

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.

Annual Faculty Review Of Computer Animation Program Student Work From ARTS 2343 (Technical and Artistic Skills)

Indicator Description:

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

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

- technical skills
- artistic skills
- original artistry
- overall quality of work

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.

Technical Skills

The overall average for all students in the category was a 3.41

75% of the student evaluated received a 3.0 or higher

18.75% of the students evaluated received a 4.0 or higher

56.25% of students evaluated received a score between 3.0 and 4.0

25% of students evaluated received a 2.0 or lower

Artistic Skills

The overall average for all students in the category was a 3.55

87.5% of the student evaluated received a 3.0 or higher

31.25% of the students evaluated received a 4.0 or higher

56.25% of students evaluated received a score between 3.0 and 4.0

12.5% of students evaluated received a 2.0 or lower

Original Artistry

The overall average for all students in the category was a 3.63

81.25% of the student evaluated received a 3.0 or higher

37.5% of the students evaluated received a 4.0 or higher

43.75% of students evaluated received a score between 3.0 and 4.0

18.75% of students evaluated received a 2.0 or lower

Overall Quality of Work

The overall average for all students in the category was a 3.53
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 (Technical and Artistic Skills)

Action Description:

The findings for this cycle showed that the majority of students are performing well in their classes and are producing work that is meeting or exceeding the expectations of course learning objectives. It was noted that a few students work demonstrated some improvement to be considered adequate, specifically in the criteria related to the demonstration of technical and artistic skills.

In ARTS 2343, there are already mechanisms in place to ensure that students have opportunities to improve as they are working on projects. These mechanisms are inherent to the animation production process, which requires a number of steps, each requiring a checkin before moving forward. These checkins typically happen once a week, depending on the nature of the assignment. With the findings for this cycle in mind, it would be good for faculty in increase the frequency of interacting with students having technical and/or artistic challenges. For students having technical challenges, additional out-of-class exercises can be provided. Students may also benefit from having opportunities to revise work after the due date. At the beginning of the next academic year, faculty will discuss these, and other, strategies in helping improve the learning experience of students that are having challenges.

Professional Practices In Animation

Goal Description:

At the completion of the BFA program, animation students will be prepared for employment in the animation industry and graduate programs in animation.

Providing Department: Animation BFA

RELATED ITEMS/ELEMENTS -----

RELATED ITEM LEVEL 1

Students Will Demonstrate Professional Technical and Artistic Skills

Learning Objective Description:

Students will produce a body of work that demonstrates proficiencies in technical and artistic skills, and is suitable for presentation at interviews for employment in the animation industry and to graduate programs in animation.

RELATED ITEM LEVEL 2

Annual Faculty Review Of Computer Animation Program Student Work From ARTS 4358 (Review of Body of Work)

Indicator Description:

At the end of each academic year, faculty in the Animation Program meet to review and assess student work produced in the Animation Program. During this meeting, a minimum of 2 faculty members from the Animation Program will evaluate the body of work students completed in ARTS 4358 Animation Portfolio.

The demo-reels will be evaluated using a rubric to assess the students'

- technical skills
- artistic skills
- original artistry
- overall quality of work

The attached rubric will be used for the evaluation.

Attached Files

 [SACS_GoalTwo_ScoreSheet.xlsx](#)

Criterion Description:

When evaluating the work produced in ARTS 4358, 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 4358 was assessed.

Technical Skills

The overall average for all students in the category was a 4.0

81.25% of the student evaluated received a 3.0 or higher

37.5% of the students evaluated received a 4.0 or higher

43.75% of students evaluated received a score between 3.0 and 4.0

18.75% of students evaluated received a 2.0 or lower

Artistic Skills

The overall average for all students in the category was a 3.75

93.75% of the student evaluated received a 3.0 or higher

50% of the students evaluated received a 4.0 or higher

43.75% of students evaluated received a score between 3.0 and 4.0

6.25% of students evaluated received a 2.0 or lower

Original Artistry

The overall average for all students in the category was a 3.74

93.75% of the student evaluated received a 3.0 or higher

37.5% of the students evaluated received a 4.0 or higher

56.25% of students evaluated received a score between 3.0 and 4.0

6.25% of students evaluated received a 2.0 or lower

Overall Quality of Work

The overall average for all students in the category was a 3.74

93.75% of the student evaluated received a 3.0 or higher

43.75% of the students evaluated received a 4.0 or higher

50% of students evaluated received a score between 3.0 and 4.0

6.25% of students evaluated received a 2.0 or lower

Attached Files

 [01_SACS2023_GoalTwo_FINDINGS_2024.xlsx](#)

RELATED ITEM LEVEL 3

Action: Annual Faculty Review of Computer Animation Program Student Work From ARTS 4358 (Review of Body Work)

Action Description:

The findings for this cycle showed that the majority of students are performing well in their classes and are producing work that is meeting or exceeding the expectations of course learning objectives. It was noted that a few students work demonstrated some improvement to be considered adequate, specifically in the criteria related to the demonstration of technical and artistic skills.

In ARTS 4358, there are already mechanisms in place to ensure that students have opportunities to improve as they are working on projects. These mechanisms are inherent to the animation production process, which requires a number of steps, each requiring a checkin before moving forward. These checkins typically happen once a week, depending on the nature of the assignment. With the findings for this cycle in mind, it would be good for faculty to increase the frequency of interacting with students having technical and/or artistic challenges. For students having technical challenges, additional out-of-class exercises can be provided. Students may also benefit from having opportunities to revise work after the due date. At the beginning of the next academic year, faculty will discuss these, and other, strategies in helping improve the learning experience of students that are having challenges.

RELATED ITEM LEVEL 1

Students Will Produce An Effective Professional Portfolio Of Their Work

Learning Objective Description:

Animation students will produce a portfolio of professional-quality work in the form of a demo-reel that demonstrates proficiencies in the showcasing of technical and artistic skills, and is suitable for presentation at interviews for employment in the animation industry and to graduate programs in animation.

RELATED ITEM LEVEL 2

Annual Faculty Review Of Computer Animation Program Student Work From ARTS 4358 (Review of Demo Reel)

Indicator Description:

At the end of each academic year, faculty in the Animation Program meet to review and assess student work produced in the Animation Program. During this meeting, a minimum of 2 faculty members from the Animation Program will evaluate student demo-reels completed in ARTS 4358 Animation Portfolio.

The demo-reels will be evaluated using a rubric to assess the students'

- ability to edit effectively
- ability create effective titles
- effective demonstration of skills
- effective use of soundtracks
- overall quality of demo reel

The attached rubric will be used for the evaluation.

Attached Files

 [SACS GoalTwo ScoreSheet.xlsx](#)

Criterion Description:

When evaluating the work produced in ARTS 4358, 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 4358 was assessed.

Effective Use of Titles and Credits

The overall average for all students in the category was a 3.79

100% of the student evaluated received a 3.0 or higher

43.75% of the students evaluated received a 4.0 or higher

56.25% of students evaluated received a score between 3.0 and 4.0

0% of students evaluated received a 2.0 or lower

Effective Editing

The overall average for all students in the category was a 3.65

100% of the student evaluated received a 3.0 or higher

37.50% of the students evaluated received a 4.0 or higher

62.50% of students evaluated received a score between 3.0 and 4.0

0% of students evaluated received a 2.0 or lower

Demonstration of Skills

The overall average for all students in the category was a 3.83

100% of the student evaluated received a 3.0 or higher

43.75% of the students evaluated received a 4.0 or higher

56.25% of students evaluated received a score between 3.0 and 4.0

0% of students evaluated received a 2.0 or lower

Overall Quality of Work

The overall average for all students in the category was a 4.02

100% of the student evaluated received a 3.0 or higher

87.50% of the students evaluated received a 4.0 or higher

12.50% of students evaluated received a score between 3.0 and 4.0

0% of students evaluated received a 2.0 or lower

Overall Quality of Demo Reel

The overall average for all students in the category was a 3.67

87.50% of the student evaluated received a 3.0 or higher

43.75% of the students evaluated received a 4.0 or higher

43.75% 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_SACS2023_GoalTwo_FINDINGS_2024.xlsx](#)

RELATED ITEM LEVEL 3**Action: Annual Faculty Review of Computer Animation Program Student Work From ARTS 4358 (Review of Demo Reel)****Action Description:**

The findings for this cycle showed that the majority of students are producing demo reels that meet or exceed the expectations of course learning objectives. For the criteria Effective Use of Titles and Credits, Effective Editing, Demonstration of Skills, and Effective Use of Soundtracks, all students demonstrated an adequate level of proficiency or better. For Overall Quality of Demo

Reel, 87% of students demonstrated an adequate level of proficiency or better. These findings suggest that the efforts and methodology of faculty that teach these courses are benefiting students, and that significant revisions are not needed.

In this course, there are already mechanisms in place to ensure that students have opportunities to improve as they are working on their demo reel. These mechanisms are inherent to the process, which requires a number of steps, each requiring a checkin before moving forward. With the findings for this cycle in mind, it would be good for faculty to increase the frequency of interacting with students that need to improve the overall quality of their demo reel. Needed improvements may include revisions to the editing of reel and the revision of the work included in the reel. At the beginning of the next academic year, faculty will discuss these, and other, strategies in helping students that are having challenges.

Update to Previous Cycle's Plan for Continuous Improvement Item

Previous Cycle's Plan For Continuous Improvement (Do Not Modify):

Closing Summary

Most of the student work reviewed demonstrated an adequate level of proficiency. The findings for all objectives were positive and do not suggest a need for significant revision in course materials or teaching methods.

In the next cycle, we will continue with the expectation that all students will demonstrate an adequate level of proficiency, or higher, in each of the evaluated criteria for all objectives.

Faculty that teach ARTS 2343 will continue to administer lectures and coursework that focus on proficiencies in technical and artistic skills. Faculty will continue to encourage students to submit revisions of projects after critiques. Continued focus will be placed on technical and artistic skills, and original artistry. These efforts should have a positive impact on the overall quality of the students work.

Faculty that teach ARTS 4358 will make sure to focus more on students building and demonstrating effective use of soundtracks.

In the upcoming academic year, faculty that teach ARTS 2343 and ARTS 4358 will meet at least once a semester to discuss classroom challenges and successes. Current faculty will meet with new faculty to discuss our goals and ways to meet our goals.

Update of Progress to the Previous Cycle's PCI:

For this cycle, though the goals for all objectives were not met, the results were positive. For student work reviewed from ARTS 4358, more than 80% of students reviewed demonstrated an adequate level of proficiency in all criteria. For student work reviewed from ARTS 2343, more than 75% of students reviewed demonstrated an adequate level of proficiency in all criteria. These findings suggest that the efforts and methodology of faculty that teach these courses are benefiting students, and that significant revisions are not needed.

In order to work towards a continuous improvement in student success, faculty that taught in ARTS 2343 and ARTS 4358 met throughout the semester last academic year to share teaching resources and methods, and to discuss learning objectives. This exchange served to enhance the learning experience for students and the teaching experience for faculty.

New Plan for Continuous Improvement Item

Closing Summary:

The findings for this cycle showed that the majority of students are performing well in their classes and are producing work that is meeting or exceeding the expectations of course learning objectives. It was noted that a few students work demonstrated some improvement to be considered adequate, specifically in the criteria related to the demonstration of technical and artistic skills.

In ARTS 2343 and ARTS 4358, there are already mechanisms in place to ensure that students have opportunities to improve as they are working on projects. These mechanisms are inherent to the animation production process, which requires a number of steps, each requiring a checkin before moving forward. These checkins typically happen once a week, depending on the nature of the assignment. With the findings for this cycle in mind, it would be good for faculty to increase the frequency of interacting with students having technical and/or artistic challenges. For students having technical challenges, additional out-of-class exercises can be provided. Students may also benefit from having opportunities to revise work after the due date. At the beginning of the next academic year, faculty will discuss these, and other, strategies in helping improve the learning experience of students that are having challenges.

In ARTS 4358, faculty will increase the frequency of interacting with students that need to improve the overall quality of their demo reel. Needed improvements may include revisions to the editing of reel and the revision of the work included in the reel. At the beginning of the next academic year, faculty will discuss these, and other, strategies in helping students that are having challenges.

In ARTS2343, a few lower scores were noted in the criterion Effective Use of Soundtracks. These scores are a 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. One solution would be to have students demonstrate progress they are making on sound at scheduled mid-production checkins. Another option would be to withhold grades on projects with missing audio. At the beginning of the next academic year, faculty will discuss these, and other, strategies in helping improve the learning experience of students that are having challenges.