

Course Title: SDE 201 Multimedia Authoring

Course Leader: Audra Martenot

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.

Overall 4.1 (Preparation 3.75, Creativity 4, Design 4.5, Presentation 4.2)

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.

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.

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.