

Program Name: IST Simulation and Digital Entertainment	Outcome #1	Outcome #2	Outcome #3	Outcome #4	Outcome #5	Outcome #6	Outcome #7
Objectives	Adeptly model and animate in 2 dimensions and 3 dimensions	Analyze, select and apply tools appropriate for a specific solution	Logically formulate scripts 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	Demonstrate problem solving skills through verbal and written media	Apply rudimentary physical principles to animations or simulations
SDE 102 Multimedia Authoring	Through projects, the students will demonstrate their ability to model and animate in 2 dimensions	Use multiple software packages and understand their strengths			Construct involved projects from smaller individual art pieces and create a functioning executable	Write and present work clearly on projects assigned	
SDE 130 Introduction to OOP	Model, program and simulate homework and a project in 3D		Use a scripting/programming IDE to make lake language	Create functioning interactive media where an art object will be controlled by scripting created by the student	Construct involved projects from smaller individual art pieces and create a functioning executable	Write and present work clearly on projects assigned	Demonstrate physics and trigonometric principles used in common programming
SDE 201 Multimedia Algorithms	Through projects, the students will demonstrate their ability to model and animate in 2 dimensions		Demonstrate knowledge of scripting through projects and examination	Create functioning interactive media where an art object will be controlled by scripting created by the student	Use animation to create functional interactive pieces		
SDE 203 3D and Advanced Animation	Through projects, the students will demonstrate their ability to model and animate in 3 dimensions	Demonstrate their knowledge of 3D animation and its advantages			Students evaluate professionals work and apply it into their own work	Write and present work clearly on projects assigned	Demonstrate physics and trigonometric principles used in common game programming
SDE 207 Multimedia Project Development	Design, create and implement animations to satisfy requirements of faculty.	Students must choose software and appropriate coding to satisfy their project requirements	Demonstrate understanding of coding by making a useable deliverable	Write a final report that will explain decisions and use tools successfully that incorporate art and coding	Use prespecified criteria to create useable executables, etc. for "clients"	Write and present work clearly on overall project assigned	Project Dependent
GDT 112 Computer Graphics		Compare, contrast and select appropriate technology to enhance personal and professional tasks			Evaluate and employ safe computing practices. Apply critical thinking skills using technology to solve visual problems.	Process and communicate information through technology resources	
GDT 116 Digital Imaging					Demonstrate knowledge of specific technical issues relative to the use of graphics (bitmap) files including resolution, prep for internet use, convert to bitmap, and output (print issues). Demonstrate knowledge of how Adobe Photoshop CS6 is used by designers in the graphic design field in a variety of design applications including typesetting and page layout		
GDT 142 - Computer Illustration	Demonstrate knowledge of Adobe Illustrator CS6 by selecting and applying appropriate tools to complete a variety of specific graphic design exercises				Demonstrate knowledge of specific technical issues relative to the of vector files including resolution, prep for internet use, convert to bitmap, and output (print issues). Demonstrate knowledge of how Adobe Illustrator CS6 is used by designers for a variety of production processes including WEB, Multi-media and Print	Write and present work clearly on overall project assigned	

WEB 101 Web Designer I		Compare, contrast and select appropriate technology to enhance personal and professional tasks	Utilize HTML and CSS to solve WEB issues		Evaluate and employ safe computing practices	Process and communicate information through technology resources	
IST 102 Introduction to Information Technology		<ul style="list-style-type: none"> • Compare, contrast and select appropriate technology to enhance personal and professional tasks 				<ul style="list-style-type: none"> • Process and communicate information through technology resources 	

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SDE 102 Multimedia Authoring	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
SDE 130 Introduction to OOP	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
SDE 201 Multimedia Algorithms	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
SDE 203 3D and Advanced Animation	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
SDE 207 Multimedia Project Development	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
GDT 112 Computer Graphics	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
GDT 116 Digital Imaging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
GDT 142 - Computer Illustration	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
WEB 101 Web Designer I	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
IST 102 Introduction to Information Technology	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>