

COLLEGE LEARNING OUTCOMES MATRIX: Rate each course from 1 to 5 with 5 being the most important.

Entertainment Courses	Year of SLO Assessment	1. Written, Oral & Visual Communication	2. Scientific Quantative (& Qualitative) Reasoning	3. Critical Thinking; 4. Problem Solving	5. Information Literacy	GE	Degree
MMST 101 Orientation to Multimedia	2011/12	5	2	5	5	NA	X
MMST 110 Introduction to Multimedia	2011/12	5	2	5	5	NA	X
MMST 111 Multimedia Production	2011/12	5	2	5	5	NA	X
MMST 200 Portfolio Development	2010/11	5	2	5	5	NA	X
MMST 213 Multimedia Internship	2011/12	5	2	5	5	NA	X
MMST 124 Beginning Modeling, Texturing, & Animation in 3DS Max	2011/12	5	3	5	5	NA	X
MMST 142 Game Development I: Design & Creation	*New Class	5	4	5	5	NA	X
MMST 146 Video & Sound I: Editing	2010/11	5	3	5	5	NA	X
MMST 163 3D Character Animation: Complex Lighting and Materials	2011/12	5	5	5	5	NA	X
MMST 166 Video Effects I: Transitions and Titles	2011/12	5	4	5	5	NA	X

**GENERAL EDUCATION SLOs: What assignments do you give in these classes that assess the GE SLOs?
What assessment tools do you use? Assess only SLOs that you rated 4 or 5.**

Entertainment Courses	1. Written, Oral & Visual Communication	2. Scientific Quantative (& Qualitative) Reasoning	3. Critical Thinking; 4. Problem Solving	5. Information Literacy	Degree
MMST 101 Orientation to Multimedia	A		C & D	E	X
MMST 110 Introduction to Multimedia	A		C & D	E	X
MMST 111 Multimedia Production	A		C & D	E	X
MMST 200 Portfolio Development	A		C & D	E	X
MMST 213 Multimedia Internship	A		C & D	E	X
MMST 124 Beginning Modeling, Texturing, & Animation in 3DSM	A		C & D	E	X
MMST 142 Game Development I: Design & Creation	A	B	C & D	E	X
MMST 146 Video & Sound I: Editing	A		C & D	E	X
MMST 163 3D Character Animation: Complex Lighting & Materials	A	B	C & D	E	X
MMST 166 Video Effects I: Transitions and Titles	A	B	C & D	E	X

FOOTNOTES:

- A** = All Projects (assignments) are visual projects that require written or oral critiques and oral final presentations.
- B** = Students are required to use scientific principals (quantative and qualitative reasoning) to determine highly technical objectives and solutions.
- C** = All Projects require critical thought to evaluate the context of the design problem, then apply design methods and techniques for an effective solution.
- D** = All design projects require problem solving skills to develop and complete the projects by following the set guidelines and objectives.
- E** = Students must research the given subject to present their preliminary concept, then follow-up with additional research to complete the finished project.

AS DEGREE TO COURSE LEVEL SLOs: Which MMST degree SLOs equal the course SLOs? (List at least four courses)					
Entertainment Courses	1. Research (Subject, solutions, compare and contrast examples) & Preparation (Develop preliminary materials) [GE #5]	2. Accuracy Requirements (Following guidelines for deliverables) [GE #4]	3. Effectiveness of Design Elements (Use of art & design methods or techniques) [GE #3]	4. Effectiveness of Technical Elements (Software methods & principals applied) [GE #2]	5. Presentation & Critique of Preliminary and Finished Projects [GE #1]
MMST 101 Orientation to Multimedia	#1, #3, #5	#2, #4, #6	NA	#2, #4, #6	NA
MMST 110 Introduction to Multimedia	#1	#2	#3, #4	#1, #2, #3	#1, #3
MMST 111 Multimedia Production	#1, #5	#3,	#4,	#6	#2,
MMST 200 Portfolio Development	#1, #4	#2, #3	#3	#6	#2, #5
MMST 213 Multimedia Internship	#2, #4	#4	#3	#5	#1
MMST 124 Beginning Modeling, Texturing, & Animation in 3DS Max	#2, #3, #6	#1, #2, #3, #6, #7	#1, #2, #7	#4, #5, #7	** *
MMST 142 Game Development I: Design & Creation	#2, #3, #5	#3, #6	#1, #2	#4, #7	** *
MMST 146 Video & Sound I: Editing	#1, #2, #3	#4	#5	#6, #8	#7
MMST 163 3D Character Animation: Complex Lighting and Materials	#7	#2	#6	#1, #3, #4, #5	***
MMST 166 Video Effects I: Transitions and Titles	#1, #2, #3	#4	#5, #6	#4, #8	#7

AS DEGREE LEVEL SLOs: At what level are these degree SLOs assessed?					
Use I for Intro, P for Practice, and M for Mastery.					
Entertainment Courses	1. Research (Subject, solutions, compare and contrast examples) & Preparation (Develop preliminary materials) [GE #5]	2. Accuracy Requirements (Following guidelines for deliverables) [GE #4]	3. Effectiveness of Design Elements (Use of art & design methods or techniques) [GE #3]	4. Effectiveness of Technical Elements (Software methods & principals applied) [GE #2]	5. Presentation & Critique of Preliminary and Finished Projects [GE #1]
MMST 101 Orientation to Multimedia	I	I	I	I	I
MMST 110 Introduction to Multimedia	P	I	I	I	P
MMST 111 Multimedia Production	P	P	P	P	P
MMST 200 Portfolio Development	M	M	M	M	M
MMST 213 Multimedia Internship	M	M	M	P	M
MMST 124 Beginning Modeling, Texturing, & Animation in 3DS Max	I	I	I	I	I
MMST 142 Game Development I: Design & Creation	P	M	P	P	P
MMST 146 Video & Sound I: Editing	P	P	P	P	P
MMST 163 3D Character Animation: Complex Lighting and Materials	M	M	M	M	M
MMST 166 Video Effects I: Transitions and Titles	M	M	M	M	M

AS DEGREE TO COURSE LEVEL SLOs: In which assignments are these SLOs assessed?					
Please cite at least four courses listed below.					
Entertainment Courses	1. Research (Subject, solutions, compare and contrast examples) & Preparation (Develop preliminary materials) [GE #5]	2. Accuracy Requirements (Following guidelines for deliverables) [GE #4]	3. Effectiveness of Design Elements (Use of art & design methods or techniques) [GE #3]	4. Effectiveness of Technical Elements (Software methods & principals applied) [GE #2]	5. Presentation & Critique of Preliminary and Finished Projects [GE #1]
MMST 101 Orientation to Multimedia	Access & critique course website	Install browser plug-ins	Website critiques	Establish data backup regimen	NA
MMST 110 Introduction to Multimedia	Install browsers	Install browser media players	Website critiques	Search engine critiques	Final Presentation
MMST 111 Multimedia Production	Identify web page elements	Setup & install CMS	Plan site color scheme	Install CMS themes & plug-ins	Final website presentation
MMST 200 Portfolio Development	Resume & Final Portfolio.	Resume & Final Portfolio.	The final, finished portfolio (web, CD or print)	The final, finished portfolio (web, CD or print)	Preliminary content, & Final Portfolio.
MMST 213 Multimedia Internship	Job Search Data Project	Internship application & the internship.	The internship.	The internship (if applicable).	Mock interview & internship presentation.
MMST 124 Beginning Modeling, Texturing, & Animation in 3DS Max	3D subjects & styles (all assignments).	Guidelines & deadlines (all assignments).	3D image (mid-term) & 3D animation (Final).	Use of 3DSM interface & tools.	Mid-term & Final Animation presentations
MMST 142 Game Development I: Design & Creation	Game Proposal	Proposal, Final Game, & Game Package	Final Game, & Game Package	Final Game	Proposal and Final Game presentations
MMST 146 Video & Sound I: Editing	Video/Movie Proposal	Exercises & Final Video/Movie	Applied exercises & Final Video/Movie	Success in exercises & Final Video/Movie	Mid-term & Final Video/Movie presentations
MMST 163 3D Character Animation: Complex Lighting and Materials	Building & rigging a 3D character.	Mid-term & Final assignment.	Use of lights & motion (all assignments).	Rig and Camera tracking (all assignments).	Mid-term & Final Animation presentations
MMST 166 Video Effects I: Transitions and Titles	Video/Movie Proposal	Effects exercises & Final Video/Movie	Applied effects & Final Video/Movie	Effect expertise & Final Video/Movie	Mid-term & Final Video/Movie presentations

FOOTNOTES:

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CourseID	Title	Action
MMST_101	Orientation to Multimedia DE	Revise Course
Expected Outcomes for Student:		
Upon completion of this course, students will be able to:		
<ol style="list-style-type: none">1. Protect their computers from viruses, spyware spam and data loss.2. Have an established backup regime to prevent any loss of data in the future.3. Use search engines and Web directories to efficiently find information.4. Install and remove software.5. Bookmark and organize the rich collection of the Web URLs they will visit during the completion of the course assignments.6. Download, configure and use digital media players to play back a variety of multimedia content.		

CourseID	Title	Action
MMST_110	Introduction to Digital Media	Revise Course
Expected Outcomes for Student:		
Upon completion of this course, students will be able to:		
<ol style="list-style-type: none">1. Use a search engine to locate accurate information in a timely and efficient manner.2. Install media players and use them to download and stream a wide variety of web-based media.3. Evaluate the ease of use and effectiveness of Web site interfaces4. Access and Consume a wide range of digital media content.		

CourseID	Title	Action
MMST_111	Multimedia Production	Revise Course
Expected Outcomes for Student:		
Identify the basic animation, authoring, graphic, sound and video tools used for multimedia		
Develop and strengthen group-based communication methods and skills		
Employ organization strategies needed to plan, produce, and publish multimedia projects		
Identify students' personal interests and how it relates to multimedia		
Use comparative analysis and research to create a unique project		
Develop and update digital tool skills and abilities		

CourseID	Title	Action
MMST_124	Beginning Modeling, Texturing & Animation in 3DS Max	Revise Course
Expected Outcomes for Student:		
Upon completion of this course, students will be able to:		
<ol style="list-style-type: none">1. Develop fundamental skills necessary to create 3D models and/or animations.		

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2. Research appropriate concept art, storyboards and animatics for interactive and pre-rendered 3D animation project ideas.
3. Compare and contrast the quality of 3D virtual environments, props and characters.
4. Create and map textures onto 3D models.
5. Add lighting and atmospheric to 3D scenes.
6. Compare and contrast the quality of rendered 3D animations for games vs. 3D animations for broadcast or film productions.
7. Produce original 3D objects and animations for a particular media--print, web, broadcast, or interactive game.

CourseID	Title	Action
MMST_142	Game Development I: Design & Creation	New Course
Expected Outcomes for Student:		
<ol style="list-style-type: none"> 1 Demonstrate an understanding of what it takes to develop a game 2 Play and critique a number of different games on varied platforms 3 Evaluate game play and strategies 4 Identify attributes of successful games 5 Use comparative analysis and research to create a game 6 Review QA (Quality Assurance) of games and develop a bug report 7 Design and develop a functional game 		

CourseID	Title	Action
MMST_146	Video and Sound I: Editing	New Course
Expected Outcomes for Student:		
146 SLOs		
Upon completion of this course, students will be able to:		
<ol style="list-style-type: none"> 1. Demonstrate and apply common video production terms 2. Demonstrate and apply technical video terms 3. Describe and explain the application of the aforementioned terms 4. Compare and categorize both successful and unsuccessful videos 5. Combine personal aesthetic with conceptual knowledge for successful videos 6. Arrange a variety of methods to export videos for multiple purposes 7. Assess the professional level of final projects through presentations and critiques 8. Develop and update video skills and abilities (traditional and digital) 		

CourseID	Title	Action
MMST_163	3D Character Animation: Complex Lighting and Materials	New Course

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<p>Expected Outcomes for Student: Upon completion of this course, students will be able to:</p> <ol style="list-style-type: none"> 1. Model, rig, and animate 3D characters. 2. Organize assets in order to facilitate efficient use of 3D applications. 3. Build, assign and mix multiple objects and lighting to create an effective image. 4. Set-up a simple skeleton rig and attach a mesh with skin modifiers. 5. Develop and animate characters with various skins/textures. 6. Employ creative techniques for various styles of 3D production, including games. 7. Demonstrate understanding of concepts and techniques in preparation for professional level projects.
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CourseID	Title	Action
MMST_166	Video Effects I: Transitions and Titles	Revise Course
<p>Expected Outcomes for Student: 166 SLOs Upon completion of this course, students will be able to:</p> <ol style="list-style-type: none"> 1. Demonstrate and apply common video effect terms 2. Demonstrate and apply video effects technical terms 3. Describe and explain the application of the aforementioned terms 4. Compare and categorize both successful and unsuccessful video effects 5. Combine personal aesthetic with conceptual knowledge for successful videos 6. Arrange a variety of effects in a video that enhance the story/concept 7. Assess the professional level of final video projects through presentations and critiques 8. Develop and update video effect skills and techniques 		

CourseID	Title	Action
MMST_200	Portfolio Development	Revise Course
<p>Expected Outcomes for Student:</p> <ol style="list-style-type: none"> 1. Evaluate and distinguish between a professional and a student body of work 2. Identify their personal aesthetic and how it relates to presenting their work 3. Create effective self promotional material for internships and employment 4. Complete evaluative research as it pertains to a competitive, creative market 5. Present themselves and their work with greater confidence 6. Develop and update a professional portfolio of work (on-going) 		

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CourseID	Title	Action
MMST_213	Internship in Multimedia	Revise Course
Expected Outcomes for Student:		
1. Describe their own skill levels as it relates to a creative career		
2. Identify the range and characteristics of the creative industries		
3. Create appropriate material for internships and employment in the creative industries		
4. Complete evaluative research as it pertains to regional employment		
5. Gain a basic understanding of contractual requirements as an independent contractor		