

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 full semester 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.

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. COGs from past years are maintained to see trends and improvements (or declines).

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. Students are at a place where they could be hired by industry with just an Associate’s Degree.
5. Students sometimes have a “make it work” attitude without making it look good or work well.
6. 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.
7. Understanding how to get and do work in industry is lost on many students.

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. The schedule was addressed and 1 week was spent on animation. Some improvement was seen.
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. A new structure of project work was done so this was not implemented, and thus no improvement was seen.

Course Outcomes Guide #4

3. In-Class Assignments were implemented. This made students more accountable and forced them to practice their skills. This worked well.
4. Modeling was little weaker this semester due to less being taught, but more so because the new project procedure confused the students. More must be done to create a more focused approach to the project. Animation and other factors will be improved through cross-pollinating animation ideas in other SDE courses.
5. Self-evaluation processes were created. Critiques are better and more often. They are also informal that helped students give and receive more input. Another step to implement would be to allow for resubmits after grading. The student can then improve upon their original work and grade.
6. A comfortable area to get things wrong must be made for the students. Rules that are easier to understand also would allow the students to understand that not everything has to be their best. Informal grades (not affecting their course grade) need to be displayed for students to get an idea of how they are progressing. Collaboration as installed in the project process but implemented too late into the course. Collaboration needs to be moved up a little to help all.
7. Research on proposal writing and other processes are needed.

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. 3DS Max has high system requirements. It is also important to upgrade computers in order to support newer versions.