

Multimedia / Video Production & Emerging Media  
 Spring 2022 Program Assessment Report  
 Based on student portfolios assembled in MM250  
 Note NA categories to be included as students entering MM250 are pursuing VP/EM or new Animation & Motion Graphics degree  
 Generated by MM/VP/EM SAC Chair Erik Fauske with SAC/FDC support

# Video Production / VP & Emerging Media

	Fall 21				Winter 22				Spring 22								
Student assessment #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Avg by Category
<b>Equity</b>																	<b>3.5</b>
<i>Self Examination * Excluded from summaries</i>	NA	4	NA	NA	NA	4	NA	NA	NA	NA	4	NA	NA	NA	NA	NA	NA
<i>Attention To Accessibility * Excluded from summaries</i>	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	4	NA	NA	NA
<i>Intersectional Awareness * Excluded from summaries</i>	NA	NA	NA	NA	NA	4	NA	NA	NA	NA	4	NA	NA	NA	NA	NA	NA
<i>Accepts/ Offers Feedback * Excluded from summaries</i>	NA	NA	NA	NA	NA	4	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
<b>Storytelling</b>																	<b>3.5</b>
Target Audience	2	3	3	4	3	4	4	4	3	3	4	4	4	3	4	4	3.5
Structure	2	3	3	4	4	4	4	4	3	3	4	4	3	3	4	3	3.4
Engagement	2	3	3	4	3	4	4	4	3	4	4	4	4	4	4	4	3.6
Vision	2	3	3	4	3	4	4	4	3	4	4	4	4	3	4	3	3.5
<b>Collaboration</b>																	<b>3.6</b>
Communication	2	3	4	4	4	4	4	4	4	4	2	4	4	3	4	3	3.6
Team Workflow	2	3	4	4	4	4	4	4	4	4	2	4	4	3	4	3	3.6
Role Awareness	2	3	4	4	4	4	4	4	4	4	3	4	4	3	4	3	3.6
Accepts / Offers Feedback	2	3	4	4	4	4	4	4	4	4	4	4	4	4	4	3	3.8
<b>Technical Fluency</b>																	<b>3.6</b>
Project Planning	3	3	3	4	4	4	4	4	4	4	4	4	4	2	4	3	3.6
Lighting	2	3	3	4	4	4	3	3	4	4	3	4	3	3	4	3	3.4
Camera Operation	3	3	3	4	4	4	4	4	4	4	3	4	3	4	4	3	3.6
Camera Aesthetic	3	4	2	4	4	4	4	4	4	4	3	4	3	4	4	3	3.6
Sound Recording	3	3	3	4	4	4	4	4	4	4	4	4	3	3	4	3	3.6
<i>Emergent Tools * Excluded from summaries</i>	NA	NA	NA	NA	3	NA	4	NA	4	4	NA	NA	NA	4	NA	NA	NA
Post Production	3	3	2	4	4	4	4	4	4	4	4	4	4	4	4	4	3.8
<b>Professional Fluency</b>																	<b>3.5</b>
Application Materials	3	3	2	4	4	4	4	4	3	3	3	4	4	3	3	3	3.4
Portfolio	3	3	2	4	3	4	4	3	2	3	4	4	4	3	4	4	3.4
<i>Practices and Standards * Excluded from summaries</i>	2	2	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Reel/ Gallery/ Project Documentation	3	3	3	4	4	4	4	4	3	3	4	4	4	3	4	4	3.6
<b>Overall Outcomes</b>																	<b>3.5</b>
Creative Development of Solutions	2	3	3	4	4	4	4	4	3	4	4	4	4	3	4	3	3.6
Professional-level skills	2	3	2	4	4	4	4	4	3	4	4	4	3	4	4	3	3.5
Qualifies for entry-level employment	2	3	2	4	4	4	4	4	3	4	4	4	3	4	4	3	3.5
<b>Average by student (excludes NA categories)</b>	<b>2.4</b>	<b>3.0</b>	<b>2.9</b>	<b>4.0</b>	<b>3.8</b>	<b>4.0</b>	<b>4.0</b>	<b>3.9</b>	<b>3.5</b>	<b>3.8</b>	<b>3.6</b>	<b>4.0</b>	<b>3.7</b>	<b>3.3</b>	<b>4.0</b>	<b>3.3</b>	
<b>Average all Video Production students</b>	<b>3.6</b>																

**Key:**  
 3.6 to 4 - Exceeds  
 2.8 to 3.5 - Meets Proficiency  
 2.8 - Benchmark - Meets Proficiency  
 2 to 2.7 - Approaching Proficiency  
 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