

# Animation BFA

## Development of Core Animation Concepts and Techniques

**Goal Description:**

Students will develop skills and learn principles necessary to produce professional animated films and videos.

**Providing Department:** Animation BFA

RELATED ITEMS/ELEMENTS -----

RELATED ITEM LEVEL 1

**Students Will Demonstrate An Understanding Of The Post Production Process**

**Learning Objective Description:**

Students will demonstrate introductory level proficiencies in post production process through the creation of short animated videos, which includes an editing process, titles, credits, and sound.

RELATED ITEM LEVEL 2

**Annual Faculty Review Of Computer Animation Program Student Work From ARTS 2343 (Post Production Process)**

**Indicator Description:**

At the end of each academic year, faculty in the Animation program meet to review and assess student work produced in the Computer Animation Program. During this meeting, a minimum of 2 faculty members from the Animation Program will evaluate students who have completed ARTS 2343 Animation Concepts and Techniques in this assessment.

A rubric will be used to evaluate each students' ability to demonstrate proficiencies in the following:

- Effective Use of Titles and Credits
- Effective Editing of Multiple Animations
- Use of Sound to Enhance Action
- Use of Soundtracks

The attached rubric will be used for the evaluation.

Attached Files

 [SACS GoalOne ScoreSheets.xlsx](#)

**Criterion Description:**

When evaluating the work produced in ARTS 2343, it is expected that all students will demonstrate an adequate level of proficiency, or higher, in each of the evaluated criteria.

**Findings Description:**

For this cycle, work from 16 students produced in ARTS 2343 was assessed.

**Effective Use of Titles and Credits**

The overall average for all students in the category was a 3.36  
97.75% of the student evaluated received a 3.0 or higher  
25% of the students evaluated received a 4.0 or higher  
68.75% of students evaluated received a score between 3.0 and 4.0  
6.25% of students evaluated received a 2.0 or lower

**Effective Editing of Multiple Animations**

The overall average for all students in the category was a 3.44  
97.75% of the student evaluated received a 3.0 or higher

75% of the students evaluated received a 4.0 or higher  
75% of students evaluated received a score between 3.0 and 4.0  
6.25% of students evaluated received a 2.0 or lower

### **Effective Use of Sound To Enhance Action**

The overall average for all students in the category was a 3.44  
97.75% of the student evaluated received a 3.0 or higher  
18.75% of the students evaluated received a 4.0 or higher  
68.75% of students evaluated received a score between 3.0 and 4.0  
6.25% of students evaluated received a 2.0 or lower

### **Effective Use of Soundtracks**

The overall average for all students in the category was a 3.28  
87.5% of the student evaluated received a 3.0 or higher  
18.75% of the students evaluated received a 4.0 or higher  
68.75% of students evaluated received a score between 3.0 and 4.0  
12.5% of students evaluated received a 2.0 or lower

Attached Files

 [01\\_SACS2022\\_GoalOne\\_FINDINGS\\_2024.xlsx](#)

#### **RELATED ITEM LEVEL 3**

### **Action: Annual Faculty Review of Computer Animation Program Student Work From ARTS 2343 (Post Production Process)**

#### **Action Description:**

The findings for this cycle showed that the majority of students performed well for this objective. For the criteria Effective Use of Titles and Credits, Effective Editing of Multiple Animations, and Effective Use of Sound To Enhance Action, 93% of students reviewed demonstrated an adequate level of proficiency or higher. For Effective Use of Soundtracks, 87% of students reviewed demonstrated an adequate level of proficiency or higher. These finding suggest that the the efforts and methodology of faculty that teach ARTS 2343 are benefiting students, and that significant revisions are not needed. A few lower scores were noted in the criterion Effective Use of Soundtracks. These scores are are result of errors of omission as opposed to quality issues. Students in ARTS 2343 are required to include sound in all their projects, however, some fail to meet this requirement. For most projects, post-production work is done outside of class right before due dates. As a result of this timing, faculty teaching this course do not have an opportunity to make sure that students are including audio in their projects prior to the submission date.

Animation faculty met on Wednesday, September 4 to discuss the 2023-2024 Animation BFA Self-Assessment and the new plan for continuous improvement. For ARTS 2343 Animation Concepts and Techniques, this plan addressed strategies to ensure students are including audio in their work and providing students opportunities to revise and improve work after it has been submitted.

Both faculty teaching ARTS 2343 this Fall have implemented a mid-production check in to ensure that students have selected sound for their projects.

Since this meeting took place after the beginning of the semester, faculty teaching ARTS 2343 this Fall have not formally included a policy for submitting revised work, but are allowing students to do so and plan to include specific language addressing this in their course syllabi next Spring.

#### **RELATED ITEM LEVEL 1**

### **Students Will Demonstrate an Introductory Level of Technical and Artistic Proficiencies in Animation Learning Objective Description:**

Students will produce a body of work that demonstrates introductory level proficiencies in technical and artistic skills.