbook quizzes, as well as incorporating weekly class discussions. It is through these activities that students learn to identify and discuss the fundamentals of creating animations and interactive media. (09/03/2019)</p>
<p>Design challenges using hands-on skills - Solve design challenges using</p>	<p>Assignment - Project - Hands-On Assignments</p>	<p>Reporting Period: 2018-2019 Criterion Met: Yes</p>	<p>Action: Next spring, I will be using the current software version of</p>

<i>Course Outcomes</i>	<i>Assessment Measures</i>	<i>Results</i>	<i>Actions</i>
<p>hands-on skills and concepts learned.</p> <p>Course Outcome Status: Active</p> <p>Next Assessment: 2023-2024</p>	<p>Criterion: Passing grade for each assessment measure.</p>	<p>Eight out of nine enrolled students earned average grades ranging from 75% to 98% for the hands-on assignments. One student never participated in the class.</p> <p>Results Analysis: Eight out of nine enrolled students achieved this outcome. (09/03/2019)</p>	<p>the same textbook for hands-on assignments, as well as including the same student-created animation assignments for the final three hands-on assignments. It is through these assignments that students learn to solve design challenges using hands-on skills and concepts learned. I may also include additional student-created assignments earlier in the class so that students have more opportunities to develop original work. (09/03/2019)</p>