

Contact Person 2006-07

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Program(s) Assessed

Digital Arts Major, Art Department

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)

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.

Hoped for Answer (alternate hypothesis)

How information will be used by the program

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.