Course Title: SDE 203 Multimedia Authoring

Course Leader: David Maruszewski

 Expected Learning Outcomes for Course
- Adeptly model and animate in 2 dimensions and 3 dimensions
- Analyze, select and apply tools appropriate for a specific solution
- Logically formulate scripts and/or programs to solve problems
- Apply programming and artistic theory in practical applications
- Demonstrate problem solving skills through verbal and written media

Assessment
(How do students demonstrate achievement of these outcomes?)
Students are required to complete a final project which was created to test skills gained throughout the course. The project is then graded with a "grade sheet" which looks at skills and outcomes vertically, and given a measurement of between excellent and poor horizontally. It is similar to an assessment rubric. A full assessment rubric may be created in the future.

Validation
(What methods are used to validate your assessment?)
Currently, all grades sheets are held for two semesters and composite data is used to show trends. When this course reaches three sections per semester, a spreadsheet will be created in order to track outcomes.

Results
(What does the data show?)
1. Students can become very adept at modeling, but animation appears to be harder to understand.
2. Students are willing to miss deadlines and receive grade penalties, than hand incomplete or "spottier" projects on time.
3. Improvement to learning rates occurred in the case of animation
4. Learning beginning modeling and animation concepts in SDE 102 seems to working such that students don't need to be re-taught and keep the initial ½ of the course moving on task.
5. Students are at a place where they could be hired by industry with just an Associate's Degree.
6. Students sometimes have a "make it work" attitude without making it look good or work well.
7. Absences of students hurt their performances. This is obvious, but is a major problem in this class and some students prefer "flight" in this class.

Follow-up
(How have you used the data to improve student learning?)
Response according to last sections numbering:
1. More time in class was devoted to basic animation teaching. Perhaps the semester needs to be spilt 40/60, modeling to animation.

2. Steep, but not overbearing, penalties are applied to impress upon the student how important deadlines are to the industry and class. In some case, however, there projects were poor and late. Up front penalties may need to be established so that students know how this will affect their grades.
3. In-Class Assignments were implemented. This made students more accountable and forced them to practice their skills. This worked well.
4. This has been maintained, and will be continued.
5. Modeling has been very strong and maintained. Animation and other factors will be improved through cross-pollinating animation ideas in other SDE courses.
6. Self evaluation processes will need to be created. Critiques are good but not enough in this course.
7. A comfortable area to get things wrong must be made for the students. Collaboration would be a good option.

Budget Justification
(What resources are necessary to improve student learning?)
Autodesk 3DS Max is still an industry standard and one that students seem to understand fairly well and enjoy. It would be important to keep using this software as well as update computers in order to support newer versions.