

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

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 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

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 will forgo prep work and research even if it means risking themselves into a very poor grade.
2. 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.
3. Understanding how to get and do work in industry is lost on many students.
4. Tests were not indicative of project grade. Test score in all students’ cases were lower than project score.
5. This is a time intensive class. Many students have a hard time doing the project even though it is worked on throughout the semester.

Follow-up

Response according to last sections numbering:

1. This might be just a stare-down, hoping that I’ll flinch. When they miss, they get a bad grade, but there isn’t a later time when they re-encounter similar conditions. After the prep and research they are allowed to go ahead and do the more creative things in animation. It seems like it would be good to have another chance, but I think the real answer is to address it in SDE 102 which is a prerequisite for this course. Nonetheless, a significant portion of students will prefer to take some risk than put in the larger effort that will give definite results. I had them read each other’s proposals and research which open the eyes of some students.

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2. Collaboration as installed in the project process and helped. The deadlines were too late on these in the last course. More and earlier deadlines were imposed. This worked well for this past year. I will see if next year's class will corroborate this.
3. Research on proposal writing and other processes are needed. I also allowed pieces of their projects to be handed in multiple times. They could increase their grade with this approach. In some cases, no grade would be given unless there was completion. This had a good effect and made students more accountable. This is a continuing process.
4. Students are less apt to put effort into test, sometimes not even studying. I will lower the overall grade percentage of tests. This is not an overall fix, but it reduces the penalty of students understanding of theory on project, but not able to verbalize it. Tests tend to be more theory based, and for some students theory is more instinctual, but still there. I am rolling more work from lecture and complete it into the test so that students can see the connection. I also increased the number of test questions which actually improved scores.
5. I've set up an asset exchange so they aren't responsible for all of the parts of their project. They can use others' assets as long as they cite it. This wasn't fully utilized but did help. Next year, I will control the deliverables of the project more so that there is more cross-over.

Budget Justification

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. Adobe Connect was used for an on-line version of the course.