### Overall Statistics

- 25% (3/12) outcomes were included
- 100% (3/3) of outcomes included have at least one measure specified
- 100% (3/3) of outcomes included have measures with findings specified

<table>
<thead>
<tr>
<th>Measure Type/Method</th>
<th>Measure Level</th>
<th>Acceptable Target Achievement</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Course</td>
<td>Not Met</td>
</tr>
<tr>
<td>Student Artifact</td>
<td>0 (0%)</td>
<td>0 (0%)</td>
</tr>
<tr>
<td>Exam</td>
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<td>0 (0%)</td>
</tr>
<tr>
<td>Portfolio</td>
<td>3 (100%)</td>
<td>3 (100%)</td>
</tr>
<tr>
<td>Other</td>
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<td>0 (0%)</td>
</tr>
<tr>
<td>Total Direct</td>
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<td></td>
</tr>
<tr>
<td>Survey</td>
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<td></td>
</tr>
<tr>
<td>Focus Group</td>
<td>0 (0%)</td>
<td></td>
</tr>
<tr>
<td>Interview</td>
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<td></td>
</tr>
<tr>
<td>Other</td>
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<td></td>
</tr>
<tr>
<td>Total Indirect</td>
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<td></td>
</tr>
<tr>
<td>Unspecified</td>
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<td></td>
</tr>
</tbody>
</table>

### 2018-2019 Academic Year Data or 2018 Calendar Year Data - Action Plan Summary Results

0 Total Actions with Status Report

No Status Reports have been specified
Measures and Findings

New Media, Art, and Technology Learning Outcomes

Goal 1.1.1

Measure
Assessment of second year core foundations

Details/Description:
We will access core foundation projects from our second year foundations. Projects from 2019 NMAT F201 Core Foundations: Tier 2--Block 1, NMAT F202 Core Foundations: Tier 2--Block 2, and NMAT F203 Core Foundations: Tier 2--Block 3 will be assessed.

Acceptable Target:
Our acceptable target is that 70% of the projects will meet or exceed expectations.

Implementation Plan (timeline):
We will discuss the results in 2020 and review possible changes.

Key/Responsible Personnel:
All NMAT faculty are involved in assessment. The resident faculty include: Michael Koerner, Erik Deerly, Wayne Madsen, Gregory Steel, Aaron Pickens, and Minda Douglas. NMAT adjunct faculty are also involved in assessment. This cycle includes projects from two adjunct faculty including Anita Garza and Nicole Ingalls.

Supporting Attachments:

Findings
for Assessment of second year core foundations

Summary of Findings:
F201
24 projects
Exceeded expectations: 10
Met Expectations: 10
Did Not Meet expectations: 4
F202
18 projects  
Exceeded Expectations: 10  
Met Expectations: 5  
Did Not Meet Expectations: 3  
F203  
6 projects  
Exceeded Expectations: 2  
Met Expectations: 2  
Did Not Meet Expectations: 2  

TOTALS:  
48 projects  
22 Exceeded expectations (46%)  
17 Met expectations (35%)  
9 Did not meet expectations (19%)  
81% either met or exceeded expectations  

Acceptable Target Achievement:  
Met  

Reflections/Notes:  
Assignment Information from F201  
NMAT-F201 is the second level of Core Foundations, with the prerequisite of NMAT-F103. NMAT-F201 is the fourth of six modules within New Media Art & Technology's Core Foundations. The instructors of the two F201 sections decided to combine the sections into one class, with two instructors. By doing this, the course covered more ground in more depth. The overarching topics in NMAT-F201 include: composition, print, and time & movement. These topics were investigated through a series of projects leading ultimately to the creation of a cohesive hand-made artist book, using a combination of traditional and modern methods. The final project, which is the subject of this assessment, was an Artist Book* Project which accounted for 40% of the course grade.  

*For the purposes of the course, an artist’s book is defined as a harmonious composite of design, form, content, and context with no one area dominating or responsible for the bulk of intended message(s). The overlapping of form (materials) and content (message) is quite often the major vehicle for creative expression.  

General Assessment Outcomes:  
1. Students will produce and deliver an artist book consisting of a unique structure that combines any of the five structures learned (star, pamphlet, concertina, case-bound accordion, tunnel)  
2. Students will display basic knowledge of the various tools and hand-skills (folding, cutting, gluing, measuring, sewing) used to make books  
3. Students will create aesthetically cohesive projects that demonstrate self-expression and creativity  

Assessment Results:  
Project Assessed: Artist Book Project  
Total Projects Assessed: 24  

Assignment Information from F203  
In a small group, you will design and publish a well-crafted game.  
Methodology  
During this semester, you will work in teams to develop a game following the rubric requirements. Groups will be approximately 3-4 students and will be determined by the Professors after the initial presentation assignment.
Requirements
Each game must include a well-designed and professionally printed cardboard environment, hereafter referred to as the 'board'. This does not limit you to only developing 'boardgames', but it does mean that you need to have some environmental aspect to your mechanics which can be printed with graphics on a cardboard.

All games will have cards with visually engaging illustrations. For this requirement it is important to not only consider the quality of your craft, but also the verisimilitude of the entire game.

Your game must include a type of token. A token is a simple physical (non-paper based object) that can be anything from a form of currency to figurines. The tokens must act as an essential part of the game and can not be mere aesthetic decoration. It will be covered in class how to 3D scan physical objects you create and the finished tokens will be 3D printed in our lab.

In addition to the physical requirements of the assignment, there are a number of other requirements that must be met by your team. Each game must have clearly developed game mechanics. A rule book should be designed which actively engages and instructs the players. You will not be shipping with the game! You need to not only consider how to teach your game through an instruction sheet, but also how that instruction sheet can be a designed graphic as well. In addition to clear rule management, it is important that you evaluate (through the design process) all possible scenarios and compensate for them.

Requirement Bullet List
Physical requirements:
• Board (general cardboard environment)
• Cards with illustrations (game needs to be visually engaging)
• Tokens (general 3D printed components)
• All materials must be printed or produced (*professionally)

Logistical requirements:
• Clearly developed game mechanics
• Game play time must be less than an hour

Software component (online character guides, web presence, online maps, interactive software, mechanics)

Promotional collateral (e.g. vinyl decals, posters, t-shirts, kickstarter pages, social media)

Optional requirements:
• Video components
• Logistical mechanics (i.e. dice, spinners, etc)

Assignment Information from F202
F202, Spring 2019
Description
Constructed Image
For this assignment you will create an installation/environment and a photographic image focusing on a social issue of your choice.
The photograph will be the final product while the installation/environment is part of the process.
For this assignment, installation is a three-dimensional, mixed-media construction for a particular space (space of your choice) and temporary. Materials may include, but certainly not limited to: wood, metal, paper, paint, found objects, etc.
Assignment Layout:
1. Select, research, and create a thought map over a social issue.
2. Construct an installation relating to your selected social issue.
3. Create a photographic image from your installation

Substantiating Evidence:

**Action**

*in 2018-2019 Academic Year Data or 2018 Calendar Year Data - Action Plan*

<table>
<thead>
<tr>
<th>Review Data</th>
<th>No Status Added to Review Data</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Action details:</strong></td>
<td></td>
</tr>
<tr>
<td>This year we met our expectations for at least 70% of the projects either meeting or exceeding expectations. We will review the data in 2020 and find ways to further improve the results. The first year foundations assessment from last year did not meet expectations, so concentrating on improvement of first foundations will probably be our priority.</td>
<td></td>
</tr>
<tr>
<td><strong>Implementation Plan</strong> (timeline):</td>
<td></td>
</tr>
<tr>
<td>We will review the results in the spring of 2020 and work to improve foundation courses before the fall semester.</td>
<td></td>
</tr>
<tr>
<td><strong>Key/Responsible Personnel:</strong></td>
<td></td>
</tr>
<tr>
<td>NMAT faculty: Minda Douglas, Wayne Madsen, Michael Koerner, Erik Deerly, Gregory Steel, and Aaron Pickens.</td>
<td></td>
</tr>
<tr>
<td><strong>Measures:</strong></td>
<td></td>
</tr>
<tr>
<td>Supporting Attachments:</td>
<td></td>
</tr>
</tbody>
</table>
Goal 1.1.2

Goal 1.1.2
Students can demonstrate New Media, Art, and Technology (NMAT) core foundation knowledge
Outcome 1
Students can synthesize multiple concepts learned in the NMAT core foundation across a variety of materials and processes
Component 2 (1.1.2)
Students will be able to properly utilize materials and processes to solve art/design challenges

Mapped to:
No Mapping

Measure
Assessment of second year core foundations

COURSE LEVEL: DIRECT - PORTFOLIO

Details/Description:
We will assess projects from our second year core foundation projects.

Acceptable Target:
The acceptable target will be that 70% of the projects will meet or exceed expectations.

Implementation Plan (timeline):
We will review the results in 2020 and consider changes.

Key/Responsible Personnel:
All NMAT faculty are involved in assessment. The resident faculty include: Michael Koerner, Wayne Madsen, Erik Deerly, Gregory Steel, Aaron Pickens, and Minda Douglas. NMAT adjunct faculty also contribute to assessment. For this cycle two adjunct faculty were involved. They include Anita Garza and Nicole Ingalls.

Supporting Attachments:

Findings
for Assessment of second year core foundations

Summary of Findings:
F201
24 projects
Exceeded expectations: 10
Met Expectations: 10
Did Not Meet expectations: 4
F202
18 projects
Exceeded Expectations: 10
Met Expectations: 5
Did Not Meet Expectations: 3
F203
6 projects
Exceeded Expectations: 2
Met Expectations: 2
Did Not Meet Expectations: 2

TOTALS:
48 projects
22 Exceeded expectations (46%)
17 Met expectations (35%)
9 Did not meet expectations (19%)
81% either met or exceeded expectations

Acceptable Target Achievement:
Met

Reflections/Notes:
Assignment Information from F201
NMAT-F201 is the second level of Core Foundations, with the prerequisite of NMAT-F103. NMAT-F201 is the fourth of six modules within New Media Art & Technology's Core Foundations. The instructors of the two F201 sections decided to combine the sections into one class, with two instructors. By doing this, the course covered more ground in more depth. The overarching topics in NMAT-F201 include: composition, print, and time & movement. These topics were investigated through a series of projects leading ultimately to the creation of a cohesive hand-made artist book, using a combination of traditional and modern methods. The final project, which is the subject of this assessment, was an Artist Book* Project which accounted for 40% of the course grade.

*For the purposes of the course, an artist's book is defined as a harmonious composite of design, form, content, and context with no one area dominating or responsible for the bulk of intended message(s). The overlapping of form (materials) and content (message) is quite often the major vehicle for creative expression.

General Assessment Outcomes:
1. Students will produce and deliver an artist book consisting of a unique structure that combines any of the five structures learned (star, pamphlet, concertina, case-bound accordion, tunnel)
2. Students will display basic knowledge of the various tools and hand-skills (folding, cutting, gluing, measuring, sewing) used to make books
3. Students will create aesthetically cohesive projects that demonstrate self-expression and creativity

Assessment Results:
Project Assessed: Artist Book Project
Total Projects Assessed: 24

Assignment Information from F203
In a small group, you will design and publish a well-crafted game.

Methodology
During this semester, you will work in teams to develop a game following the rubric requirements. Groups will be approximately 3-4 students and will be determined by the Professors after the initial presentation assignment.

Requirements
Each game must include a well-designed and professionally printed cardboard environment, hereafter referred to as the 'board'. This does not limit you to only developing 'boardgames', but it does mean that you need to have some environmental aspect to your mechanics which can be printed with graphics on a cardboard.

All games will have cards with visually engaging illustrations. For this requirement it is important to not only consider the quality of your craft, but also the verisimilitude of the entire game.

Your game must include a type of token. A token is a simple physical (non-paper based object) that can be anything from a form of currency to figurines. The tokens must act as an essential part of the game and can not be mere aesthetic decoration. It will be covered in class how to 3D scan physical objects you create and the finished tokens will be 3D printed in our lab.

In addition to the physical requirements of the assignment, there are a number of other requirements that must be met by your team. Each game must have clearly developed game mechanics. A rule book should be designed which actively engages and instructs the players. You will not be shipping with the game! You need to not only consider how to teach your game through an instruction sheet, but also how that instruction sheet can be a designed graphic as well. In addition to clear rule management, it is important that you evaluate (through the design process) all
possible scenarios and compensate for them.

Requirement Bullet List
Physical requirements:
• Board (general cardboard environment)
• Cards with illustrations (game needs to be visually engaging)
• Tokens (general 3D printed components)
• All materials must be professionally printed or produced
Logistical requirements:
• Clearly developed game mechanics
• Game play time must be less than an hour
Software component (online character guides, web presence, online maps, interactive software, mechanics)
Promotional collateral (e.g. vinyl decals, posters, t-shirts, kickstarter pages, social media)
Optional requirements:
• Video components
• Logistical mechanics (i.e. dice, spinners, etc)

Assignment Information from F202
F202, Spring 2019
Description
Constructed Image
For this assignment you will create an installation/environment and a photographic image focusing on a social issue of your choice. The photograph will be the final product while the installation/environment is part of the process. For this assignment, installation is a three-dimensional, mixed-media construction for a particular space (space of your choice) and temporary. Materials may include, but certainly not limited to: wood, metal, paper, paint, found objects, etc.
Assignment Layout:
1. Select, research, and create a thought map over a social issue.
2. Construct an installation relating to your selected social issue.
3. Create a photographic image from your installation

Substantiating Evidence:

Action
in 2018-2019 Academic Year Data or 2018 Calendar Year Data - Action Plan

Assessment Review

Action details:
This year we met our expectations for at least 70% of the projects either meeting or exceeding expectations. We will review the data in 2020 and find ways to further improve the results. The first year
Goal 1.1.3
Goal 1
Students can demonstrate New Media, Art, and Technology (NMAT) core foundation knowledge
Outcome 1
Students can synthesize multiple concepts learned in the NMAT core foundation across a variety of materials and processes
Component 3 (1.1.3)
Students will be able to apply concepts to their art/design projects

Foundations assessment from last year did not meet expectations, so concentrating on improvement of first foundations will probably be our priority.

Implementation Plan (timeline):
We will review the results in the spring of 2020 and work to improve foundation courses before the fall semester.

Key/Responsible Personnel:
NMAT faculty: Minda Douglas, Wayne Madsen, Michael Koerner, Erik Deerly, Gregory Steel, and Aaron Pickens.

Measures:

Supporting Attachments:

Measure
Assessment of second year core foundations

COURSE LEVEL; DIRECT - PORTFOLIO

Details/Description:
We will assess projects from our second year core foundation courses.

Acceptable Target:
The acceptable target is 70% of projects meet or exceed expectations.

Implementation Plan (timeline):
We will review the results in 2020 and consider making curriculum changes.

Key/Responsible Personnel:
All NMAT faculty are involved in assessment. The resident faculty include: Michael Koerner, Wayne Madsen, Erik Deerly, Gregory Steel, Aaron Pickens, and Minda Douglas. NMAT adjunct faculty also contribute to assessment. For this cycle two adjunct faculty were involved. They include Anita Garza and Nicole Ingalls.

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Assessment Results:
Assignment Information from F203

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Substantiating Evidence:

Action

in 2018-2019 Academic Year Data or 2018 Calendar Year Data - Action Plan

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