Basic Program Information

Department Name:

Graphic & Interactive Design (GID)

Division Name:

Fine Arts & Communications

Program Mission(s):

The mission of the Graphic & Interactive Design Department at Foothill College is to provide the finest of instruction in the use of contemporary graphic arts techniques for the vocational and a-vocational student. We will provide a rich and thorough grounding in the skills and aesthetics of graphic & interactive design to allow our students to succeed in transfer and as commercial practitioners in the changing professions of graphic & interactive design. The Graphic & Interactive Design Program offers training for careers in the exciting, dynamic fields of graphic design, design for the Web, multimedia, illustration and digital publishing. Students enrolled in this Program develop basic and advanced skills in the important traditional processes of layout, design and drawing while cultivating proficiencies in the leading-edge digital graphics technologies. Students receive a balance of instruction that includes traditional, computer and general education courses that are designed to produce a well-rounded, highly trained graduate with sufficient expertise to be employable in an ever-expanding job market. Internships, student aid positions and on-the-job training opportunities are available to qualified students who are enrolled in the program.

Please list all Program Review team members who participated in this Program Review:

Name	Department	Position
Carolyn Brown	GID	Instructor
Kent Manske	90% GID 10% ART	Instructor (Official Retirement announced June 30, 2015)
Joe Ragey	0% GID 100% ART	Instructor (Official Retirement announced June 30, 2016)

Please include the following information about your program:

Total number of Full Time Faculty:	1.9
Total number of Part Time Faculty:	4
Total number of Classified Professionals:	

Please list all existing Classified positions:
None

List all Programs* covered by this review & check the appropriate column for program type:

Program Name	Certificate of Achievement Program	Associate Degree Program	Pathway Program

Graphic & Interactive Design A.A.		X	
Graphic & Interactive Design C.A.	X		

*If you have a supporting program or pathway in your area for which you will be making resource requests, please analyze it within this program review (i.e. Integrated Reading and Writing, Math My Way, etc.) You will only need to address those data elements that apply.

Section 1: Data and Trend Analysis

Please complete the appropriate data elements.

A) **Instructional Program Data:**
Data will be posted on http://foothill.edu/staff/irs/programplans/programreviewdata.php
You must manually copy data in the boxes below for every degree or certificate of achievement covered by this program review.

Certificate and Degree Programs	2011-2012	2012-2013	2013-2014	% Change
Graphic & Interactive Design A.A.	3	2	11	450%
Graphic & Interactive Design C.A.	1	1	2	100%

	2011-2012	2012-2013	2013-2014	% Change
Enrollment	690	1043	1212	16%
Productivity (College Goal 2014-15: 535)	472	510	526	3.1%

B) **Student Services Programs Data**

Please enter the number of students served over the last 3 years.

	2011-2012	2012-2013	2013-2014	% Change
Students Served				

This data was obtained via the following sources (circle): CCC Apply, Ask Foothill, Credentials, SARS, Other (List)_____

C) **Administrative Unit Data**

Please enter the information below.

Dimension	2011-2012	2012-2013	2013-2014
Students Served (Unduplicated)			
Faculty Served			
Staff Served			
Full-time FTEF			
Part-time FTEF			
Full-time Staff			
Part-time Staff			

Using the data entered for your program above, briefly comment (1-3 paragraphs) on changes in students or staff served, enrollment and/or productivity for your program in the last year.

What changes have been made or are planned as a result of your analysis of the data? (for example, new curriculum, new pre-requisites, a focus on student retention, changes in teaching approaches informed by SLO Assessments, changes in when classes are scheduled, better use of technology, etc.)

An increase in the number of sections offered due to the inclusion of newly written web technology courses in the GID program helped to bring the 2013-2014 productivity of the department to above 3% from the previous year. Productivity for 2013-2014 is within 1.5% of the College goal. Changes implemented in 2013-2014 resulted in a 400% increase of degree recipients from under-represented groups.

Section 2: Student Equity

The college is committed to student equity, defined by the Student Equity Workgroup as fostering similar outcomes for all students. One targeted area for improvement in this year's Student Equity plan is to increase the course completion rates for African American, Latino, and Pacific Islander students over the next three years by 3 percentage points.

Please describe how you see members of your program contributing to this goal.

> The Graphic & Interactive Design program embraces student equity in our program. Graphic Design is a profession for all and is not limited by cultural stereotypes. Guest speakers and case studies introduce students to graphic designers from diverse backgrounds. Project based learning provides opportunities for students to create graphic designs inspired by their individual culture and/or for culturally diverse audiences. Students in online classes use multi-modal interactions to balance the equity needs of learners who communicate better with auditory or video means.

Please review the equity data available to you on the students served in your program and their outcomes by ethnicity (including, for instructional programs, course success rates by ethnicity). If differences exist, what efforts have members of your program undertaken or discussed to address them? If your program has undertaken any initiatives or interventions as a result of these efforts or discussions, please share what you have learned as a result of these initiatives.

> The Graphic & Interactive Design program data shows improved outcomes for students of targeted ethnicities. The success rate for target groups increased 5% between 2012-2013 and 2013-2014. While the non-success rate and withdrawal rates fell 3% and 2% respectively during that time. For non-target groups, there was no change between 2013-2014 and 2012-2013.

> This data indicates that the Graphic & Interactive Design program is successful with our efforts to address the equity gap and plans to continue with existing program support for targeted groups.

Section 3: Outcomes Assessment Summary

A) Attach 2013-2014 Course-Level (for Instructional Programs Only) – Four Column Report for CL-SLO Assessment from TracDat, please contact the Office of Instruction to assist you with this step if needed.

Unit Course Assessment Report - Four Column

Foothill College
Department - Graphic & Interactive Design (GID)

Mission Statement: The Graphic & Interactive Design Program offers training for careers in the exciting, dynamic fields of graphic design, design for the Web, multimedia, illustration and digital publishing. Students enrolled in this Program develop basic and advanced skills in the important traditional processes of layout, design and drawing while cultivating proficiencies in the leading-edge digital graphics technologies. Students receive a balance of instruction that includes traditional, computer and general education courses that are designed to produce a well-rounded, highly-trained graduate with sufficient expertise to be employable in an ever-expanding job market. Internships, student aid positions and on-the-job training opportunities are available to qualified students who are enrolled in the program.

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Department - Graphic & Interactive Design (GID) - GID 1 - HISTORY OF GRAPHIC DESIGN - 1 - Historical/Cultural Context - A successful student will analyze visual communication in historical and cultural context. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Weekly quiz essay questions and weekly field journal entries **Assessment Method Type:** Essay/Journal **Target for Success:** demonstrate critical thinking when analyzing information		
Department - Graphic & Interactive Design (GID) - GID 1 - HISTORY OF GRAPHIC DESIGN - 2. Visual communication - A successful student will discuss the relation of visual communication in various societal and cultural settings. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Weekly quiz essay questions and weekly field journal entries **Assessment Method Type:** Essay/Journal **Target for Success:** Demonstrate critical thinking		
Department - Graphic & Interactive Design (GID) - GID 1 - HISTORY OF GRAPHIC DESIGN - 4. Technology - A successful student will discuss issues and ramifications of the use of technology in visual communication. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Weekly quiz essay questions and weekly field journal entries **Assessment Method Type:** Essay/Journal **Target for Success:** Demonstrate critical thinking		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Department - Graphic & Interactive Design (GID) - GID 1 - HISTORY OF GRAPHIC DESIGN - 5. Media - A successful student will analyze content and purpose in relation to specific media. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Weekly quiz essay questions and weekly field journal entries **Assessment Method Type:** Essay/Journal **Target for Success:** Demonstrate critical thinking		
Department - Graphic & Interactive Design (GID) - GID 1 - HISTORY OF GRAPHIC DESIGN - 6. Interpret - A successful student will interpret images, symbols and typography. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** weekly quiz essay questions and weekly field journal entries **Assessment Method Type:** Essay/Journal **Target for Success:** demonstration of critical thinking when interpreting		
Department - Graphic & Interactive Design (GID) - GID 1 - HISTORY OF GRAPHIC DESIGN - 7. Media on culture - A successful student will understand the influence and impact of informative and persuasive media on culture. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Weekly quiz essay questions and weekly field journal entries **Assessment Method Type:** Essay/Journal **Target for Success:** Demonstrate critical thinking		
Department - Graphic & Interactive Design (GID) - GID 1 - HISTORY OF GRAPHIC DESIGN - Recontextualization - A successful student will discuss how images and icons of the past are being recontextualized to form new ideas and cross-cultural identities. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Weekly quiz essay questions and weekly field journal entries **Assessment Method Type:** Essay/Journal **Target for Success:** demonstrate of critical thinking when discussing		
Department - Graphic & Interactive Design (GID) - GID 2 - THE HISTORY OF THE	**Assessment Method:** 3-5 pages essay comparing the differences	06/24/2014 - Course was not taught last year. **Result:**	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
PRINTED BOOK - 2. Esthetic Evaluation - 2. Student can discuss and evaluate the esthetic differences, strengths and weaknesses of historical types, printing and bindery. (Created By Department - Graphic & Interactive Design (GID)) **Start Date:** 09/26/2012 **End Date:** 12/07/2012 **Course-Level SLO Status:** Active	of design, type, borders and decoration used for historical production of significant historical books **Assessment Method Type:** Essay/Journal **Target for Success:** 80% of students will receive a grade of 3 or higher on a 5-pioint rubric.	Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 2 - THE HISTORY OF THE PRINTED BOOK - 1. Historical Identification - 1. Student can identify historical books by type, design and classify the origin and time period. (Created By Department - Graphic & Interactive Design (GID)) **Start Date:** 09/24/2012 **End Date:** 12/07/2012 **Course-Level SLO Status:** Active	**Assessment Method:** weekly quiz, discussions and tests covering the design, type, printing and binding of historical books. **Assessment Method Type:** Exam - Course Test/Quiz **Target for Success:** 80% of students will receive a grade of 3 or higher on the 5 point rubric.	06/24/2014 - Course was not taught last year **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 30 - PAPER ARTS I - 1. Knowledge - A successful student will demonstrate knowledge of various traditions, processes, characteristics and applications of paper. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** review of student presentation **Assessment Method Type:** Presentation/Performance **Target for Success:** demonstrate knowledge of subject matter		
Department - Graphic & Interactive Design (GID) - GID 30 - PAPER ARTS I - 2 - Construct - A successful student will construct basic western papermaking equipment. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** review of paper screens made and responsible usage **Assessment Method Type:** Class/Lab Project		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 30 - PAPER ARTS I - 3. Paper - A successful student will construct handmade paper from diverse ethnic and historical traditions. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Case Study/Analysis **Target for Success:** Demonstration of skills		
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 30 - PAPER ARTS I - 4. Applications - A successful student will demonstrate traditional and non-traditional applications of paper in the paper, book and print arts. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of skills		
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 30 - PAPER ARTS I - 5. Content & form - A successful student will discuss and analyze content and form in paper arts. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking		
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 30 - PAPER ARTS I - 6. Craft - A successful student will evaluate craftspersonship in the paper arts. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking		
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 30 - PAPER ARTS I - 7. Safety -	**Assessment Method:** Evaluation of studio practice		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
A successful student will understand and practice the safe handling of tools and materials. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method Type:** Class/Lab Project **Target for Success:** Safe handling of tools and materials		
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 33 - GRAPHIC DESIGN STUDIO I - 1 - Visual Language - A successful student identifies elements of visual language (negative shape, balance, color, focal point, typography) in graphic design work that may include advertising, logo design, poster design, business cards and brochures. (Created By Department - Graphic & Interactive Design (GID)) (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Review of student comments posted in a collaborative discussion forum. **Assessment Method Type:** Discussion/Participation **Target for Success:** Student identifies and explains elements of visual language in selected graphic design samples using written presentation means.	05/29/2014 - Students were able to find an example of graphic design in their environment and identify elements of visual language. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014 **GE/IL-SLO Reflection:** Demonstrate aesthetic awareness and analytical communication skills including evaluation and synthesis; deliver focused and coherent comments with active speaking skills in discussions. **GE/IL-SLO Reflection:** Demonstrate aesthetic awareness and analytical communication skills including evaluation and synthesis; deliver focused and coherent comments with active speaking skills in discussions.	
Department - Graphic & Interactive Design (GID) - GID 33 - GRAPHIC DESIGN STUDIO I - 2 - Software - A successful student will demonstrate technical and expressive fluency in industry-standard software applications. (Created By Department - Graphic & Interactive Design (GID) (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Review of class and homework projects to assess correct use of software. **Assessment Method Type:** Class/Lab Project **Target for Success:** Students demonstrate correct use of Adobe Creative Suite software to create graphic designs.	05/29/2014 - Students can successfully complete projects using industry-standard software applications **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 34 - GRAPHIC DESIGN	**Assessment Method:** Visual review of sketches and comps	10/06/2014 - Portfolio review and weekly critiques	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
STUDIO II - 1 - Sketches/Layouts - A successful student will produce rough sketches and tight comprehensive layouts using appropriate tools and technology. (Created By Department - Graphic & Interactive Design (GID)) (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method Type:** Observation/Critique **Target for Success:** Correct use of sketches and comps to communicate preliminary design information to clients for projects.	of projects shows an improved level of understanding for rough sketches and tight comprehensive layouts using appropriate tools and technology. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 34 - GRAPHIC DESIGN STUDIO II - 2 - Software - A successful student demonstrates effective use of page layout software to visually communicate ideas and information. (Created By Department - Graphic & Interactive Design (GID)) (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Review of class and homework projects to assess correct use of software **Assessment Method Type:** Class/Lab Project **Target for Success:** Students demonstrate correct use of Adobe Creative Suite software to create graphic designs.	10/06/2014 - Students demonstrated effective use of page layout software to visually communicate ideas and information though multiple layout projects designed to test effective comprehension of software and layout principles. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 35 - GRAPHIC DESIGN STUDIO III - 1 - Apply - A successful student will define unique visual communication projects (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** completion of design projects **Assessment Method Type:** Class/Lab Project **Target for Success:** projects demonstrating competence in the design process from conceptual development to finished piece		
	Assessment Method: Design project **Assessment Method Type:** Class/Lab Project **Target for Success:** Communication		
Department - Graphic & Interactive Design (GID) - GID 35 - GRAPHIC DESIGN STUDIO III - 2 - Construct - A successful	**Assessment Method:** completed design projects **Assessment Method Type:**		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
student will be able to design complex pieces on a professional level. (Created By Department - Graphic & Interactive Design (GID)) (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	Class/Lab Project **Target for Success:** production/completion of design projects demonstrating professional practices		
	Assessment Method: Design project **Assessment Method Type:** Class/Lab Project **Target for Success:** Communication		
Department - Graphic & Interactive Design (GID) - GID 35 - GRAPHIC DESIGN STUDIO III - 3. Evaluate - A successful student will evaluate the quality of work in terms of the communication objective and the design solution. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Design project **Assessment Method Type:** Class/Lab Project **Target for Success:** Communication		
Department - Graphic & Interactive Design (GID) - GID 35 - GRAPHIC DESIGN STUDIO III - 4. Manage - A successful student will manage time and resources of projects from conception to completion. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of design project **Assessment Method Type:** Class/Lab Project **Target for Success:** Management of project		
Department - Graphic & Interactive Design (GID) - GID 35 - GRAPHIC DESIGN STUDIO III - 5. Prepress - A successful student will demonstrate an understanding of the pre-press production process (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of design project **Assessment Method Type:** Class/Lab Project **Target for Success:** Project completion		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Department - Graphic & Interactive Design (GID) - GID 35 - GRAPHIC DESIGN STUDIO III - 6. Web - A successful student will demonstrate an understanding of the web production process. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of design project **Assessment Method Type:** Class/Lab Project **Target for Success:** Completion of project		
Department - Graphic & Interactive Design (GID) - GID 35 - GRAPHIC DESIGN STUDIO III - 7. Diversity - A successful student will communicate information in visual form to a culturally-diverse public. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Design Project **Assessment Method Type:** Class/Lab Project **Target for Success:** Communication **Assessment Method:** Evaluation of design project **Assessment Method Type:** Class/Lab Project **Target for Success:** Communication		
Department - Graphic & Interactive Design (GID) - GID 36 - TYPOGRAPHY - 1 - Identify - A successful student will be able to identify major type families and typefaces by their qualities and characters. (Created By Department - Graphic & Interactive Design (GID)) (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Quiz reviewing type families and typefaces **Assessment Method Type:** Exam - Course Test/Quiz **Target for Success:** Score of 80% or higher on examination, and visual presentation of examples of each major font family.	05/29/2014 - Students can successfully identify type families and typefaces. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 36 - TYPOGRAPHY - 2 - Principles - A successful student will be able to demonstrate an understanding of typographic design principles and techniques in creating finished projects. (Created By Department - Graphic & Interactive Design	**Assessment Method:** Visual presentation of a completed typographic poster for a loval children's museum. **Assessment Method Type:** Class/Lab Project **Target for Success:**	05/29/2014 - Students successfully demonstrate an understanding of typographic design principles and techniques in their design of a poster for a local children's museum **Result:** Target Met **Year This Assessment Occurred:**	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
(GID)) (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	Students successfully demonstrate an understanding of typographic design principles and techniques in their finished creative projects.	2013-2014	
Department - Graphic & Interactive Design (GID) - GID 37 - CARTOONING - Cartoon Concepts - The student will be able to create cartoon illustrations utilizing verbal or non verbal humor (Created By Department - Graphic & Interactive Design (GID)) **Start Date:** 09/09/2013 **Course-Level SLO Status:** Active	**Assessment Method:** Instructor will review portfolio of work during class containing lab and homework assignments **Assessment Method Type:** Portfolio Review **Target for Success:** Student demonstrates beginning level of understand of principles and underlying concepts for creating cartoons in multiple portfolio drawings		
Department - Graphic & Interactive Design (GID) - GID 37 - CARTOONING - Drawing Skills - The student will demonstrate facility with hand tool, rendering surfaces using drawing equipment (Created By Department - Graphic & Interactive Design (GID)) **Assessment Cycles:** End of Academic Year **Start Date:** 09/09/2013 **Course-Level SLO Status:** Active	**Assessment Method:** Portfolio Review at mid term and end term **Assessment Method Type:** Portfolio Review **Target for Success:** A successful student will demonstrate solid beginning drawing skills in multiple projects using traditional and/or digital drawing tools		
Department - Graphic & Interactive Design (GID) - GID 37 - CARTOONING - Understanding contemporary Styles - The student will demonstrate and understanding of contemporary style trends (Created By Department - Graphic & Interactive Design (GID)) **Assessment Cycles:** End of Academic Year	**Assessment Method:** Instructor review of portfolio **Assessment Method Type:** Portfolio Review **Target for Success:** A successful student will provide multiple examples of diverse cartoon styles in the portfolio		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Start Date: 09/09/2013 **Course-Level SLO Status:** Active			
Department - Graphic & Interactive Design (GID) - GID 38 - PRINT ARTS I - 1. Tools and Techniques - A successful student will demonstrate use of the tools and techniques associated with a variety of print mediums, including relief (woodcut, linoleum block, intaglio (etching), stencil (screenprint) and monoprinting processes. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** successful completion of project including making the print matrix (plate) and printing the plate **Assessment Method Type:** Class/Lab Project **Target for Success:** a completed print demonstrating competent use of tools and techniques **Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of skills		
Department - Graphic & Interactive Design (GID) - GID 38 - PRINT ARTS I - 2. Prints - A successful student will produce uniform multiples and present work for exhibition or portfolio. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** evaluation of completed projects **Assessment Method Type:** Class/Lab Project **Target for Success:** a print demonstrating competence in image, plate and printing **Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of skills		
Department - Graphic & Interactive Design (GID) - GID 38 - PRINT ARTS I - 3. Images - A successful student will understand the importance of developing relevant and original images apart from style, decorative	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:**		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
qualities and technical expertise. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	Demonstration of skills		
Department - Graphic & Interactive Design (GID) - GID 38 - PRINT ARTS I - 5. Diversity - A successful student will recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of discussion **Assessment Method Type:** Discussion/Participation **Target for Success:** Demonstration of critical thinking		
Department - Graphic & Interactive Design (GID) - GID 39 - PRINT ARTS II - 1. Print processes - The student will be able to demonstrate use of the tools and techniques to make fine art prints using photographic processes for relief (woodcut, linoleum block, photopolymer plates), intaglio (etching), stencil (screenprinting) and polyester plate lithography. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Completed prints		
Department - Graphic & Interactive Design (GID) - GID 39 - PRINT ARTS II - 2. Multiples - The student will be able to produce uniform multiples and present work for exhibition or portfolio. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Completed prints		
Department - Graphic & Interactive Design (GID) - GID 39 - PRINT ARTS II - 3. Images - The student will be able to understand the	**Assessment Method:** Evaluation of project **Assessment Method Type:**		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
importance of developing relevant and original images apart from style, decorative qualities and technical expertise. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	Class/Lab Project **Target for Success:** Demonstration of skills		
Department - Graphic & Interactive Design (GID) - GID 39 - PRINT ARTS II - 4. Evaluate - The student will be able to critically evaluate, define and discuss his or her own projects and the projects of student peers. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking		
Department - Graphic & Interactive Design (GID) - GID 39 - PRINT ARTS II - 5. Diversity - The student will be able to recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking		
Department - Graphic & Interactive Design (GID) - GID 40 - DIGITAL PRINTMAKING - 1 - Language - A successful student will demonstrate an understanding of the language of fine art printmaking and digital media. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** creation of artwork **Assessment Method Type:** Class/Lab Project **Target for Success:** making unique digital prints that demonstrate knowledge of fine art printing		
Department - Graphic & Interactive Design (GID) - GID 40 - DIGITAL PRINTMAKING - 2 - Images - A successful student will assess	**Assessment Method:** Evaluation of projects **Assessment Method Type:**	02/18/2014 - Learning is successful **Result:** Target Met	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
form, content and technique when solving problems in visual image creation. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	Class/Lab Project **Target for Success:** Demonstration of skills	**Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 40 - DIGITAL PRINTMAKING - 3 - Software - A successful student will demonstrate a working knowledge of digital media computer software and print output devices. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** project requiring use of software and hardware **Assessment Method Type:** Class/Lab Project **Target for Success:** making digital prints that demonstrate using hardware and software	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 40 - DIGITAL PRINTMAKING - 4 - Application - A successful student will develop an understanding of aesthetic characteristics of computer hardware and software and a discernment in their application. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstrate skills	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 40 - DIGITAL PRINTMAKING - 5 - Prints - A successful student will create digital prints for class critique and exhibition. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** evaluation of project requiring use of software and hardware **Assessment Method Type:** Class/Lab Project **Target for Success:** completed project that demonstrates using hardware and software	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 40 - DIGITAL PRINTMAKING - 6 - Diversity - A successful student will recognize and appreciate the artistic	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:**	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
contributions made by people from diverse cultures and backgrounds. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Target for Success:** Critical thinking	2013-2014	
Department - Graphic & Interactive Design (GID) - GID 41 - DIGITAL ART & GRAPHICS - 1. Computer generated - A successful student will demonstrate foundation skills in producing computer generated images using software for painting, drawing, image processing, photo composites and typography (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** evaluation of completed projects **Assessment Method Type:** Class/Lab Project **Target for Success:** creation of project that demonstrates design principles		
Department - Graphic & Interactive Design (GID) - GID 41 - DIGITAL ART & GRAPHICS - 2. Portfolio - A successful student will produce and present printed works for exhibition or portfolio. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** evaluation of project requiring use of software and hardware **Assessment Method Type:** Class/Lab Project **Target for Success:** completed project that demonstrates using hardware and software		
Department - Graphic & Interactive Design (GID) - GID 41 - DIGITAL ART & GRAPHICS - 3. Software - A successful student will demonstrate a working knowledge of computer software. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of project **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of skills		
Department - Graphic & Interactive Design (GID) - GID 41 - DIGITAL ART &	**Assessment Method:** Evaluation of project		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
GRAPHICS - 4. Images - A successful student will understand the importance of developing relevant and original images apart from style, decorative qualities and technical expertise. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of skills		
Department - Graphic & Interactive Design (GID) - GID 41 - DIGITAL ART & GRAPHICS - 5. Evaluate & Discuss - A successful student will critically evaluate, define and discuss his or her own projects and the projects of student peers. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Demonstration of critical thinking		
Department - Graphic & Interactive Design (GID) - GID 41 - DIGITAL ART & GRAPHICS - 6. Diversity - A successful student will recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Demonstration of critical thinking		
Department - Graphic & Interactive Design (GID) - GID 42 - BEGINNING ETCHING - 2 - Multiples - A successful student will produce uniform multiples, to mat, document and present work in proper portfolio form. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** successful completion of project requiring printing multiples, documenting the prints, and presenting the prints **Assessment Method Type:** Class/Lab Project **Target for Success:** printing an edition of prints and preparing them for exhibition or portfolio presentation		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Department - Graphic & Interactive Design (GID) - GID 42 - BEGINNING ETCHING - 3 - Images - A successful student will understand the importance of developing relevant and original images apart from style, decorative qualities and technical expertise. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of images **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of Skills	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 42 - BEGINNING ETCHING - 4 - Evaluate - A successful student will critically evaluate his or her own projects. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 42 - BEGINNING ETCHING - 5 - Diversity - A successful student will recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 42 - BEGINNING ETCHING - 6 - Tools & Materials - A successful student will understand and practice the safe handling of tools and materials. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of studio practice **Assessment Method Type:** Class/Lab Project **Target for Success:** Safe practices	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Department - Graphic & Interactive Design (GID) - GID 43 - ILLUSTRATION & DIGITAL IMAGING - 1 - Communicate - A successful student will be able to create illustrations that communicate the content of an editorial or narrative of a story. (Created By Department - Graphic & Interactive Design (GID)) (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Completion of illustrations that solve the communication problem.		
Department - Graphic & Interactive Design (GID) - GID 43 - ILLUSTRATION & DIGITAL IMAGING - 2 - Tools - A successful student will be able to effectively use painting and drawing tools to visually communicate ideas and information. (Created By Department - Graphic & Interactive Design (GID)) (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Completion of projects demonstrating competance using painting and drawing tools to solve communication problems.		
Department - Graphic & Interactive Design (GID) - GID 44 - BEGINNING RELIEF PRINTMAKING - 1 - Relief Images - demonstrate foundation skills in producing images on plates and printing them using embossing, linoleum block and collagraph printing. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** evaluate plates and printing **Assessment Method Type:** Observation/Critique **Target for Success:** foundation skills for three types of prints		
Department - Graphic & Interactive Design (GID) - GID 44 - BEGINNING RELIEF PRINTMAKING - 2 - Printing - produce uniform multiples and present work for exhibition or portfolio. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** evaluate work produced **Assessment Method Type:** Observation/Critique **Target for Success:** print multiple prints that are uniform, present work for critique and peer review		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 44 - BEGINNING RELIEF PRINTMAKING - 3 - Images - understand the importance of developing relevant and original images apart from style, decorative qualities and technical expertise. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of images **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of skills	02/18/2014 - Learning is happening **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 44 - BEGINNING RELIEF PRINTMAKING - 4 - Evaluate - critically evaluate, define and discuss his or her own projects and the projects of student peers. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking	02/18/2014 - Learning is happening **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 44 - BEGINNING RELIEF PRINTMAKING - 5 - Diversity - recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking	02/18/2014 - Learning is happening **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 44 - BEGINNING RELIEF PRINTMAKING - 6 - Tools & Materials - understand and practice the safe handling of tools and materials. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of studio practice **Assessment Method Type:** Class/Lab Project **Target for Success:** Safe practices	02/18/2014 - Learning is happening **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 45 - DIGITAL SOUND, VIDEO & ANIMATION - 1 - Elements - A successful student will demonstrate an awareness of elements of time-based media. (Created By Department - Graphic & Interactive Design (GID)) (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Class projects require production of video incorporating live action, still photos, transitions, titles, and soundtrack. **Assessment Method Type:** Class/Lab Project **Target for Success:** Create an original work of video incorporating live action, still photos, transitions, titles, and soundtrack.	05/29/2014 - Students successfully create an original work of video incorporating live action, still photos, transitions, titles, and soundtrack. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 45 - DIGITAL SOUND, VIDEO & ANIMATION - 2 - Software - A successful student will be able to Applies basic video editing in iMovie or Moviemaker. Composes original soundtracks in Audacity or ProTools. Applies complex video editing techniques in Adobe Premiere or Final Cut Pro. Produces a web video. (Created By Department - Graphic & Interactive Design (GID)) (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Weekly exercises in iMovie or Moviemaker, Audacity, Premier or Final Cut Pro. **Assessment Method Type:** Class/Lab Project **Target for Success:** Successful completion of weekly exercises in iMovie or Moviemaker, Audacity, Premier or Final Cut Pro.	05/29/2014 - Students successfully complete of weekly exercises in iMovie or Moviemaker, Audacity, Premier or Final Cut Pro **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 46 - BEGINNING SCREENPRINTING - 1. Skills - A successful student will demonstrate foundation skills in producing screenprinted images using hand cut stencils, direct drawn stencils and photographic processes. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** evaluation of printing and prints **Assessment Method Type:** Class/Lab Project **Target for Success:** demonstration of skills		

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Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Department - Graphic & Interactive Design (GID) - GID 46 - BEGINNING SCREENPRINTING - 2. Multiples - A successful student will produce uniform multiples and present work for exhibition or portfolio. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of prints **Assessment Method Type:** Class/Lab Project **Target for Success:** demonstration of skills		
Department - Graphic & Interactive Design (GID) - GID 46 - BEGINNING SCREENPRINTING - 3. Images - A successful student will understand the importance of developing relevant and original images apart from style, decorative qualities and technical expertise. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** evaluation of images **Assessment Method Type:** Class/Lab Project **Target for Success:** demonstration of skills		
Department - Graphic & Interactive Design (GID) - GID 46 - BEGINNING SCREENPRINTING - 4. Evaluate - A successful student will critically evaluate, define and discuss his or her own projects and the projects of student peers. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** critical thinking		
Department - Graphic & Interactive Design (GID) - GID 46 - BEGINNING SCREENPRINTING - 5. Diversity - A successful student will recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** critical thinking		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Course-Level SLO Status: Active Department - Graphic & Interactive Design (GID) - GID 46 - BEGINNING SCREENPRINTING - 6. Tools & Materials - A successful student will understand and practice the safe handling of tools and materials. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of studio practice **Assessment Method Type:** Class/Lab Project **Target for Success:** safe practices		
Department - Graphic & Interactive Design (GID) - GID 47 - MOTION GRAPHICS - 1 - Language - A successful student will demonstrate an understanding of the language and characteristics of motion graphics. (Created By Department - Graphic & Interactive Design (GID)) (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Follows instructions which include motion graphics specific language. **Assessment Method Type:** Class/Lab Project **Target for Success:** Follows instructions which include motion graphics specific language and create an original work of time based media.	05/29/2014 - Students successfully follow instructions which include motion graphics specific language and create an original work of time based media. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 48 - MONOPRINTING - 1 - Foundation Skills - A successful student will demonstrate foundation skills in producing monoprinted images using painting, drawing and stencils. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** evaluate plates and printing **Assessment Method Type:** Observation/Critique **Target for Success:** foundation skills for prints	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 48 - MONOPRINTING - 2 - Portfolio - A successful student will present work for exhibition or portfolio. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** evaluate work produced **Assessment Method Type:** Observation/Critique **Target for Success:** print multiple prints that are uniform, present work for critique and peer review	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 48 - MONOPRINTING - 3 - Images - A successful student will understand the importance of developing relevant and original images apart from style, decorative qualities and technical expertise. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of images **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of skills	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 48 - MONOPRINTING - 4 - Evaluate - A successful student will critically evaluate, define and discuss his or her own projects and the projects of student peers. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 48 - MONOPRINTING - 5 - Diversity - A successful student will recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 48 - MONOPRINTING - 6 - Tools & Materials - A successful student will understand and practice the safe handling of tools and materials. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of studio practice **Assessment Method Type:** Class/Lab Project **Target for Success:** Safe practices	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 46 - BEGINNING SCREENPRINTING - 6. Tools & Materials - A successful student will understand and practice the safe handling of tools and materials. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of studio practice **Assessment Method Type:** Class/Lab Project **Target for Success:** safe practices		
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 47 - MOTION GRAPHICS - 1 - Language - A successful student will demonstrate an understanding of the language and characteristics of motion graphics. (Created By Department - Graphic & Interactive Design (GID)) (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Follows instructions which include motion graphics specific language. **Assessment Method Type:** Class/Lab Project **Target for Success:** Follows instructions which include motion graphics specific language and create an original work of time based media.	05/29/2014 - Students successfully follow instructions which include motion graphics specific language and create an original work of time based media. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 48 - MONOPRINTING - 1 - Foundation Skills - A successful student will demonstrate foundation skills in producing monoprinted images using painting, drawing and stencils. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** evaluate plates and printing **Assessment Method Type:** Observation/Critique **Target for Success:** foundation skills for prints	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 48 - MONOPRINTING - 2 - Portfolio - A successful student will present work for exhibition or portfolio. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** evaluate work produced **Assessment Method Type:** Observation/Critique **Target for Success:** print multiple prints that are uniform, present work for critique and peer review	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 48 - MONOPRINTING - 3 - Images - A successful student will understand the importance of developing relevant and original images apart from style, decorative qualities and technical expertise. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of images **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of skills	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 48 - MONOPRINTING - 4 - Evaluate - A successful student will critically evaluate, define and discuss his or her own projects and the projects of student peers. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 48 - MONOPRINTING - 5 - Diversity - A successful student will recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 48 - MONOPRINTING - 6 - Tools & Materials - A successful student will understand and practice the safe handling of tools and materials. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of studio practice **Assessment Method Type:** Class/Lab Project **Target for Success:** Safe practices	02/18/2014 - Learning is successful **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 53 - T-SHIRT DESIGN & GARMENT PRINTING - 1 - Function - A successful student will demonstrate an understanding of the function of communication design and personal expression in garment printing. (Created By Department - Graphic & Interactive Design (GID)) (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of student work **Assessment Method Type:** Class/Lab Project **Target for Success:** Proper preparation of artwork		
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 53 - T-SHIRT DESIGN & GARMENT PRINTING - 2 - Preparation - A successful student will demonstrate an understanding of the preparation of artwork for garment printing. (Created By Department - Graphic & Interactive Design (GID)) (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Completed project demonstrating competence in the preparation of artwork for screenprinting		
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 53A - BEGINNING T-SHIRT DESIGN & GARMENT PRINTING - Artwork - demonstrate an understanding of the function of communication design and personal expression in garment printing. (Created By Department - Graphic & Interactive Design (GID)) **Assessment Cycles:** End of Academic Year	**Assessment Method:** Evaluate students understanding of design **Assessment Method Type:** Observation/Critique		
Course-Level SLO Status: Active			

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Department - Graphic & Interactive Design (GID) - GID 53A - BEGINNING T-SHIRT DESIGN & GARMENT PRINTING - Management - demonstrate a basic understanding of the management of a printmaking studio including scheduling, safety, and clean up. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate the students understanding of daily studio activities **Assessment Method Type:** Observation/Critique		
Department - Graphic & Interactive Design (GID) - GID 53A - BEGINNING T-SHIRT DESIGN & GARMENT PRINTING - Design - design works of art for garment printing. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate students design **Assessment Method Type:** Class/Lab Project		
Department - Graphic & Interactive Design (GID) - GID 53A - BEGINNING T-SHIRT DESIGN & GARMENT PRINTING - Production art - prepare production art and film positives for screenprinting. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate students preparation for printing **Assessment Method Type:** Class/Lab Project		
Department - Graphic & Interactive Design (GID) - GID 53A - BEGINNING T-SHIRT DESIGN & GARMENT PRINTING - Printing - print designs on garments using hand cut and photographic stencils. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate students final project **Assessment Method Type:** Class/Lab Project		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Department - Graphic & Interactive Design (GID) - GID 53A - BEGINNING T-SHIRT DESIGN & GARMENT PRINTING - Work flow - understand work flow and basic operations of a printmaking studio. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate student performance **Assessment Method Type:** Class/Lab Project		
Department - Graphic & Interactive Design (GID) - GID 53A - BEGINNING T-SHIRT DESIGN & GARMENT PRINTING - Critique - critically evaluate, define and discuss his or her own projects and the projects of student peers. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** evaluate the students critique skills **Assessment Method Type:** Observation/Critique		
Department - Graphic & Interactive Design (GID) - GID 53A - BEGINNING T-SHIRT DESIGN & GARMENT PRINTING - History - recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Create new work based on the works by accomplished artists and designers **Assessment Method Type:** Class/Lab Project		
Department - Graphic & Interactive Design (GID) - GID 53B - INTERMEDIATE T-SHIRT DESIGN & GARMENT PRINTING - Artwork - produce works of communication design and personal expression for garment printing. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:**	**Assessment Method:** Evaluate students understanding of the basic design **Assessment Method Type:** Class/Lab Project		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Active Department - Graphic & Interactive Design (GID) - GID 53B - INTERMEDIATE T-SHIRT DESIGN & GARMENT PRINTING - Production Art - prepare production art and screen print artwork for multi-color garment printing. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate students understanding of pre-press preparation **Assessment Method Type:** Class/Lab Project		
Department - Graphic & Interactive Design (GID) - GID 53B - INTERMEDIATE T-SHIRT DESIGN & GARMENT PRINTING - Studio Managment - practice the management of a printmaking studio including scheduling, supply management, equipment maintenance, safety, and clean up. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate students understanding of how to successfully run a print studio **Assessment Method Type:** Observation/Critique		
Department - Graphic & Interactive Design (GID) - GID 53B - INTERMEDIATE T-SHIRT DESIGN & GARMENT PRINTING - Business - demonstrate an understanding of the business practices of garment printing. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate students understanding of the process and details contained in a business model **Assessment Method Type:** Class/Lab Project		
Department - Graphic & Interactive Design (GID) - GID 53B - INTERMEDIATE T-SHIRT DESIGN & GARMENT PRINTING - Critique - critically evaluate, define and discuss his or her own projects and the projects of student peers. (Created By Department - Graphic &	**Assessment Method:** Evaluate students and their input during critiques **Assessment Method Type:** Observation/Critique		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Interactive Design (GID)) **Course-Level SLO Status:** Active			
Department - Graphic & Interactive Design (GID) - GID 53B - INTERMEDIATE T-SHIRT DESIGN & GARMENT PRINTING - History - recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate students understanding of artists and their contributions **Assessment Method Type:** Observation/Critique		
Department - Graphic & Interactive Design (GID) - GID 53C - ADVANCED T-SHIRT DESIGN & GARMENT PRINTING - Artwork - produce and print works of graphic design for portfolio and clients. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate students ability to create prints geared to enhance portfolio and meet clients needs **Assessment Method Type:** Class/Lab Project		
Department - Graphic & Interactive Design (GID) - GID 53C - ADVANCED T-SHIRT DESIGN & GARMENT PRINTING - Digital Preparation - create designs using graphic arts software. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate students use of digital art software to create their designs **Assessment Method Type:** Class/Lab Project		
Department - Graphic & Interactive Design (GID) - GID 53C - ADVANCED T-SHIRT DESIGN & GARMENT PRINTING - Multi-color printing - prepare complex production art, color separations and halftones for multi-color garment printing. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluate students understanding of multi-color printing **Assessment Method Type:** Class/Lab Project		

Program: Graphic & Interactive Design   19   Updated: 1/12/15

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 53C - ADVANCED T-SHIRT DESIGN & GARMENT PRINTING - Studio Managment - manage the printmaking studio including scheduling, supply management, equipment maintenance, safety, and clean up. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate students daily understanding of daily Studio Matenance **Assessment Method Type:** Observation/Critique		
Department - Graphic & Interactive Design (GID) - GID 53C - ADVANCED T-SHIRT DESIGN & GARMENT PRINTING - Business Management - implement business practices of the garment printing industry including order placement, cost estimates, product distribution and product marketing. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate students understanding of the daily details of running a business. **Assessment Method Type:** Observation/Critique		
Department - Graphic & Interactive Design (GID) - GID 53C - ADVANCED T-SHIRT DESIGN & GARMENT PRINTING - Critique - critically evaluate, define and discuss his or her own projects and the projects of student peers. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluate students participation during class critiques **Assessment Method Type:** Observation/Critique		
Department - Graphic & Interactive Design (GID) - GID 53C - ADVANCED T-SHIRT DESIGN & GARMENT PRINTING - History - recognize and appreciate the artistic contributions made by people from diverse	**Assessment Method:** Evaluate students understanding and recognition of artist who have contributed to the craft		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
cultures and backgrounds. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method Type:** Observation/Critique		
Department - Graphic & Interactive Design (GID) - GID 56 - WEB SITE DESIGN - 1 - Design Methods - A successful student will be able to demonstrate three ways to design a Web site and identify the differences between them. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Students design web sites for class projects. **Assessment Method Type:** Class/Lab Project **Target for Success:** Design and produce a single-page blog using Blogger, design and produce a multi-page web site using Dreamweaver, design and produce a multi-media web site using Flash.	05/29/2014 - Students are successful in producing web assets and web design projects using different web development technologies and can identify the differences between them. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 56 - WEB SITE DESIGN - 2 - Software - A successful student will be able to demonstrate technical and expressive fluency in industry-standard software applications. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Students complete projects and produce web sites using different software technologies. **Assessment Method Type:** Class/Lab Project **Target for Success:** Students can edit images using Fireworks, produce HTML pages using Dreamweaver, FTP files using Dreamweaver, produce an SWF file using Flash animation and action script.	05/29/2014 - Students are successful using industry-standard software applications to complete the goals of the class and to design and publish professional quality web sites. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 60 - CAREERS IN THE VISUAL ARTS - 1 - Career Options - A successful student will demonstrate an awareness of various career options for visual artists. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Students research examples of graphic design careers and participate in discussion forums where they share their findings. **Assessment Method Type:** Discussion/Participation **Target for Success:** Student contributes a written explanation of each career option and how it relates to visual art.	05/29/2014 - Students successfully research examples of graphic design careers and participate in discussion forums where they shared their findings. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Department - Graphic & Interactive Design (GID) - GID 60 - CAREERS IN THE VISUAL ARTS - 2 - Examples - A successful student will be able to identify examples of visual art representing six careers options for visual artists. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Students participate in a discussion forum. **Assessment Method Type:** Discussion/Participation **Target for Success:** Student contributes an image representing each graphic design career option.	05/29/2014 - Students successfully identify examples of visual art representing six to nice careers options for visual artists. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 61 - PORTFOLIO - 1 - Plan - A successful student will produce a working plan for a portable showcase of artwork. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Instructor will review the written and verbal plan for a working plan for portfolio review **Assessment Method Type:** Presentation/Performance **Target for Success:** Well organized written plan, lists, mind-maps and sketches of layouts of portfolio.	10/06/2014 - Most students presented excellent online portfolios at the conclusion of the class based on online review of class portfolios. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 61 - PORTFOLIO - 2 - Resume - A successful student will write a resume and appropriate letters. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Visual review of student resume and appropriate letters **Assessment Method Type:** Observation/Critique **Target for Success:** Well written documents that are complete resumes' based on student goals set forth in course objectives.	10/06/2014 - Most students completed letters and resume's appropriately after given intensive feedback. Many students need to improve basic writing, layout and formatting skills **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 61 - PORTFOLIO - 3 - Selection - A successful student will select an appropriate portfolio for one's own work. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Visual review with student of work acceptable for exit portfolio inclusion and an appropriate methods of display to include a website or a hand carried portfolio. **Assessment Method Type:** Portfolio Review **Target for Success:** Each student will submit for review 12 to 18		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
	images of work completed during the course of study to be included in the portfolio.		
Department - Graphic & Interactive Design (GID) - GID 61 - PORTFOLIO - 4 - Diverse Marketplace - A successful student will select candidate pieces for the portfolio that reflect a culturally-diverse marketplace. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Visual review of portfolios. **Assessment Method Type:** Portfolio Review **Target for Success:** A successful selection of 12 to 18 professional design or artworks that reflect the students expertise and talent.		
Department - Graphic & Interactive Design (GID) - GID 70 - GRAPHIC DESIGN DRAWING - 1 - Quick Drawing - A successful student will create arresting, on-the-spot drawings quickly. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** In-class drawing assignments **Assessment Method Type:** Observation/Critique **Target for Success:** Well drawn sketches that reflect the objective of each verbal in-class assignment. Each drawing will use graphic design drawing techniques to accomplish fast methods of communication.	10/06/2014 - Students are improving due to redesigned online instructional site. Most students need remedial drawing classes for basic skills. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 70 - GRAPHIC DESIGN DRAWING - 2 - 3-D Objects - A successful student will be able to fabricate solid three-dimensional figures and objects on paper through observation plus the use of research. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Review and critique of in-class drawings by instructor. **Assessment Method Type:** Observation/Critique **Target for Success:** Demonstrated use of proper line weight, value, shapes, perspective and multiple additional design drawing methods to create thumbnails and rough drawings	10/06/2014 - Some students need more 3D drawing skills. These skills are lacking due to a lack of basic drawing skills that are not part of this class. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 70 - GRAPHIC DESIGN DRAWING - 3 - Light/Shadow - A successful student will be able to indicate light and	**Assessment Method:** Visual and verbal review of student drawing exercises **Assessment Method Type:**	10/06/2014 - Most students are able to draw light and shadow, but with all drawing classes, much more practice is needed to achieve higher levels of skill.	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
shadow as they apply to defining form and/or anatomy. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	Class/Lab Project **Target for Success:** The successful student will be able to draw objects using 2 or more light sources for pencil or pen drawn objects or anatomy that allow the viewer to view light and shade, and shadow in each drawing	**Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 70 - GRAPHIC DESIGN DRAWING - 4 - Presentation - A successful student will be able to demonstrate improved presentation techniques in producing layouts for graphic designs. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Visual and verbal review of in-class and homework assignments that demonstrate correct methods of layout and design **Assessment Method Type:** Class/Lab Project **Target for Success:** Well drawn preliminary thumbnail ideas, beginning concepts and rough layouts that use professional design drawing techniques acceptable to class standards.	10/06/2014 - This goal was met. Overall portfolios improved during the year and a greater understanding of beginning concepts and rough layouts that use professional design drawing techniques acceptable to class standards was achieved. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 71 - STORYBOARDING - 1 - Language/Technique - A successful student will be able to demonstrate an understanding of the language and techniques of storyboards. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Direct visual observation of drawing methods, participation in verbal discussion topics and in class feedback and response session of students. **Assessment Method Type:** Observation/Critique **Target for Success:** Student participates in class interaction, discussions and feedback session in each class.	10/06/2014 - Students are able to demonstrate an understanding of the language and techniques of storyboards using the appropriate drawing skills by the end of the class. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 71 - STORYBOARDING - 2 - LInear/Non-Linear - A successful student will be able to produce linear and non-linear storyboards. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Class projects will be given that allow students to draw linear and non-linear storyboards **Assessment Method Type:** Class/Lab Project	10/06/2014 - Most students are able to produce linear and non-linear storyboards. This skill set requires constant practice. **Result:** Target Met **Year This Assessment Occurred:**	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Course-Level SLO Status: Active	**Target for Success:** Well drawn storyboards that demonstrate the correct use of visual storytelling methods	2013-2014	
Department - Graphic & Interactive Design (GID) - GID 71 - STORYBOARDING - 3 - Tools - A successful student will be able to demonstrate facility with hand tools and rendering surfaces. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Drawing assignments that allow students to demonstrate the proper use of drawing tools and paper substrate surfaces and new digital tools. **Assessment Method Type:** Class/Lab Project **Target for Success:** Students will create well drawn, labeled, storyboards using pencils, pens and markers on a variety of surfaces, both traditional and digital.	10/06/2014 - Most students created well drawn, labeled, storyboards using pencils, pens and markers on a variety of surfaces, both traditional and digital. Some demonstrated exceptional skills. A few demonstrated lack of basic drawing skills and require additional remedial exercises. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 71 - STORYBOARDING - 4 - Presentation - A successful student will create storyboards for class critique and portfolio presentation. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Visual and Verbal review of presentation of storyboards in class by students **Assessment Method Type:** Presentation/Performance **Target for Success:** The successful student will present well drawn storyboards that demonstrate professional presentation and delivery.	10/06/2014 - Students created online storyboards and are able to critique and discuss methods, terminology with final portfolio presentations. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 90 - BOOK ARTS I - 1 - Binding - A successful student will be able to construct and bind books with various bindings styles including: stab binding, coptic binding, accordion/concertina binding and box/portfolio construction. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of competed hands-on projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Bound books demonstating competence in their construction. **Assessment Method:** Evaluation of binding projects **Assessment Method Type:** Class/Lab Project		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
	Target for Success: Demonstration of skills		
Department - Graphic & Interactive Design (GID) - GID 90 - BOOK ARTS I - 2 - Content - A successful student will be able to produce content for books. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of completed projects **Assessment Method Type:** Class/Lab Project **Target for Success:** handmade books that contain content requiring critical thinking		
Department - Graphic & Interactive Design (GID) - GID 90 - BOOK ARTS I - 3. Design - A successful student will demonstrate basic design layout in bookmaking. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of design projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of skills		
Department - Graphic & Interactive Design (GID) - GID 90 - BOOK ARTS I - 5. Evaluate - A successful student will evaluate craftspersonship in the book arts. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of student **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking		
Department - Graphic & Interactive Design (GID) - GID 90 - BOOK ARTS I - 6. Tools & Materials - A successful student will demonstrate safe use of book art tools. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of studio practice **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of skills		
Department - Graphic & Interactive Design (GID) - GID 90 - BOOK ARTS I - 7. Diversity	**Assessment Method:** Evaluation of participation		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
- A successful student will identify book types and styles from different cultures. (Created By Department - Graphic & Interactive Design (GID)) **Assessment Cycles:** End of Academic Year **Course-Level SLO Status:** Active	**Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking		
Department - Graphic & Interactive Design (GID) - GID 90 - BOOK ARTS I - 8. Contributors - A successful student will understand the history of the book arts and the contributions by individuals of diverse populations. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of particpation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking		
Department - Graphic & Interactive Design (GID) - GID 91 - BOOK ARTS II - 1 - Plan - A successful student will be able to plan, develop and construct books using materials, media and presentation suitable to the book's content. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of completed projects **Assessment Method Type:** Class/Lab Project **Target for Success:** completion of handmade books that incorporated form, materials and presentation strategies that support the books content		
	Assessment Method: Evaluation of completed projects **Assessment Method Type:** Class/Lab Project **Target for Success:** completed handmade books containing content that demonstate competence from planning to presentation that supports the books concept		
Department - Graphic & Interactive Design (GID) - GID 91 - BOOK ARTS II - 2. Layout - A successful student will be able to	**Assessment Method:** evaluation of completed projects **Assessment Method Type:**		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
demonstrate an understanding of design, layout and typography in book arts. (Created By Department - Graphic & Interactive Design (GID))	Class/Lab Project **Target for Success:** completed books demonstrating competence in design, layout and typography		
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 91 - BOOK ARTS II - 3. Narrative - A successful student will demonstrate an understanding of narrative structures, pacing and sequencing in book arts. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of skills		
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 91 - BOOK ARTS II - 4. Reproduction - A successful student will demonstrate an understanding of reproduction techniques in book arts. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of skills		
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 91 - BOOK ARTS II - 5. Content & form - A successful student will discuss and analyze content and form in book arts. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of skills		
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 91 - BOOK ARTS II - 6. Craft - A successful student will evaluate craftspersonship in the book arts. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 91 - BOOK ARTS II - 7. Diversity - A successful student will understand the history of the book arts and the contributions by individuals of diverse populations. (Created By Department - Graphic & Interactive Design (GID))	**Assessment Method:** Evaluation of participation **Assessment Method Type:** Discussion/Participation **Target for Success:** Critical thinking		
Course-Level SLO Status: Active			
Department - Graphic & Interactive Design (GID) - GID 92 - LETTERPRESS PRINTING - 1 - Define - A successful student will be able to define letterpress printing, processes and materials (Created By Department - Graphic & Interactive Design (GID)) **Assessment Cycles:** End of Quarter **Start Date:** 04/05/2014 **End Date:** 06/21/2014 **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Demonstration of planning a competant project for letterpress printing.	06/24/2014 - Students successfully defined printing, processes and materials. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014 **GE/IL-SLO Reflection:** Students learned the processes and materials for printing	
		06/24/2014 - Students successfully defined their own projects based on letterpress processes, materials and principles. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014 **GE/IL-SLO Reflection:** Students successfully defined their own projects based on letterpress processes, materials and principles.	12/11/2011 - Maintain on-going evaluation of course content and learning strategies
	Assessment Method: Tests/quiz. **Assessment Method Type:** Exam - Course Test/Quiz **Target for Success:** Passable grade of all tests/quiz.		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
	Assessment Method: Students will demonstrate understanding of letterpress printing, processes and materials by passing all quizzes and a complete final presentation. **Assessment Method Type:** Exam - Course Test/Quiz **Target for Success:** All students will achieve a grade of 80% or higher.	07/23/2014 - Students achieved a grade of 80% or higher. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014 **GE/IL-SLO Reflection:** Students understood letterpress printing as demonstrated by participation and exams. **GE/IL-SLO Reflection:** Students understood letterpress printing as demonstrated by participation and exams.	
Department - Graphic & Interactive Design (GID) - GID 92 - LETTERPRESS PRINTING - 2 - History - A successful student will be able to demonstrate an understanding of the the history of letterpress printing and the contributions of diverse cultures. (Created By Department - Graphic & Interactive Design (GID)) **Assessment Cycles:** End of Quarter **Start Date:** 04/05/2014 **End Date:** 06/21/2014 **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Completed letterpress project demonstrating the design process from start to finish.	06/24/2014 - Student demonstrated understanding of letterpress history and cultural diversity in design solutions and printed projects. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014 **GE/IL-SLO Reflection:** And understanding of letterpress history and cultural diversity in design solutions and printed projects was achieved by all students.	12/11/2011 - Maintain on-going evaluation of course content and learning strategies
	Assessment Method: Final oral presentaton at end of quarter. **Assessment Method Type:** Presentation/Performance **Target for Success:** Each student will present a subject dealing with the history of letterpress and it's cultural diversity.		
	Assessment Method: Students will explain each project using the traditional language and technical terminology of letterpress in both historical and contemporary settings. **Assessment Method Type:**	07/23/2014 - Students demonstrated understanding of history by critique of each student's project and using appropriate terminology in discussion of each project. **Result:** Target Met	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
	Discussion/Participation **Target for Success:** Students will be able to explain their project using printing technology and an understanding of its history.	**Year This Assessment Occurred:** 2013-2014 **GE/IL-SLO Reflection:** Communication and diversity were demonstrated by students in discussions and critique.	
Department - Graphic & Interactive Design (GID) - GID 92 - LETTERPRESS PRINTING - 3 - Understand - A successful student will be able to explain the operations of a letterpress printing facility. (Created By Department - Graphic & Interactive Design (GID)) **Assessment Cycles:** End of Quarter **Start Date:** 04/05/2014 **End Date:** 06/21/2014 **Course-Level SLO Status:** Active	**Assessment Method:** Each student will observe at least one operating letterpress facility during class field trips and participate in a group discussion afterwards during class. **Assessment Method Type:** Discussion/Participation **Target for Success:** Demonstrated understanding of a letterpress		
	Assessment Method: All students will utilize two type of presses and understand how to operate each and the benefits and did-advantages of each **Assessment Method Type:** Discussion/Participation **Target for Success:** Each student will use both types of presses for at least one project.	07/23/2014 - Each student used two or more different presses in completing their projects **Result:** Target Met **Year This Assessment Occurred:** 2013-2014 **GE/IL-SLO Reflection:** Communication and discussion or processes and methodology took place.	
Department - Graphic & Interactive Design (GID) - GID 92 - LETTERPRESS PRINTING - 4 - Ink - A successful student will be able to mix ink colors for letterpress printing. (Created By Department - Graphic & Interactive Design (GID)) **Assessment Cycles:** End of Quarter **Start Date:** 04/05/2014 **End Date:** 06/21/2014 **Course-Level SLO Status:**	**Assessment Method:** Every student will mix ink colors for a project. **Assessment Method Type:** Class/Lab Project **Target for Success:** Satisfactory results for color achievement and printing results.		
	Assessment Method: Students will understand characteristics of letterpress inks and the color theory of color mixing different colors to achieve a specific color	07/23/2014 - Each student mixed color(s) for one project. **Result:** Target Met	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Active	**Assessment Method Type:** Presentation/Performance **Target for Success:** Each student will mix a custom color for one project.	**Year This Assessment Occurred:** 2013-2014 **GE/IL-SLO Reflection:** Understanding of methodology took place.	
Department - Graphic & Interactive Design (GID) - GID 92 - LETTERPRESS PRINTING - 5 - Paper - A successful Student will be able to prepare printing substrates for letterpress printing and explain characteristic of same. (Created By Department - Graphic & Interactive Design (GID)) **Assessment Cycles:** End of Quarter **Start Date:** 04/05/2014 **End Date:** 06/21/2014 **Course-Level SLO Status:** Active	**Assessment Method:** Each student will prepare their paper for each project and understand why they are using specific type pf paper for specific projects. **Assessment Method Type:** Class/Lab Project **Target for Success:** Proper paper preparation and satisfactory results of final prints. **Assessment Method:** All students prepare select papers for printing and learn characteristic of specific type of paper. **Assessment Method Type:** Presentation/Performance **Target for Success:** Each student will prepare and print using paper selected by instructor.	 07/23/2014 - Each student utilized at least two different type of paper for a project and understood the characteristic of same. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014 **GE/IL-SLO Reflection:** Communication with hands on experience took place.	
Department - Graphic & Interactive Design (GID) - GID 92 - LETTERPRESS PRINTING - 6 - Print - A successful student will be able to create letterperss prints using a printing press. (Created By Department - Graphic & Interactive Design (GID)) **Start Date:** 04/13/2013 **End Date:** 06/22/2013 **Course-Level SLO Status:** Active	**Assessment Method:** Each student's work will be evaluated in process and when finished. **Assessment Method Type:** Class/Lab Project **Target for Success:** Completion of each project per specifications.	07/23/2014 - Each student completed three printing projects. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Department - Graphic & Interactive Design (GID) - GID 92 - LETTERPRESS PRINTING - 7 - Critique - A successful student will be able to evaluate the content, form and techniques of works created using letterpress printing. (Created By Department - Graphic & Interactive Design (GID)) **Assessment Cycles:** End of Quarter **Start Date:** 04/05/2014 **End Date:** 06/21/2014 **Course-Level SLO Status:** Active	**Assessment Method:** Class critique of projects by all participants with positive discussion and evaluation of concept, design and printing. **Assessment Method Type:** Discussion/Participation **Target for Success:** A completed work that meets all the project criteria. **Assessment Method:** Students observe and discuss each others work and offer positive comments and suggestions. **Assessment Method Type:** Observation/Critique **Target for Success:** All students participate and discuss other student's work	 07/23/2014 - Students viewed and discussed each other work offering positive feedback and comments and suggestions. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Department - Graphic & Interactive Design (GID) - GID 93 - LETTERPRESS PROJECTS - 1 - Printing Press - A successful student will be able to create letterpress prints using a printing press. (Created By Department - Graphic & Interactive Design (GID)) **Course-Level SLO Status:** Active	**Assessment Method:** Evaluation of projects **Assessment Method Type:** Class/Lab Project **Target for Success:** Completed project demonstrating an edition of prints printed on a printing press.	06/24/2014 - Students are demonstrating their advancement in using printing presses. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014 **GE/IL-SLO Reflection:** All students are demonstrated specific advancement in using printing presses.	12/11/2011 - Maintain on-going evaluation of course content and learning strategies
Department - Graphic & Interactive Design (GID) - GID 93 - LETTERPRESS PROJECTS - 2 - Evaluate - A successful student will be able to evaluate the content, form and technique of works created using letterpress printing. (Created By Department - Graphic & Interactive Design (GID)) **Start Date:** 04/05/2014	**Assessment Method:** Evaluation of critique **Assessment Method Type:** Observation/Critique **Target for Success:** Demonstration of analyzing letterpress created works via group critique or written evaluation.		

Course-Level SLOs	Means of Assessment & Targets for Success / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
End Date: 06/21/2014 **Course-Level SLO Status:** Active			

B) Attach 2013-2014 Program Level – (for all programs) Four Column Report for PL-SLO Assessment from TracDat, please contact the Office of Instruction to assist you with this step if needed.

Unit Assessment Report - Four Column

Foothill College
Program (FA-GID) - Graphic & Interactive Design AA/CA

Mission Statement: The Graphic & Interactive Design Program offers training for careers in the exciting, dynamic fields of graphic design, design for the Web, multimedia, illustration and digital publishing. Students enrolled in this Program develop basic and advanced skills in the important traditional processes of layout, design and drawing while cultivating proficiencies in the leading-edge digital graphics technologies. Students receive a balance of instruction that includes traditional, computer and general education courses that are designed to produce a well-rounded, highly-trained graduate with sufficient expertise to be employable in an ever-expanding job market. Internships, student aid positions and on-the-job training opportunities are available to qualified students who are enrolled in the program.

Primary Core Mission: Workforce
Secondary Core Mission: Transfer

PL-SLOs	Means of Assessment & Target / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
Program (FA-GID) - Graphic & Interactive Design AA/CA - 1 - Graduates will understand the design process from sketching to final comprehensive. **Start Date:** 07/01/2012 **End Date:** 06/30/2015 **SLO Status:** Active	**Assessment Method:** Class projects and exit portfolio will demonstrate student success **Assessment Method Type:** Portfolio Review **Target:** A successful student will present multiple examples of creative mind maps, thumbnail sketches, rough sketches, proofs, and final comps for completed design projects demonstrating the complete design process	12/10/2014 - As shown by exit portfolios in GID 60, the portfolio class, students can present multiple examples of creative mind maps, thumbnail sketches, rough sketches, proofs, and final comps for completed design projects demonstrating the complete design process. The students need more encouragement to save all work from all classes and to present sketch books of preliminary design work in portfolio class. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
Program (FA-GID) - Graphic & Interactive Design AA/CA - 2 - Graduates will be able to create unique graphic designs that communicate ideas to others. **Year PL-SLO implemented:** End of Academic Year **Start Date:** 12/01/2013 **SLO Status:** Active	**Assessment Method:** Portfolio review will determine student success. Class projects and exit portfolio will demonstrate student success **Assessment Method Type:** Portfolio Review **Target:** All students will present a final comprehensive portfolio consisting of 20 to 30 creative graphic design works that will demonstrate competency in GID.	12/10/2014 - Students demonstrated a high level of success in presenting final portfolios with more than 20 creative design works. The quality of the work was very high in the portfolio class. THe body of work shows that students can and do, create unique designs that communicate ideas to others. Students should continue to create a portfolio in each class that can be examined for inclusion in final portfolios at the end of the program. Sketchbooks should be required as an ongoing process, in every design class. The exit portfolio class, and the GID studio series of classes (GID 33,34,35) has shown that students	

PL-SLOs	Means of Assessment & Target / Tasks	Assessment Findings/Reflections	Action Plan & Follow-Up
		who complete the series and other core course in the program are able to create competent body of work for use in job seeking, transfer and admission to other art colleges and institutions. **Result:** Target Met **Year This Assessment Occurred:** 2013-2014	
	Assessment Method: Faculty review of portfolios **Assessment Method Type:** Portfolio Review **Target:** Students will be able to complete the portfolio class and submit full online portfolios for review.		

Section 4: Assessment and Reflection

Based on your assessment data and reflections, please respond to the following prompts.

A) <u>**For instructional programs only,**</u> **what curricular, pedagogical or other changes have you made as a result of your course level student learning outcomes (CL-SLO) assessments?**

SLOs are relevant and effective and are reviewed by the instructional team each quarter to ensure that adjustments to the SLOs are current with finding, assessments, and reflections. The Graphic & Interactive Design program has observed that students taking courses in the suggested sequences do better in progressive coursework, which leads to more positive overall student outcomes.

B) <u>**For instructional programs only,**</u> **how has assessment of program-level student learning outcomes led to certificate/degree program improvements?   Have you made any changes to your program based on the findings?**

Assessment of program-level student learning outcomes has confirmed that the certificate/degree program is strong and does not need significant changes. The findings support our continued delivery of strong coursework in Graphic & Interactive Design.

<u>For all programs: Instructional, Students Services, Administrative</u>

C) **How do the objectives and outcomes in your area relate to the program-level student learning outcomes and to the college mission?**

Mission Statement: Foothill College offers educational excellence to diverse students seeking transfer, career preparation and enhancement, and basic skills mastery. We are committed to innovation, ongoing improvement, accessibility and serving our community.

The current PLO goals are being met with constant revisions and updates to COR. The Graphic & Interactive Design program continues to work with an advisory committee to determine future goals for the Graphic & Interactive Design program while improving the overall program with increased access to software training via multi-modal lessons online and in the traditional classroom.

D) **What do members of your program do to ensure that meaningful dialogue takes place in both shaping and evaluating/assessing your program's student learning outcomes?**

The Graphic & Interactive Design program's SLOs are kept relevant and effective through continual review by the instructional team each quarter ensuring that adjustments to the SLOs are current with findings, assessments, and reflections.

Section 5: Program Goals

Please comment on progress you have made on program goals from prior program reviews.
Check the appropriate status box & provide explanation in the comment box.

Goal/Outcome (This is NOT a resource request)	Related to prior resource request (Y/N)	Status: Completed, In progress or Revised	Comment on Status
1 Student Exit Portfolios. Establish criteria including faculty/student procedures. Secure student & faculty web server storage space for both portfolio and job search opportunities and internal/external marketing.	Y	On-going	Portfolio exit course has established firm criteria for faculty review of course work, website format, and social networking for work force support.
2 Strengthen relationships with local advisory members. Provide stipend. Network and share resources with other Fine Arts vocational programs.	N	On-going	We met with our Advisory Committee in Spring 2014.
3. Document GID History. Create a database web archive of the history of work produced by students and events/activities put on by GID at Foothill College. Set up a system for	Y	Not started	We lack a database web archive and are unable to use work produced by students and events put on by GID at Foothill College.

easy upload of new work and information to database by faculty and students.			

Please list any new goals for your program you would like to undertake this year. The goals should be linked to the college mission and be driven by data (including student and program learning outcomes reflections).

Goal/Outcome (This is NOT a resource request)	How will this goal improve student success or respond to other key college initiatives?	How will progress toward this goal be measured?
1 Revisit articulation agreements for all classes. Make needed changes to re-articulate courses that have fallen out of articulation status. Expansion of current course offerings to include new web design curriculum and new digital design and digital illustration classes to utilize new planned off campus facilities.	Improve articulation and transfer activity. New courses in Web design and digital illustration are key to keeping the GID program vital and ongoing in the constantly changing digital online marketplace for classes. Classes designed around the Kahn academy philosophy of instruction should begin to attract new and younger student population from our key student market bases	Tracking the number of courses that have been re-articulated. New course development will be measured by C3MS status and regular meetings with faculty
2 Review the requirements for our Degree. Compare our requirements with recent changes to UC, CSU and Art School foundation requirements. It is noted that many of our traditional core classes are no longer required core at transfer institutions. Based on above research, identify what classes should	Keep program up to date and improve student planning to bring it inline with CCC Student Success Task Force recommendations	Tracking the changes in course core or elective status in accordance with transfer schools.

move from core to electives. We may need to lower the number of units for the core requirements. Lowing core (based on transfer opportunities) would allow students more elective choices, thus allowing students to make course selection decisions based on their career path.		
3 Publish "Student Planning Guide" to help students plan goals and complete an AA degree in a two-year period or in a time frame that meets their personal goals. Encourage students to actively use this guide when consulting with counselors and faculty.	Already in process and a two-year schedule is being proofed for release to students and counseling.	Existence of the planning guide each year.
4 Schedule classes based on "Student Planning Guide" so student can earn an AA degree in two-years.	Complete transfer program in a timely fashion according to CCC Student Success Task Force.	Completion data.
5 Increase funding for instructional equipment, instructional supplies, and student labor.	Improve student training with professional quality garment printing equipment, current hardware, and software tools.	Student retention rate
6 Plan and implement social media presence to a) Educate existing	Increase connectivity allowing students to access current trends, information and additional resources to help	Increased enrollment

student population and potential students about opportunities, events, happenings and upcoming classes. b) Build community between college, students and faculty.	them meet exit goals in accordance with CCC Student Success Task Force goals.	
7 Close Captioning for all online video content on online classes	ADA Compliance	ADA Compliance

Section 6: Program Resources and Support

To be completed only if making a new resource request.

Using the tables below, summarize your program's <u>unfunded</u> resource requests. Refer to the Operations Planning Committee website: http://foothill.edu/president/operations.php for current guiding principles, rubrics and resource allocation information.

Full Time Faculty and/or Staff Positions

Position	Related Goal from Table in section 5 and how this resource request supports this goal.	Was position previously approved in last 3 years? (y/n)

Unbudgeted Reassigned Time (calculate by % reassign time x salary/benefits of FT)
Indicate duties covered by requested reassign time:

Responsibility	Related Goal from Table in section 5 and how this resource request supports this goal.		% Time

One Time B Budget Augmentation

Description	$ Amount	Related Goal from Table in section 5 and how this resource request supports this goal.

Ongoing B Budget Augmentation

Description	$ Amount	Related Goal from Table in section 5 and how this resource request supports this goal.

Facilities and Equipment

Facilities/Equipment Description	$ Amount	Related Goal from Table in section 5 and how this resource request supports this goal.
New Scoop Coaters	2x$40=$80	Goal #5 Increase funding for instructional equipment, and instructional supplies
Brackets for Platens	4x$30=$120	Goal #5 Increase funding for instructional equipment, and instructional supplies
Large Platens	2x$65=$130	Goal #5 Increase funding for instructional equipment, and instructional supplies
Riley Hopkins Vacuum Platen	$375	Goal #5 Increase funding for instructional equipment, and instructional supplies
Livingston System Hat Clamp for Printing Hats	$340	Goal #5 Increase funding for instructional equipment, and instructional supplies
Re-stretching screens for screen-printing	$450	Goal #5 Increase funding for instructional equipment, and instructional supplies
Miscellaneous hardware for studio on-going maintenance & repairs	$200	Goal #5 Increase funding for instructional equipment, and instructional supplies
Hazmat and Safety supplies (gloves, bottles & containers, storage bags, labels)	$400	Goal #5 Increase funding for instructional equipment, and instructional supplies
Epson 1430 BLACKMAX Film Output System	$2400	Goal #5 Increase funding for instructional equipment, and instructional supplies
Desktop Photopolymer Plate exposure unit	$2400	Goal #5 Increase funding for instructional equipment, and instructional supplies

Section 7: Program Review Summary

Address the concerns or recommendations that were made in prior program review cycles, including any feedback from Dean/VP, Program Review Committee, etc.

Recommendation	Comments
1. Dean and VP comments were both positive for 2013-2014 program review.	The 2013-2014 responses from the Dean and VT were positive. However, our requests have not been fulfilled and no plans have been made to

	replace retiring faculty.

a. After reviewing the data, what would you like to highlight about your program?

The GID program is in a planned growth and expansion period that includes new digital illustration classes and expansion of new and existing classes, into the new facility at Onizuka. We currently have a viable, strong program at Foothill College. FH GID program has been at the forefront of the digital revolution in graphic design, digital illustration, garment printing and much more for over 2 decades. Our program is known throughout the region and the State for innovation, rigor and quality of instruction. Over the years, several other State graphic design programs have fully adopted FHC GID curriculum as their own (with permission) in founding similar programs. GID also offers the only full online AA degree in Graphic Design in the state and the region. We attract students from across California and the country. Expansion of the GID program in website design and development classes and digital illustration classes will continue to make a significant boost in productivity for the college and the new satellite campus that opens in 2016.

In the next 18 months the program will lose two long-term fulltime instructors. Kent Manske, the GID program founder, retires in June of 2015 and Joe Ragey, full time instructor in both GID and ART, retires in June of 2016. In light of these major departmental faculty departures, we request that the Administration work with current GID faculty to suggest a pathway for potential solutions helping to provide both part-time faculty and fulltime faculty to ensure the proper transition of new faculty positions to continue the program. It is important that we don't lose continuity of instruction in GID during this transitional period. Expansion of the program will require hiring more instructors with website design and development experience to support the new courses in that area. Other courses may be temporarily filled with part-time instructors. In fall of 2016, there will only be one fulltime instructor in GID. Carolyn Brown will be the only fulltime instructor. The size and complexity of the program requires additional support and faculty position funding.

Section 8: Deans Feedback and Follow Up

This section is for the Dean to provide feedback.

A) Strengths and successes of the program as evidenced by the data and analysis:

> The GID program has shown remarkable vitality and growth over the past year. The dramatic increase in enrollment and productivity are noteworthy, and quite stunning. The level of degree completion (a 450% increase) is amazing, and stems directly from the outstanding instruction from all 3 full time faculty, and the 4 part time faculty. Particularly impressive is the growth of the web design classes, which have filled the void left by the loss of the CTIS division some years ago. Additionally, we have begun the task of rebuilding our cartooning class, which is a void left by a faculty retirement some years ago.

B) Areas of concern, if any:

> I am very concerned about the looming retirements of Joe Ragey and Kent Manske. The loss of 2 full time faculty, both of whom teach not only in GID, but also in Art, threatens the well being of the division and the college. Part time faculty, while vital to the function of the college, and an integral part of our instructional team, cannot possible fill the role of full time faculty, who not only serve as instructors, but also serve essential roles on committees, take care of the physical plant, etc. I strongly support a new position in GID once these retirements take place (obviously, we cannot request a new position until these retirements are in effect). GID is an area we can really grow in, and as stated above "FH GID program has been at the forefront of the digital revolution in graphic design, digital illustration, garment printing and much more for over 2 decades."

C) Recommendations for improvement:

> Stay the course. The overall improvement in the program warrants a)hiring more adjunct faculty, and b)requesting a new full time instructor in 2016.

D) Recommended next steps:
__x_ Proceed as planned on program review schedule
___ Comprehensive Program Review (Out of cycle) Recommended

___ Remediation Plan Recommended

Upon completion of section 8, the Program Review should be returned to department faculty and staff for review, and then submitted to the Office of Instruction and Institutional Research for public posting. See timeline on Program Review Cover Sheet.