

Title	1) Outcome to be assessed	2) Means of assessment and criteria of success	3) Summary of data collected	4) Analysis of data	5) Plan of action/what to do next
VBUS-101 Introduction to 3D Modeling using Blender	<ol style="list-style-type: none"> <li>1. Upon successful completion of this course students will be able to demonstrate an understanding of the principles and techniques used for creation of three-dimensional content through the planning, creation and design of models and environments using 3D principles.</li> <li>2. Upon successful completion of this course students will be able to identify and effectively apply conceptual thinking skills that are important in animation for the utilization of model creation, texture manipulation, scene rendering and the production of meaningful and artistic visualizations.</li> <li>3. Upon successful completion of this course students will be able to demonstrate successful problem solving that results from experimentation, exploration, and the taking of risks during the creative problem-solving process.</li> <li>4. Upon successful completion of this course students will be able to apply their skills in technical manuals, games, architecture presentations, Web content, Television, and other media to create exciting 3D visual expression.</li> </ol>	<ol style="list-style-type: none"> <li>1. Submit a render electronic file of the results of three of the basic practice tutorials using the following techniques:               <ol style="list-style-type: none"> <li>I. Mesh Modeling</li> <li>II. Material</li> <li>III. Texture</li> </ol> </li> <li>2. The student will prepare and submit a render electronic file of a World environment and scene for a render animated video that will include the following:               <ol style="list-style-type: none"> <li>I. Image used for texturing an object.</li> <li>II. Special effects such as fog, stars, mist, etc.</li> <li>III. Lighting and Lamps to create an atmosphere.</li> <li>IV. Camera(s) with constraints to empty objects.</li> </ol> </li> <li>3. The student will submit a render electronic file of special effects such as fog, mist, etc. on a World and scene.</li> <li>4. The student will submit a render electronic file of an animated QuickTime formatted movie with the following objects               <ol style="list-style-type: none"> <li>I. A customized World and scene.</li> <li>II. Several mesh Models of:                   <ol style="list-style-type: none"> <li>a. Textured building structure</li> <li>b. Texture Landscape</li> <li>c. Particles</li> <li>d. Animated lighting and lamps</li> </ol> </li> </ol> </li> </ol>	<p>Spring 2013</p> <p>P = Student has passed each SLO with a grade of 70% or better.</p> <p>4 SLOs combined  <b>33 students assessed;</b>  <b>11 students passed</b></p> <p>The department collected the assessment data from scantron assessment sheets in an attempt to measure each SLO with its own assessment. However, the data wasn't consistently formatted for it to be successfully scanned. This resulted in the data being aggregated as indicated above.</p> <p>The department is developing Excel templates to simplify the assessment data gathering process.</p> <p>In addition, the department has developed a Wiki to gather and track all curriculum data, including SLO assessment data.</p>	<p>Spring 2013</p> <p>33% passing rate</p>	<p>Instructors continue to move more slowly through course and are encouraging students to repeat the course if necessary rather than drop it; we will review individual units to see if we can remedy the problem areas.</p>