HSS Learning Outcomes

New Media, Art, and Technology

Goal 1

Students can demonstrate general New Media, Art, & Technology knowledge

1. Students will be able to apply major theories of New Media, Art, & Technology
   - Student demonstrates an ability to describe the content theories accurately
   - Student demonstrates an ability to make connections and contrasts between the theories learned in the course

2. Students will be able to apply basic principles of visual design, digital design, and web design
   - Student successfully applies course theories to real world problems

Goal 2

Given a client / organization, context, and specific problem relevant to the student’s concentration, New Media, Art, & Technology majors will be able to solve a client’s / organization’s specific needs.

1. Students will be able to demonstrate the ability to conduct and apply design method to the problem-solving process that accomplishes a project at an industry-standard level.
   - Students can effectively communicate design/creative agenda.
   - Students can create industry-standard portfolio suitable for concentration.