Course Assessment Results aligned to Program SLOs

San Mateo CCCD

CAN Program - Design & Technology, Creative Arts

SLO	Course Outcomes	Means of Assessment & Success Criteria / Tasks	Results	Action & Follow-Up
Develop the ability to communicate design concepts clearly and concisely (i.e. visual, oral, and written)	CAN Dept - Multimedia Art & Technology - CAN MART 314 - Introduction to Comp. Graphics - Raster v Vector images - Students will be able to evaluate the differences between Raster and Vector images by describing one advantage and one disadvantage of Raster and Vector creation software. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** SLO 1: Embedded in the midterm students will be required to fill in short answer definitions of the advantages and disadvantages of both Raster and Vector image software. **Assessment Method Category:** Exam **Success Criterion:** Grade "C" or better		
	CAN Dept - Multimedia Art & Technology - CAN MART 314 - Introduction to Comp. Graphics - Native v Standard file - Students will be able to compare and contrast the difference between a Native File Format and a Standard File Format (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Through a step by step assignment students will use software such as Corel Painter to create a file that will be saved as a native .rif file and a standard .tif file. They will then open each file in Photoshop. The result will reinforce the comparison of a native .rif file and a standard .tif file as the only file Photoshop will open is the .tif [standard] file. **Assessment Method Category:** Capstone Assignment/Project **Success Criterion:** Correctly identifying		
	CAN Dept - Multimedia Art & Technology - CAN MART 314 - Introduction to Comp. Graphics - Graphic Designs - Students will be able to describe and defend their definition of	**Assessment Method:** SLO 3: Students will create six boards with mounted examples of six Graphic Design Principles from magazine visual	03/03/2014 - Fall 2013: Fash 162 Presentation Boards: Advanced Flat Pattern, a core course for the Custom Dressmaking/Small Business and	

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	six Graphic Design Principles; Balance, Proximity, Alignment, Unity, Emphasis and Rhythm (Created By CAN Dept - Multimedia Art & Technology)	advertisements and defend their choices. Present to small group of classmates their evaluation of a current visual magazine advertisment and defend it to the rest of the class. **Assessment Method Category:** Presentation/Performance **Success Criterion:** 70% of students will recieve a grade C or better in course.	Theater Costuming certificates. Using their choice of inspiration and developing concepts to create a collection, students must be able to illustrate a fashion line of 5 cohesive looks. These are presented to a class of their peers and at least one of the looks on the board must be taken to completion in fabric. For this grading period - 100% of students completed this task at an excellent level. **Result Type:** Criterion met **Reporting Cycle:** 2013 - 2014	
	CAN Dept - Multimedia Art & Technology - CAN MART 361 - Digital Video - analog and digital video formats - Compare analog video and digital video formats (Created By CAN Dept - Multimedia Art & Technology)			
	CAN Dept - Multimedia Art & Technology - CAN MART 362 - Digital Photography I - native file/standar file format - Students will be able to compare and contrast the difference between a Native File Format and a Standar File Format (Created By CAN Dept - Multimedia Art & Technology)			
	CAN Dept - Multimedia Art & Technology - CAN MART 362 - Digital Photography I - photographic images - Students will be able to discuss and defend their photographic images using critical thinking and technical ability. (Created			

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	By CAN Dept - Multimedia Art & Technology)			
	CAN Dept - Multimedia Art & Technology - CAN MART 365 - Photographic Retouching/Restor - retouching process - Describe six steps in the retouching process. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Embedded in an assignment students will describe the six steps in the retouching process. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 365 - Photographic Retouching/Restor - previsualization - Define Previsualization and it's importance in the retouching process (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** SLO 3: Embedded in an assignment students will define Pre visualization and it's importance in the retouching process **Assessment Method Category:** Other **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 368 - Web Design I - compare - The student will compare and contrast well designed web sites from an aesthetic point of view and apply these concepts to their own projects. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** This learning outcome will be assessed twice during the semester, the first time after the first few class sessions and then again at the end of the semester before the final project delivery. This will allow the student to appreciate how the knowledge gained and their perception of good and efficient web design have evolved through the semester. The student will answer a questionnaire about design concepts learned and then find relevant examples on the web illustrating these concepts. **Assessment Method Category:**		

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		Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 373 - Digital Audio I - workstation - Students will be able to identify the major components of a digital audio workstation. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Embedded in the midterm students will be required to label the components of a DAW on a diagram including transducers, amplifiers, converters, processors, and media. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 376 - Digital Imaging I - Color Spaces - Students will be able to compare and contrast the basic properties of RGB, CMYK and WEB color spaces (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Embedded in the midterm students will define the basic properties of different color spaces in a listing of their primary and secondary colors, where these color spaces are used (output) and how color is created using these spaces (colorants). **Assessment Method Category:** Exam **Success Criterion:** 80% of students get this right. **Related Documents:** MART%20378.pdf MART%20376%20F%2008.pdf		
	CAN Dept - Multimedia Art & Technology - CAN MART 378 -			

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	Digital Page Layout - Grids - Define and describe the importance of Grids. (Created By CAN Dept - Multimedia Art & Technology)			
	CAN Dept - Multimedia Art & Technology - CAN MART 405 - Storyboard Dev. for Anim./Inte - storyboard samples - Students will analyze and deconstruct existing storyboard samples. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** As we view professional examples of storyboards/film, students fill out template cards as they identify key concepts learned in the lecture. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 418 - History of Animation - analized short animated films - The students will identify and analyze short and feature-length animated films in terms of style, historical significance and technical merit. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** The film assigned will be accompanied by relevant literature or handouts about important stylistic points or historical significance, after watching the film the students will discuss with the instructor and with each other the findings relevant to that particular film by providing examples about the content or the historical context. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 418 - History of Animation			

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	- technological animation and aesthetic style - The students recognize, examine and outline the important milestones in the history of animation both in terms of technological innovation and aesthetic style. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** In the final exam there will be several questions addressing this specific topic giving the students the opportunity to demonstrate their knowledge in the matter. For example, questions such as: Describe two important technological milestones that permitted animation to become mainstream. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 418 - History of Animation - animation styles and historical periods - The students will compare and describe the differences and similarities between animation styles and historical periods. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** During the midterm and final exams the students will be given two historical periods in animation and asked to compare and contrast them in terms of aesthetics, historical context, relevant influences, music or sound and style. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 422 - Introduction to Rigging - Evaluate Readiness - SLO2: Demonstrate the ability to evaluate the readiness of a model for rigging (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students can identify and correct problems with model geometry. **Assessment Method Category:** Project **Success Criterion:** Students will create a character rig that		

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		contains at least 50% of the features and techniques discussed in class.		

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Understand the elements and principles of design through discipline specific implementation.	CAN Dept - Multimedia Art & Technology - CAN MART 314 - Introduction to Comp. Graphics - Graphic Designs - Students will be able to describe and defend their definition of six Graphic Design Principles; Balance, Proximity, Alignment, Unity, Emphasis and Rhythm (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** SLO 3: Students will create six boards with mounted examples of six Graphic Design Principles from magazine visual advertisements and defend their choices. Present to small group of classmates their evaluation of a current visual magazine advertisment and defend it to the rest of the class. **Assessment Method Category:** Presentation/Performance **Success Criterion:** 70% of students will recieve a grade C or better in course.	03/03/2014 - Fall 2013: Fash 162 Presentation Boards: Advanced Flat Pattern, a core course for the Custom Dressmaking/Small Business and Theater Costuming certificates. Using their choice of inspiration and developing concepts to create a collection, students must be able to illustrate a fashion line of 5 cohesive looks. These are presented to a class of their peers and at least one of the looks on the board must be taken to completion in fabric. For this grading period - 100% of students completed this task at an excellent level. **Result Type:** Criterion met **Reporting Cycle:** 2013 - 2014	
	CAN Dept - Multimedia Art & Technology - CAN MART 325 - Digital Painting - aesthetic characteristics - Define the aesthetic characteristics associated with digital painting. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Demonstrate a working knowledge of painting software in terms of both the technical tools and creative media. **Assessment Method Category:** Presentation/Performance **Success Criterion:** 70% of students will recieve a grade C or better in course.		

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	CAN Dept - Multimedia Art & Technology - CAN MART 325 - Digital Painting - image created digitally. - Compare and contrast RGB and CYMK color space comparing ink output from the image created digitally. (Created By CAN Dept - Multimedia Art & Technology)			
	CAN Dept - Multimedia Art & Technology - CAN MART 361 - Digital Video - transitions and editing techniques - Describe the use of specific transitions and editing techniques (Created By CAN Dept - Multimedia Art & Technology)			
	CAN Dept - Multimedia Art & Technology - CAN MART 362 - Digital Photography I - digital imaging - Students will be able to learn critical thinking, visual aquity, and technical proficiency with digital imaging (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Embedded in the critiques students will be required to display and discuss their images and methods used to create their work and participate in peer critiques. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course. **Related Documents:** MART%20362.pdf Mart_362_Alignment_worksheet_Workforce.docx		
		Assessment Method: Students will use a Digital Input Device (Camera and/or Scanner and the Adobe Creative Suite to create images for both web and print. **Assessment Method Category:**	03/25/2011 - SLO#2 Students were able to compare and contrast the advantages and disadvantages to working in native raw versus jpeg quickly. SLO #3 was assessed both in the class critiques and the online forums.	

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		Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.	**Result Type:** Criterion met **Reporting Cycle:** 2009 - 2010	
		Assessment Method: Students will complete 6 photographic projects and a final project, including group peer critique and review. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 363 - Digital Photography II - use of multiple Light room - Assess the use of multiple Light room or other asset management libraries and catalogs for efficient workflow (Created By CAN Dept - Multimedia Art & Technology)			
	CAN Dept - Multimedia Art & Technology - CAN MART 378 - Digital Page Layout - Placeholder Text - Define Placeholder Text, where it can be found and why it is used. (Created By CAN Dept - Multimedia Art & Technology)			
	CAN Dept - Multimedia Art & Technology - CAN MART 379 - Digital Animation I: Flash - vector and raster graphics - Students will learn the differences between vector and raster graphics and the advantages of using each. (Created By CAN Dept -	**Assessment Method:** For one assignment, students will create a compelling photo slideshow by combining personally taken digital images (raster) and native Flash generated content (vector). **Assessment Method Category:**		

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	Multimedia Art & Technology)	Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 380 - Digital Animation II: Flash - basic principles of animation - The students will be able to identify and illustrate the 12 basic principles of animation as they apply to the production of an animated short in a 2D digital program. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** This SLO will be assessed by having the students create a short cinematic animation that implements the necessary animation principles to convey their message across. This is a creative project and it will vary from student to student depending on their story, but the application of the animation principles will be closely examined. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 405 - Storyboard Dev. for Anim./Inte - translating a script - Students will learn the process of translating a script or idea into visual form. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** The Final project is broken down into three phases, requiring students to first write a story, then create rough "thumbnail" drawings of this idea, and finally, storyboard the idea as polished and narrative artwork. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better. **Related Documents:**	03/25/2011 - SLO1: Students learned to tell stories without needing to write text or explain details orally. The way in which the drawings were presented (sequence, composition, pacing, etc.) spoke for themselves. A picture can be worth 1000 words. **Result Type:** Criterion met **Reporting Cycle:** 2009 - 2010	

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		MART_405.pdf mART405_F08_matrix.doc		
	CAN Dept - Multimedia Art & Technology - CAN MART 405 - Storyboard Dev. for Anim./Inte - composition - Students will demonstrate an understanding of composition and how to visually alter its tone through the use of framing, shading and perspective. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** For our "Giant Talk" assignment, students are provided with a script that forces them to step outside of their comfort zone to draw the narrative action, resulting in artistically pleasing compositions. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 417 - Principles of Animation - Timing and spacing - The student will be able to apply the concepts of timing and spacing to an animated sequence. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students will animate a jointed, moving pendulum showing appropriate timing and spacing, suggesting weight. **Assessment Method Category:** Portfolio **Success Criterion:** 70% of students will receive a "C" or better on this assignment		
	CAN Dept - Multimedia Art & Technology - CAN MART 421 - 3D Modeling and Animation II - imagery in 3D - The student will learn the process of telling a story and creating its imagery in 3D (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** This SLO will be assessed by the student being able to produce a comprehensible storyboard and producing 3D scenes to support it. **Assessment Method Category:** Exam		

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		Success Criterion: 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 430 - 3D Character Creation & Animat - ball shapes - Students will animate three bouncing ball shapes demonstrating different physical properties: a rubber ball, a bowling ball, and a balloon (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Student will use animation techniques such as timing, spacing, overlap, squash, and stretch, to successfully portray the distinctive weight and physical characteristics of a rubber ball, a bowling ball, and a balloon in motion. Assessment will be by viewing final Quicktime file of student's animation. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.	03/26/2011 - Course content may move too quickly from foundation/beginning concepts into advanced assignments. Students who spend more time on their assignments have more refined, polished final product. Teacher and peer critique important in providing feedback to student work. Reassessment of class assignments to determine if assignments progress too quickly from basic to advanced. Focus more on basic techniques, building a solid foundation for advanced exercises. Possible development of additional basic assignments to replace one or more advanced assignments. **Result Type:** Criterion met **Reporting Cycle:** 2009 - 2010	
	CAN Dept - Multimedia Art & Technology - CAN MART 430 - 3D Character Creation & Animat - soundtrack. - Students will create a character performance synchronized to an audio soundtrack. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Student will use animation techniques such as timing, spacing, poses, overlap, secondary actions, and silhouettes to animate a character with synchronized speech to a provided audio track. Character performance will include appropriate body language to match emotion and personality present in audio recording. Assessment will be by viewing final Quicktime file of student's		

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		animation. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 431 - Special Effects & Compo. in 3D - images - Students will be able to combine images from 2D and 3D sources from various media. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students will be evaluated on projects with class critiques. Projects will include, an animatic, simple overlay of images from a paint program such as Photoshop, and 3D tranforms. They will also be tested on knowledge of compositing functions, such as multiply, max, min, add, subtract, mix, over, screen, in, out, Atop. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 432 - 3D Environments & Hard S. Mod. - 3D Hard Surface Modeling - The student will learn the approach to 3D Hard Surface Modeling (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** The SLO will be assessed by his/her ability to produce an orthographic and progress intelligently in building a precise 3D hard surface model. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		

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	CAN Dept - Multimedia Art & Technology - CAN MART 680CG - 3D Spatial Visualization - Identify - Identify Isometric drawings and Coded Plans (Created By CAN Dept - Multimedia Art & Technology)			
	CAN Dept - Multimedia Art & Technology - CAN MART 680CG - 3D Spatial Visualization - Isometric drawings - Create Isometric drawings from given coded plans (Created By CAN Dept - Multimedia Art & Technology)			

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Develop competitive industry standard skills in the respective fields.	CAN Dept - Multimedia Art & Technology - CAN MART 325 - Digital Painting - digital files formats. - Develop and prepare digital files for output as fine art prints utilizing appropriate file formats. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** A hands on exercise indicating students have performed and prepared digital files as fine art prints using proper extensions. **Assessment Method Category:** Other **Success Criterion:** A letter grade of C or better following Rubric.		
	CAN Dept - Multimedia Art & Technology - CAN MART 361 - Digital Video - effective short video - Create an aesthetically effective short video (Created By CAN Dept - Multimedia Art & Technology)			

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	CAN Dept - Multimedia Art & Technology - CAN MART 363 - Digital Photography II - importing/categorizing images - Demonstrate skills in importing, sorting, adjusting, categorizing and outputting images to a fine art print or the web. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Student will be able to prepare and print an image on the photo printer OR prepare and upload an image to a web site, using appropriate image resolution.		
	CAN Dept - Multimedia Art & Technology - CAN MART 363 - Digital Photography II - color management techniques - Use color management techniques, calibration, and icc profiles to ensure accurate printing. (Created By CAN Dept - Multimedia Art & Technology)			
	CAN Dept - Multimedia Art & Technology - CAN MART 365 - Photographic Retouching/Restor - professional photographic retouching - Within a professional photographic retouching workflow, describe the importance of using a neutral gray on the walls of your studio and the background behind your photograph. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** SLO 1: Embedded in an assignment students will describe the importance of using a neutral gray in a photographic restoration or retouching workflow. **Assessment Method Category:** Capstone Assignment/Project **Success Criterion:** 70% of students will recieve a grade C or better in course. **Related Documents:** MART%20365.pdf		
	CAN Dept - Multimedia Art & Technology - CAN MART 368 - Web Design I - design a web site - The students will design and develop a small web site consisting of at least three linked web pages using a web design package. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Following the basic functionality instruction of the web design package the student will design and assemble their web pages during in-class lab time and then uploaded to a remote web server where they will be viewed and critiqued by the instructor and the rest of the class.		

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		Assessment Method Category: Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 368 - Web Design I - directory - The students will manipulate and manage web site files in a local root directory and remote web server directory. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Every class the student will have the opportunity to manage their files and practice moving them, saving them and uploading them to the server. This SLO is a component of almost every class session. The instructor will check the file architecture and site structure to make sure that local sites match the remote directories. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 369 - Web Design II - basic formmail - Students will be able to implement a basic formmail CGI script into an HTML form created in dreamweaver and upload it to the server. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** After the students create their forms, the instructor will open the uploaded form, populate the fields and push the "Send" button. If done correctly, the instructor should receive the content of the form at the designated email address. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course. **Related Documents:** MART 369 F08.pdf	03/25/2011 - SLO 1 - Implementing CGI forms is a server-side activity and each server can have different settings/requirements. It's important that the students understand that this is just a representative example but that they might encounter some differences when using different servers. SLO 1 - Add more information regarding server differences in implementation of this method. SLO 1 - Teach the formmail technique showing at least two different methods used by different servers **Result Type:** Criterion met	

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	CAN Dept - Multimedia Art & Technology - CAN MART 369 - Web Design II - web site menus - Students will be able to create dynamic web site menus using cascading style sheets and html. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** By opening the menu exercise page in various web browsers and platforms the instructor will be able to verify that the menus work properly and display as intended **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.	03/25/2011 - SLO 2 - Once the students get past the hand-coding fright, the method using CSS for building whole web sites is a lot faster than the old way with Tables. SLO 2 - Integrate more hand-coding basics into the class both in CSS and XHTML. **Result Type:** Criterion met **Reporting Cycle:** 2009 - 2010	
	CAN Dept - Multimedia Art & Technology - CAN MART 369 - Web Design II - analyze and implement - Students will be able to analyze and implement appropriate interface metaphors and interaction design principles to web projects depending on their target audience, scope and technical specifications. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** After analyzing the project scope and technical specifications the student will come up with three viable interface metaphor mock-ups and a path to refine the chosen one into a workable template in HTML. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.	03/25/2011 - SLO 3 - Interface metaphors allow the students to implement very creative presentational materials at the same time they learn usability and interaction design principles. Makes the topic "less dry". SLO 3 - Find additional reference sources (articles, books, etc) for the students to access as optional resources. SLO 3 - Implement more comprehensive class critiques and teacher feedback systems **Result Type:** Criterion met **Reporting Cycle:** 2009 - 2010	
	CAN Dept - Multimedia Art & Technology - CAN MART 370 - Cascading Style Sheets - Syntax - SLO			

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	1: Students should be able to write CSS using proper syntax. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** SLO 1: Student will watch instructor led videos online and read a chapter in our textbook each week. Each week students will take a quiz on what they have learned, and if necessary, finish exercises given by the instructor. **Assessment Method Category:** Exam **Success Criterion:** Grade "C" or better **Related Documents:** Spring11_MART370.pdf	03/30/2011 - Early in the semester I was only assigning reading materials and quizzing based on the reading. After some complaints from the students about the textbook, I realized they needed more help. I started to incorporate weekly tutorial videos, where they could watch as I created the code by hand and the videos were narrated by me. The textbook selected was too advanced for the students in this class. I would change the textbook, and continue with the online video tutorials as a guide. The students really loved them, and they thanked me repeatedly at the end of this semester for creating them. **Result Type:** Criterion met **Reporting Cycle:** 2010 - 2011	
	CAN Dept - Multimedia Art & Technology - CAN MART 370 - Cascading Style Sheets - Web pages - SLO 2: Students should be able to use CSS to style their web pages through an external stylesheet. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** SLO 2: As part of their midterm, student will submit one HTML document, linked to an external CSS file. These files will be graded and given feedback to prepare for the final. **Assessment Method Category:** Exam **Success Criterion:** Grade "C" or better		
	CAN Dept - Multimedia Art & Technology - CAN MART 370 - Cascading Style Sheets - Outdated forms - SLO 3: Student should be able to use CSS in place of outdated forms of creating styles, like tables in HTML.	**Assessment Method:** SLO 3: Students will upload their final version of their websites to a server where the instructor can read through their code to ensure that the students		

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	(Created By CAN Dept - Multimedia Art & Technology)	have created the website using the techniques learned in the course. **Assessment Method Category:** Other **Success Criterion:** Successful mastery of SLOs		
	CAN Dept - Multimedia Art & Technology - CAN MART 372 - Digital Illustration - create a vector - Students will create a vector translation of a raster image using vector based object oriented software. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students will convert a placed photograph in a vector program such as Illustrator successfully applying the Live Trace feature of the program and upload both the original photograph and altered vector image for critique. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course. **Related Documents:** mart372slo.pdf		
	CAN Dept - Multimedia Art & Technology - CAN MART 372 - Digital Illustration - personalized letter - Students will create a personalized letter form based on an existing typeface. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students will alter a type character in a vector based software program such as Adobe Illustrator using the selection tools, create outlines feature, color, fill and stroke and upload the final creation as a file for critique **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		

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	CAN Dept - Multimedia Art & Technology - CAN MART 372 - Digital Illustration - brush set - Students will identify a brush set, create a vector based custom brush and add it to a custom set of brushes to be used in more than one image file. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students will create a custom brush set following an instructor based demonstration and an assigned exercise **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 373 - Digital Audio I - voice - Students will be able to capture their voice into Pro Tools software. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** In-class project requires all students to record their voice into Pro Tools. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course. **Related Documents:** mart373sloFinal.pdf		
	CAN Dept - Multimedia Art & Technology - CAN MART 373 - Digital Audio I - playback - Students will be able to put digital audio in a common standard file format for playback on consumer devices. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Final project must be turned in and played for the class on a consumer device such as CD player, iPod or computer. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		

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	CAN Dept - Multimedia Art & Technology - CAN MART 376 - Digital Imaging I - Trompe L'oile - Students will create an effective example of Trompe L'oile utilizing layers and blending modes in image creation software such as Adobe Photoshop. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students will create a project using image software such as Adobe Photoshop to add imagery to a photograph of a campus building creating a mural effect and upload the original photograph and final image for critique. **Success Criterion:** 80% success		
	CAN Dept - Multimedia Art & Technology - CAN MART 376 - Digital Imaging I - monitor rez - Students will calculate correct resolution for a scan or existing digital image to match output to the monitor (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students will scan or provide an image created for print at 72 pixels per inch at the desired output dimensions **Assessment Method Category:** Other **Success Criterion:** 80% of students will provide a scan at the 100% size at 72ppi.		
	CAN Dept - Multimedia Art & Technology - CAN MART 377 - Digital Imaging II - Photoshop - SLO 1: Students will utilize Photoshop while creating layout designs including typography, composition, layer styles, layer masks, vector masks, custom brushes, and advanced compositing (collage) elements. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** SLO 1: Students will create and submit for review projects that are layout based. Assessment will be made based on submitted projects **Assessment Method Category:** Portfolio **Success Criterion:** 70% of students will receive a grade C or better in course. **Related Documents:**	03/30/2011 - The students that are most successful in completing these SLOs are those who stay current with the class assignments and utilize their lab time. I may make adjustments to some of the lecture content around to break up the topics into more manageable segments. I also may include additional tests on specific SLO items that may be lacking in the students work. Provide more online help, tutorials, additional information, and guest	

SLO	Course Outcomes	Means of Assessment & Success Criteria / Tasks	Results	Action & Follow-Up
		SP11_MART377.pdf	lecturers. Design a specific community outreach project. **Result Type:** Criterion met **Reporting Cycle:** 2010 - 2011	
	CAN Dept - Multimedia Art & Technology - CAN MART 377 - Digital Imaging II - Color Management - SLO 2: Students will be able to color manage their documents from creation to final output (print, web or other media). (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** SLO 2: Students will create and submit for projects that are output based (Printed/web/other devices). Assessment will be made based on submitted projects. **Assessment Method Category:** Portfolio **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 377 - Digital Imaging II - Automated Tasks - SLO 3: Students will be able to create automated tasks in Photoshop (Actions) and Custom Presets. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** SLO 3: Students will be tested on their ability to create automated tasks in Photoshop (Actions) and Custom Presets. Assessment will be made based on a test. **Assessment Method Category:** Exam **Success Criterion:** Grade "C" or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 378 - Digital Page Layout			

SLO	Course Outcomes	Means of Assessment & Success Criteria / Tasks	Results	Action & Follow-Up
	- Paragraph styles - Utilize Paragraph styles from one file to another file (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students will transfer Paragraph styles from one file to another file [midterm] **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 379 - Digital Animation I: Flash - artistic presentations - Students will create non-linear artistic presentations through the integration of basic programming (Actionscript) into their Flash movies. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** As part of their midterm requirement, students will generate interactive Flash E-Cards, providing a user with the ability to navigate through the piece, click by click. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 379 - Digital Animation I: Flash - Flashe's "tween" - Students will utilize Flash's "tween" feature to minimize animation production time. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** The traditional "bouncing ball" animation assignment will be simplified as students draw only a few key poses, then use Flash's "tween" feature to automatically generate the in-between poses of the animation. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.	03/25/2011 - Acting as a foundation concept, students learned to create more efficient work flows using Flash's "tween" feature. Production time could be reduced by roughly 30%. **Result Type:** Inconclusive **Reporting Cycle:** 2009 - 2010	

SLO	Course Outcomes	Means of Assessment & Success Criteria / Tasks	Results	Action & Follow-Up
	CAN Dept - Multimedia Art & Technology - CAN MART 380 - Digital Animation II: Flash - Action Script - The students will improve their basic ActionScript programming skills and apply them to create a simple interactive application in Adobe Flash. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** The student will create a simple interactive application using ActionScript such as an image randomizer, a memory card game or a simple pong game. The student is expected to understand and apply the use of functions, loops and conditional statements when coding their application. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 380 - Digital Animation II: Flash - file sizes - The student will recognize the elements that increase the file sizes of swf files for web publishing and implement possible solutions to optimize it before deployment. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** The student will be given a complex, large Flash document and asked to optimize it by compressing graphics, audio, video and changing publishing settings to attain the smallest file size possible when published. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 389 - Multimedia Careers - potential employers - The students will identify and locate companies or potential employers that offer job opportunities in their area of interest. (Created By CAN Dept - Multimedia Art	**Assessment Method:** The students will compile a database or list of local and foreign companies that offer entry job opportunities in their areas of interest in the Multimedia field. They will compile the company name, web site URL, contact information and sample job postings open currently.		

SLO	Course Outcomes	Means of Assessment & Success Criteria / Tasks	Results	Action & Follow-Up
	& Technology)	**Assessment Method Category:** Exam **Success Criterion:** 70% of students will recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 390 - Portfolio Creation - business card - Design a business card that looks professional and reflects the creative personality of the student. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** The instructor will analyze the layout and design of the card, make sure the text doesn't contain any errors, that the colors provide apropriate contrast and that the card is aesthetically pleasing and original. **Assessment Method Category:** Exam **Success Criterion:** 70% of students will successfully complete the class and recieve a grade C or better in course.		
	CAN Dept - Multimedia Art & Technology - CAN MART 390 - Portfolio Creation - professional resume - The students will write a professional resume listing their education, work experience and acomplishments. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** The instructor will check the resume for cohesiveness, layout and proper grammar and spelling. (There are resume-specific rubrics that can aid during the assessment process). **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 400 -			

SLO	Course Outcomes	Means of Assessment & Success Criteria / Tasks	Results	Action & Follow-Up
	Motion Graphics - camera angles/movements - The student will learn to identify and apply different camera angles and camera movements within the motion graphics animation program as it applies to this medium. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** The student will watch a short clip composed of different examples of motion graphics in action and they will have to fill out a form identifying the different camera angles and movements applied during the short. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better. **Related Documents:** MART 400 F08.pdf	03/25/2011 - SLO 1 - Camera angles and movements are key concepts to learn for success in this course. They apply throughout the assignments. SLO 1 - Include a short assignment where the students get to sketch examples of each camera angle and camera movement, not just identify and describe them. **Result Type:** Criterion met **Reporting Cycle:** 2009 - 2010	
	CAN Dept - Multimedia Art & Technology - CAN MART 400 - Motion Graphics - storyboard - The student will produce a storyboard for their project and express their ideas visually in a coherent and logical manner. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** The storyboard will be presented in class to the teacher and the rest of the students and based on a group critique and verbal evaluation the student that created it will be able to use the feedback to see if their ideas are being conveyed. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.	03/25/2011 - SLO 2 - Good storyboards help students convey their ideas in the final project in a more efficient and aesthetic way. SLO 2 - Add an extra unit on basic drawing skills for storyboarding (line, weight, volume, perspective). SLO 2 - Request a sketchbook for the students to keep a "sketch journal" of their ideas. SLO 2 - Include a requirement of sketch journal exercises and quick gesture drawings during the Storyboarding process. **Result Type:** Criterion met **Reporting Cycle:** 2009 - 2010	
	CAN Dept - Multimedia Art & Technology - CAN MART 400 - Motion Graphics - compress a video - The student will be	**Assessment Method:** The student will be given a large format video they will be asked to run it through the video editing software with the	03/25/2011 - SLO 3 - This is one of the topics that the students look forward to the most due to the popularity of YouTube and other similar sites. SLO 3	

SLO	Course Outcomes	Means of Assessment & Success Criteria / Tasks	Results	Action & Follow-Up
	able to compress a video from raw format to an .mov format that is more web-viable in terms of size, download speed and streaming capabilities. (Created By CAN Dept - Multimedia Art & Technology)	appropriate settings until the video is compressed with a good balance of quality to size for web deployment. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.	- It would be very helpful to use a chart to compare and contrast compression codecs, listing pros and cons of using each one and handing out this chart to the student. **Result Type:** Criterion met **Reporting Cycle:** 2009 - 2010	
	CAN Dept - Multimedia Art & Technology - CAN MART 417 - Principles of Animation - Weight - The student will be able to believably create the illusion of weight in their animation, based on industry standards. (Created By CAN Dept - Multimedia Art & Technology)			
	CAN Dept - Multimedia Art & Technology - CAN MART 417 - Principles of Animation - Movement - The student will be able to convincingly move a character across the screen, based on industry standards. (Created By CAN Dept - Multimedia Art & Technology)			
	CAN Dept - Multimedia Art & Technology - CAN MART 420 - 3D Modeling and Animation I - 3D objects - Students will be able to create 3D objects using three techniques: polygons, NURBS, and subdivision surfaces. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Student will create and submit for review models in polygons, NURBS, and subdivision surfaces using 3D modeling software. Assessment will be by reviewing project files submitted by student. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade	03/26/2011 - The students that are most successful in completing these SLOs are those who stay current with the class assignments and utilize their lab time. I may move some of the lecture content around to break up the topics into more manageable segments. Additional demonstrations - perhaps repeating important process steps to increase student retention. Provide on-whiteboard outlines to guide student note-taking. **Result Type:**	

SLO	Course Outcomes	Means of Assessment & Success Criteria / Tasks	Results	Action & Follow-Up
		C or better. **Related Documents:** Fall08_MART420.pdf MART 420 F08 Matrix.doc	Criterion met **Reporting Cycle:** 2009 - 2010	
	CAN Dept - Multimedia Art & Technology - CAN MART 420 - 3D Modeling and Animation I - animated character - Students will be able to create a basic control structure for a 3D animated character. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Student will create a deformation skeleton and controls with which to animate a character mesh that they design and construct. Assessment will be by reviewing project files submitted by student. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 420 - 3D Modeling and Animation I - animation - Students will be able to animate their character in a short sequence. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students will use 3D tools to create animation "keyframes" that combine to move their character through space. Assessment will be by viewing final Quicktime file of student's animation. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art &			

SLO	Course Outcomes	Means of Assessment & Success Criteria / Tasks	Results	Action & Follow-Up
	Technology - CAN MART 421 - 3D Modeling and Animation II - advanced techniques - The student will learn advanced techniques on modeling, texturing, lighting. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** This SLO will be assessed by the student's ability to achieve his/her intended 'look & feel' of the 3D scenes. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 421 - 3D Modeling and Animation II - production process - The student will learn the production process of creating a scene which could be animated. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** This SLO will be assessed as the student meets each milestone of producing a 3D animation. The milestones are completed storyboards, 3D models in a scene, models fully textured, the scene is creatively lit conveying a certain mood, and animated according to the storyboard. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 422 - Introduction to Rigging - Quality & Functionality - SLO1: Demonstrate knowledge of the quality and functionality required by industry-standard character rigs. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Student can identify the most common types of control strategies. **Assessment Method Category:** Project **Success Criterion:** Students will create a character rig that contains at least 50% of the features and techniques discussed in class.		

SLO	Course Outcomes	Means of Assessment & Success Criteria / Tasks	Results	Action & Follow-Up
	CAN Dept - Multimedia Art & Technology - CAN MART 422 - Introduction to Rigging - Skeletons & Meshes - SLO3: Demonstrate the ability to create skeletons and bind weighted meshes that properly deform. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students create a skeleton with proper naming conventions, and bind and weight its vertices. **Assessment Method Category:** Project **Success Criterion:** Students will create a character rig that contains at least 50% of the features and techniques discussed in class.		
	CAN Dept - Multimedia Art & Technology - CAN MART 422 - Introduction to Rigging - Structures & Interfaces - SLO4: Demonstrate the ability to create control structures and interfaces that optimize ease of use. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students create an effective control rig with appropriate controls. **Assessment Method Category:** Project **Success Criterion:** Students will create a character rig that contains at least 50% of the features and techniques discussed in class.		
	CAN Dept - Multimedia Art & Technology - CAN MART 430 - 3D Character Creation & Animat - anthropomorphic character - Students will demonstrate their ability to portray character and emotion by animating an anthropomorphic character. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Student will use animation techniques such as timing, spacing, poses, and silhouettes to animate a non-living character (lamp or flour sack) displaying two distinct emotional states within one shot. Assessment will be by viewing final Quicktime file of student's animation. **Assessment Method Category:**		

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		Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 431 - Special Effects & Compo. in 3D - mattes - Students will be able to create mattes and handle special problems related to different techniques (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students will be evaluated on projects with class critiques. Projects will include, green screen, rotoscope, motion graphics, and tracking. They will also be tested on knowledge of alpha problems and solutions for spill, post and pre multiply, motion blur, edge enhancements, and temporal artifacts. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 431 - Special Effects & Compo. in 3D - image processing techniques - Students will be able to use various image processing techniques to create special effects (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students will be evaluated on projects with class critiques. Projects will include, synthetic camera lens effects, synthetic lighting, and filters. They will also be tested on knowledge of file formats, compression, convolution filters, and source quality and artifacts. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		

SLO	Course Outcomes	Means of Assessment & Success Criteria / Tasks	Results	Action & Follow-Up
	CAN Dept - Multimedia Art & Technology - CAN MART 432 - 3D Environments & Hard S. Mod. - model, texture, and light - The student will learn how to precisely model, texture, and light a hard surface product or mechanical object using Maya modeling tools. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** This SLO will be assessed by the student using the orthographics as a template to build a precise 3D representation in Maya, choosing the applicable Polygonal modeling techniques, studying the model's surface properties, executing a 3 point lighting rig. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 432 - 3D Environments & Hard S. Mod. - 3D architectural environment. - The student will learn how to create a 3D architectural environment. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** This SLO will be assessed by the student's architectural sketch, presentation board, and their final rendering of an 3D environment. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 680CF - Digital Photographic Workflow - efficient workflow - Students will be able to learn critical database skills to help organize thousands of images to create a more efficient workflow. (Created By CAN Dept - Multimedia Art	**Assessment Method:** Embedded in the critiques and assignments students will be required to display and discuss their methods used to create their database, correct their images and participate in peer critiques **Assessment Method Category:**		

SLO	Course Outcomes	Means of Assessment & Success Criteria / Tasks	Results	Action & Follow-Up
	& Technology)	Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 680CF - Digital Photographic Workflow - keywords - Students will be able to create keywords and add metadata to organize and find images. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students will use Lightroom 2.0 to view, edit and add keywords and metadata. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 680CF - Digital Photographic Workflow - photographic images - Students will be able to database, organize, and correct their photographic images using Light room. (Created By CAN Dept - Multimedia Art & Technology)	**Assessment Method:** Students will complete 6 photographic databasing projects and a final project, including group peer critique and review. **Assessment Method Category:** Exam **Success Criterion:** 70% of the students will successfully complete the course and recieve a grade C or better.		
	CAN Dept - Multimedia Art & Technology - CAN MART 680CG - 3D Spatial Visualization - Create - Create Isometric drawings from given coded plans (Created By CAN Dept - Multimedia Art & Technology)			

SLO	Course Outcomes	Means of Assessment & Success Criteria / Tasks	Results	Action & Follow-Up