

## **Course Title: SDE 102 Multimedia Authoring**

**Course Leader: Olusegun Adegboyega-Edun**

### **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. 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.)

### **Results**

**On a scale of 1-5, all outcomes averaged 2.92**

Animation 3.6 / Creativity 4/ Problem Solving 3.8/ Animation Theory 3.2

1. Critiques and presentation help the student think of larger concepts as long as they are structured.
2. Students have a strong desire to create. It can sometimes rush them into a project.

### **Follow-up**

(How have you used the data to improve student learning?)

- Emphasize process of planning animation projects
- Deepen student knowledge of theory of animation

### **Budget Justification**

(What resources are necessary to improve student learning?)