Annual Departmental Plan Report
Amended for 2019-2020 Academic Year to Accommodate and Reflect Disruptions due to Pandemic

There are amended instructions through this document to reflect the special circumstances of this academic year (AY19-20), you will find these in red. As an institution and as departments we have learned that we can use our creativity to deliver learning even in the most difficult of circumstances. Some of the amended instructions ask you to reflect on this for this report. This year's annual report should also serve as a memorialization of the lessons learned.

Program Information

Program/Department: B.S. in Game Design/Communications Media Department
Department Chair: Mary Baker
Department Assessment Committee Contact: Randy Howe

   This file is to be kept in the department and an electronic file is due to the Director of Assessment by July 15 of 2020.

Special section for Spring 2020
Department Lessons Learned and Accomplishments
In thinking through the change this semester report back on how the department adapted to mid-semester disruption. Reflect on actions that surprised you, on lessons learned that will help in the future, and major accomplishments before or after the disruption.

When we transitioned to remote learning, one of our biggest concerns was Game Studio, the capstone requirement for the Game Design major in which students work in teams to create publishable games. There were many technical challenges to address. Faculty worked to find ways to provide students with the necessary computer hardware and software, and reliable internet access so that students could continue working on their projects from home. One surprise was how well students adapted to working remotely in teams. At the end of the semester postmortem, students discussed how they were able to manage communication and coordinate the art, design, and programming aspects of their projects while working remotely. In spite of the challenges, students described a largely positive capstone experience.

Program Learning Outcomes (PLOs) (Educational Objectives)

    I.   **List all PLOs and the timeline for assessment.**

For the Spring of 2020 you may leave this blank, unless you have had a major change that you feel requires reporting otherwise previous reports will be used for this year.

PLO #	PLO – Stated in assessable terms.	Where are the learning outcomes for this level/program published? (please specify) Include URLs where appropriate.	Timing of assessment (annual, semester, bi-annual, etc.)	When was the last assessment of the PLO completed?
1.				
2.				
3.				
4.				
5.				

II.   PLO Assessment (Please report on the PLOs assessed and/or reviewed this year, programs should be assessing at least one each year.) Please report on at least one PLO for AY19-20.

Using the table below, list and briefly describe the **direct method(s)** used to collect information assessing whether students are learning the core sets of knowledge (K), skills (S) and attitudes (A) identified as essential.

PLO #	Assessment description (exam, observation, national standardized exam, oral presentation with rubric, etc.)	When assessment was administered in student program (internship, 4th year, 1st year, etc.)	To which students were assessments administered (all, only a sample, etc.)	What is the target set for the PLO? (criteria for success)	Reflection on the results: How was the "loop closed"?
1, 7, 9	Portfolio review with rubric.	4th year	All	An average rating of "Acceptable" or higher.	All students must present a portfolio of their work and meet the target set for the PLO in order to be approved to register for their capstone course: GAME 4100 Game Studio or COMM 4880 Internship Students who do not meet the PLO target must revise their portfolio and repeat their portfolio review. Some students may be advised to take additional course work before repeating their portfolio review.

If applicable report on a PLO affected by the remote teaching disruption. You may report on this in a narrative using the space below, please address as many of the questions on the table as possible.

> Portfolio reviews were conducted in Spring 2020 semester prior to spring break. They were not disrupted by the transition to remote learning.

Summary of Findings: Briefly summarize the results of the PLO assessments reported in Section II above combined with other relevant evidence gathered and show how these are being reviewed/discussed. How are you "closing the loop"?
 Please reflect on changes that the department has had to engage in given changes to teaching modality and especially capstone experiences.

Reflection Prompt	Narrative Response
Other than GPA, what data/ evidence is used to determine that graduates have achieved the stated outcomes for the degree? (e.g., capstone course, portfolio review, licensure examination)	The B.S. in Game Design uses a portfolio review in the semester prior to the required 12-credit capstone course: GAME 4100 Game Studio or COMM 4880 Internship.
Who interprets the evidence? What is the process? (e.g. annually by the curriculum committee)	Student portfolios are reviewed by at least one Game Design faculty member and the Internship Director.
What changes have been made as a result of using the data/evidence? (close the loop)	Feedback from portfolio reviews can provide important data used to revise and update the curriculum.

Assessment Plan for Program/Department

I.   Insert the program or department Assessment Plan
        The Game Design program currently uses the portfolio defense its program assessment. Additional program assessments are in development. The major will undergo its first program review in AY21.

II.   Explain any changes in the assessment plan including new or revised PLOs, new assessments that the program/department plans to implement and new targets or goals set for student success.

III.   If you do not have a plan, would you like help in developing one?

☐ Yes

University Data

I.   SSC Data Complete only if significant interventions were completed.
Indicate **at least one** Student Success Performance Measure that the department/program has identified for planned change or improvement. Freshman retention, bottleneck courses, graduation rates, at risk student retention etc.
As above if when you reflect on what the department implemented during this disrupted semester, are there any interventions that may have impacted a student success measure?

        a.   What was the focus this year?

Student Success Measure (data point from SSC)	Implemented Intervention	Update on Implemented Intervention (i.e. change in target, satisfied with outcome, not satisfied, will continue or not)

b. What will your focus be for the upcoming year?*

Student Success Measure (data point from SSC)	Rationale for selection	Planned or Implemented Intervention	Current score/ Target Score	This measure was selected because of last Program Review or Accreditation (yes/no)

*Note: Since a department can monitor or review the same data point over multiple years, if this table is left blank the assumption will be made that the same data point will be monitored next year.

II.   Trend Data

Indicate **at least one** Department Performance Measure that the program/department identified for change or improvement. Number of graduates, number of majors, credit production, substitutions etc.
Reflect on what the department did this disrupted semester you may identify interesting interventions.

a. What was the focus this year?

Department Performance Measure (data point from Trend Data)	Implemented Intervention	Update on Implemented Intervention (i.e. change in target, satisfied with outcome, not satisfied, will continue or not)
The Game Design major has recently experienced an increase in transfer students. The department will monitor the number of incoming transfer students over the next year.	Faculty worked with individual transfer students to determine appropriate prerequisite waivers or course substitutions based on the coursework completed at another institution.	Department Trend Data reports the total number of incoming transfer students for the department. It does not break down this number by major. The department will work with the OIRP and/or Admissions to get additional data

What will be the focus next year?*

Department Performance Measure (data point from Trend Data)	Rationale for selection	Planned or Implemented Intervention	Current score/ Target Score	This measure was selected because of last Program Review or Accreditation (yes/no)

*Note: Since a department can monitor or review the same data point over multiple years, if this table is left blank the assumption will be made that the same data point will be monitored next year.

Program Review Action Plan or External Accreditation Action Letter/Report

Annual Reflection/Follow-up on Action Plan from last Program Review or external accreditation (only complete the table that is appropriate for your program)

I.   **Programs that fall under Program Review:**
  i.   Date of most recent Review:
     The Game Design major will conduct its first program review in AY21.
  ii.   Insert the Action Plan table from your last Program Review and give any progress towards completing the tasks or achieving targets set forth in the plan.

Specific area where improvement is needed	Evidence to support the recommended change	Person(s) responsible for implementing the change	Timeline for implementation	Resources needed	Assessment Plan	Progress Made this Year

  iii.   If you do not have an action plan, would you like help in developing one based on your last program review and needs of the program?

☐   Yes

II.   **Programs with external Accreditation:**
  i.   Professional, specialized, State, or programmatic accreditations currently held by the program/department.
  ii.   Date of most recent accreditation action by each listed agency.
  iii.   Date and nature of next review and type of review.

List key issues for continuing accreditation identified in accreditation action letter or report.	Key performance indicators as required by agency or selected by program (licensure, board or bar pass rates; employment rates, etc.)(If required.)	Update on fulfilling the action letter/report or on meeting the key performance indicators.