

Core Curriculum Annual Assessment

Year	2022-23
Course number and Name:	COSC 1324 The Art of Computer Game Development
Component area:	Creative Arts
Number of sections offered:	2
Number of students enrolled:	135
Contact Person (include email & Phone#)	Tim Roden, troden@lamar.edu , 880-2179

Summary of Continuous Improvement Efforts since Last Report

Provide a brief description of how assessment results have been used for core course improvement. Point to a specific example of how an assessment provided the department with data it could use for improvement and what that improvement was, if possible, also show evidence of the improvement. You may look at data from the two previous academic years to support this case.

Respond here:

The assessment results showed students wanted to know about how computer games and art are related and to be shown specifically why games are considered art.

Course highlights Since Last Report

Identify and briefly discuss any changes made to the course since the last report.

Respond here:

Updated course videos to focus more on the art elements in specific popular computer games.

Core Curriculum Annual Assessment

Table 1. Assessment Results and Analysis for Current Cycle

Stage 1: PLAN			STAGE 2: DO		Stage 3: STUDY	
General Education Competencies Addressed in this Course:	Assessment Method(s) – e.g. pre/post tests, embedded questions, portfolio evaluation, rubric-scored essay; list only activities for which you are reporting assessment data	Proficiency – e.g. the proficient student will correctly answer 5 out of the 6 embedded questions on the final exam	Benchmark – e.g. 80% of students taking the final exam will correctly answer 5 of the 6 embedded questions on the final exam	Results of course assessment(s)	Analysis of results – e.g. strengths and weaknesses What does this data tell you? How will you use this data? How were data from the last cycle used to make changes during this cycle, and what were the results of those changes?	Recommendations for Course based on assessment
Communication (required)	Short papers with student narratives.	Over 80% of students will meet the targets.	Grade of 80% on the paper or better.	Over 90% of students met the targets.	There is no data from the previous cycle.	Make the assignments slightly more challenging.
Critical Thinking (required)	Short papers with student narratives and answers to specific questions	Over 80% of students will meet the targets.	Grade of 80% on the paper or better.	Over 84% of students met the targets.	There is no data from the previous cycle.	Reframe some of the assignments to make them more clear.
Select One: ___ Empirical & Quantitative Skills ___ Teamwork ___ Social responsibility						

Core Curriculum Annual Assessment

___Personal Responsibility						
Select One: ___Empirical & Quantitative Skills ___Teamwork ___Social responsibility ___Personal Responsibility						

Core Curriculum Annual Assessment

Table 2. Continuous Improvement Results Since Last Report

STAGE 4: ACT		
Actions/Goals based on data results <i>*copy last cycles actions/goals and report on progress toward continuous improvement on those here</i>	Status <i>C=Complete</i> <i>P=Progressing</i> <i>N=No action taken</i>	Discussion of status <i>If C, describe efforts that led to accomplishment of actions/goals</i> <i>If P, provide update on progress made toward accomplishing actions/goals and what tasks remain</i> <i>If N, discuss why action toward accomplishing actions/goals has been delayed and what work will be initiated toward accomplishment.</i>
N/A	N	This report was not done last year so no comparison data