MULTIMEDIA / *Animation & Motion Graphics*

	Fall 21			Winter 22				Spring 22								
Student assessment #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	**Avg by Category**
Equity																
*Self Examination * Excluded from summaries*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	**NA**
*Attention To Accessibility * Excluded from summaries*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	**NA**
*Intersectional Awareness * Excluded from summaries*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	**NA**
*Accepts/ Offers Feedback * Excluded from summarie*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	**NA**
Communication / Storytelling																3.5
Vision	4	4	3	4	4	3	4	4	3	2	3	4	4	4	3	**3.5**
Target Audience	4	4	3	4	4	3	4	4	4	2	3	4	4	4	3	**3.6**
Structure	4	4	3	4	4	3	4	4	4	2	3	4	3	4	2	**3.5**
Engagement	4	4	3	4	4	3	4	4	4	2	3	4	3	4	2	**3.5**
Project Management and Collaboration																3.6
Team Communication and Documentation	4	4	3	2	4	3	4	4	4	3	3	4	4	4	3	**3.5**
Role Awareness	4	4	3	3	4	3	4	4	4	3	3	4	4	4	3	**3.6**
Team Workflow	4	4	3	3	4	3	4	4	4	2	3	4	3	4	3	**3.5**
Accepts / Offers Feedback	4	4	3	2	4	4	4	4	4	3	4	4	4	4	4	**3.7**
Technical Fluency																3.6
Previsualization	4	4	3	4	4	3	4	4	4	2	4	4	4	4	2	**3.6**
Asset Optimization	4	4	4	4	4	3	4	4	3	2	4	4	4	4	3	**3.7**
Design Fundamentals	4	4	4	4	4	3	4	4	4	2	4	4	3	4	2	**3.6**
Keyframing & Animation	4	4	3	4	4	3	4	4	4	3	4	4	4	4	3	**3.7**
Compositing/ Layering	4	4	3	4	4	3	4	4	4	3	4	4	4	4	3	**3.7**
Motion Graphics	4	4	3	4	4	3	4	4	4	3	4	4	3	4	3	**3.7**
Post Production / De-bugging	4	4	3	4	4	2	4	4	4	2	4	4	4	4	2	**3.5**
Professional Fluency																3.4
Application Materials	4	4	3	3	4	2	4	4	3	2	3	4	3	4	2	**3.3**
Portfolio	4	4	3	3	4	2	4	4	3	2	3	4	3	4	2	**3.3**
*Practices and Standards * Excluded from summaries*	*4*	*4*	*NA*	*NA*	*NA*	*NA*	*NA*	*4*	*NA*	*NA*	*NA*	*NA*	*NA*	*NA*	*4*	*NA*	**NA**
Project Documentation	4	4	3	3	4	3	4	4	4	3	4	4	4	4	2	**3.6**
Overall Outcomes																3.4
Creative problem-solving	4	4	3	3	4	3	4	4	4	2	3	4	4	4	2	**3.5**
Entry-level professional design and technical skills	4	4	3	4	4	2	4	4	3	2	3	4	3	4	2	**3.3**
Prepared for entry-level employment	4	4	3	4	4	2	4	4	3	2	3	4	3	4	2	**3.3**
Average by student (excludes NA categories)	**4.0**	**4.0**	**3.1**	**3.5**	**4.0**	**2.8**	**4.0**	**4.0**	**3.7**	**2.3**	**3.4**	**4.0**	**3.6**	**4.0**	**2.5**	
Average all Multimedia students	**3.5**															

Key:
3.6 to 4 - Exceeds
2.8 to 3.5 - Meets Prociency
2.8 - Benchmark - Meets Prociency
2 to 2.7 - Approaching Prociency
1 - Doesn't Meet

NA - Will be more relevant as MM-AAS teaches out and all students are on updated MM-AAS outcomes

Benchmark - 2.8