

DIGITAL ARTS

2006-07 "ONE QUESTION" STUDENT LEARNING OUTCOMES ASSESSMENT ANSWER

LEARNING GOAL/OUTCOME

To develop its students' skills in visual analysis, criticism, research, and writing.

QUESTION

Are the students being given the appropriate tools to develop the highest standard of artistic production?

EXPECTED ANSWER (HYPOTHESIS) AND ANTICIPATED USE OF RESULTS

In general, the curriculum, faculty and technology are in place to offer the means for students to achieve a high standard of artistic production. However, due to the nature of Digital Art, the tools used for production are constantly updated and they also change. This is unique character of the media used in comparison to painting or traditional forms of sculpture. The programs may need to update the applications available for production and perhaps the emphasis of the means of production toward a stronger education in programming along with production of computer graphics as well as video and audio production.

Changes may need to be made to the material covered in the courses.

PLAN (METHODS)

To appropriately answer this question, the curriculum and tools used by several programs at research institutions will need to be reviewed. The digital art programs at universities such as Carnegie Mellon University, New York University, Rensseler Polytechnic Institute and University at Buffalo will help in arriving at an answer, as well as visits to production houses in the digital arts industry.

RESULTS

The Digital Arts faculty committee has continually updated the major curriculum in order for the program to stay up to date. These changes have been made based on analysis of similar programs at other institutions such as Carnegie Mellon University, RPI and University at Buffalo, as well as faculty attendance of conferences and festivals concerning New Media. The most recent change to the curriculum is movement of a series of courses. Conceptual Studio previously scheduled for the first semester of an incoming freshmen student has been moved to the second semester and AFA 118, 3D Design has been put in its place. Taking AFA 118 during the first semester will allow students to learn the use of the wood shop and develop skills in sculpture before taking the Conceptual Studio course. The program has also requested the purchase of new video and still cameras as well as updates in computer applications that are commonly used in the Digital Arts industry. The Digital Arts faculty committee will also make extensive reviews of the program every four years to keep the program as competitive as possible.

HOW THESE RESULTS WILL BE USED

Changes have been made to the curriculum to enhance the students' learning experience and preparation. The expectations are that a higher conceptual skill level will be achieved by students early into

their tenure at TCNJ. An understanding that continual analysis of the program is necessary has been agreed upon.

REFLECTION

Every analysis and transformation within the Digital Arts program is linked from year to year in order to enhance the program and present to the student body amongst the strongest programs nationally available. Last year the focus of the question was the development of the conceptual components of the program, this year it is development of visual parts of the program. Both these areas work together to build better equipped students. Additional questions, reflections have led to the fact that the program's faculty must do an extensive review every four years by traveling to other universities and learning from their programs.

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