

**Course Title: SDE 102 Multimedia Authoring**

**Course Leader: David Maruszewski**

**Expected Learning Outcomes for Course**

- Demonstrate fundamental skills in the 2D graphical software
- Create 2D Animations
- Verbally present your created materials
- Develop beginning concepts in screen design
- Address simulation and gaming solutions with professionalism and ethics
- Adeptly model and animate in 2 dimensions and 3 dimensions
- Analyze, select and apply tools appropriate for a specific solution
- Apply programming and artistic theory in practical applications
- Demonstrate problem solving skills through verbal and written media

**Assessment**

A classroom observation model has been adapted in order to get to the bottom of areas of low success. The two assessments below are used to find areas of improvement. However, they do not do well in ascertaining why the areas are weak. Using observation and assessment tools seems to work best.

Students are required to complete a final project which was created to test skills gained throughout the course. The project is then graded with an evaluation module which looks at skills and outcomes vertically, and given a measurement of between excellent and poor horizontally.

**Validation**

The overall grades of the projects are assessed. The individual assessment rows (on the grade sheet(s)) are evaluated and reviewed to find weak areas (to be improved.) 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**

1. Students have a lack of desire to follow directions even when instructional information is oft present and reminded
2. Critiques and presentation help the student think of larger concepts as long as they are structured.
3. Students have a strong desire to create. It can sometimes rush them into a project.
4. Pacing of animations is not always the cleanest.
5. Intellectual Property infringement occurs often.

**Follow-up**

1. I have highlighted the most important parts of projects, etc. Clear due dates in Moodle and reminders help, also. Unfortunately, I can't compromise on this point because this is imperative to be able to do for employment. Since this is an introductory course, it serves as a learning opportunity for the listening to deadlines. One note is that we ran a completely on-line course which had better success. At this point, it is unclear whether

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this was an exceptional group or that they were less apt to tune me out due to delivery of videos that could be watched and replayed at leisure.

2. Discussion boards will be used in the future and have grades associated with their input. This works well for on-line classes or non-fertile on-campus classes. A project based more in theory than content and requirements was added.
3. More mandatory prep work to projects has helped them this semester. Storyboards averaged above a “Good” on the final grade sheet. Having them run through a set of ideas instead of just one works well. Helping work along with the creative and preparatory process will be more heavily stressed in the future.
4. A “Pacing” skill evaluation was placed on the assessment to get an idea how good/bad the students are doing. This improved the work. Currently the average was near a “Good.” Working on longer animations within class improved this skill as well.
5. Training has been done on this, but ultimately students do it because they don’t want to take the time to properly cite the sources. You would think that grading harshly on this topic would deter this, but to no avail. The model of continual engagement has been set into motion. So, for all SDE courses we continue to stress the importance of Intellectual Property from both sides of the story. Easier ways to relate information have also been used. These ways will be increased as the students’ education continues.

### **Budget Justification**

At this point, nothing more is needed other than having a 2D animation package that integrates with the web. Currently, we are using Flash and it is doing well. Adobe will transform Flash into Animate and it looks like this will handle the future needs of this course. This will allow the traditional animation to be completed, as well as allow for HTML 5 exports.

We offer this online. We are currently using Adobe Connect as the webinar software. To continue this type of class, we would need this software or an equivalent.