Course Title: SDE 201 Multimedia Authoring

Course Leader: David Maruszewski

 Expected Learning Outcomes for Course
- Analyze, select and apply tools appropriate for a specific solution
- Logically formulate scripts and/or programs to solve problems
- Understand and articulate interactivity in the gaming industry, including the connectivity between computer art and programming
- Apply programming and artistic theory in practical applications
- Apply rudimentary Physics and Trigonometry principles

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.

The students have an overarching project. This project has an assessment sheet associated with it. The sheet was created to directly relate to the outcomes. It uses a Poor-Excellent Scale, with multipliers to prioritize the outcomes tested.

A supplemental (3rd of the semester) exam is issued to help confirm the findings of the project grade.

Validation
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. Having a platform (Android phone) to place their work on helps give the student a firm direction to go.
2. There is a problem with too much material needed to be presented early. Working on projects would be great, but often catching up on material at the end of the semester occurs.
3. Students' projects vary significantly and having only set topics to teach isn't ideal. Some projects might be disadvantaged based on the breadth of what we cover.
4. As a tag onto 3, skills of the students are different as some are more artistic, and some are more programmers.
5. Students weren't following directions.
6. Students were not planning well for deadlines.
7. Students don't take notes and cannot remember material.

Follow-up
Response in order of last section's numbering:
1. This works very well. We had students put apps on more often and earlier in the course. I believe we should keep going with this pursuit.

2. Reworking the schedule to having the better topics at the proper time definitely helped. It helped. It also helped to have students present their work on a regular schedule. This kept them more up to date.
3. During the semester, 30 minutes per week will be devoted to student question that are specific to their projects. They will also be allowed more time to work and experiment in class. This had good results as more advanced apps were created in the past. We'll also start presenting "how-to" demonstrations along with subject content. This may help the student get through sticking points where they lack the experience to handle adverse circumstances. Initial results were good, although this was done in an online format this last time. So, the 30 minutes was more of a rough estimate.
4. I put more of a hand in what the students did and progressed with on their projects. That seemed to help them focus more on their strengths and avoid paths that weren't able to be completed.
5. Certain project piece and deliverables may have not been explained fullest. Adding to the current documentation with clearer language has already been started. However, it is noted that the students may still not read the documentation.
6. There is some more digestible material in this course which could be moved up in the schedule. This might encourage them to practice with the software and attempt more. More deadlines are needed in general to keep them on track. If they fall off track, opportunities like in-class time working on individual problems should continue to aid them in "catching up." Initial results are good.
7. From talking with other faculty, this appears to be a systemic issue at HCC. IT may be needed to be addressed at Faculty Assembly or perhaps have a something at the Fletcher Center. I've tried to make sure that they save their computer work. This acts as a notebook that they can refer to later.

Budget Justification

This course's focus was redirected to making applications for mobile devices. This last semester we used Android. A diverse group of devices would be helpful. We currently only have 2 Android phones, 1 iPad and 2 gTablets. A Windows Surface would be a nice addition to this variety.