

PCCUA ASSESSMENT FORM

Division: Applied Technology

Program: Graphics

Date: 2024-25 Academic Year

PCCUA ASSESSMENT GUIDING QUESTIONS

Please respond based on the departmental discussion of the program assessment and how those outcomes reflect what students are learning and what needs to happen to improve student learning. You may provide this in a narrative or bulleted format. However, you must respond to each question and these responses should be based on your program assessment discussions. **Please respond in red font.**

Program Student Learning Outcomes

- A. Are the intended educational (learning) outcomes for the program appropriate and assessed appropriately?
The intended outcomes are assessed. However, there are numerous part-time faculty because the past graphics instructor retires. All part-time faculty assisted as best they could. However, we plan to do a better job of acclimating them to the assessment process in the future.
- B. How is the program meeting market/industry demands and/or preparing students for advanced study?
Our local industries have indicated that they are prepared and ready for work. The University of Arkansas is interested in a partnership. They require an associates and do not usually take AAS graduates as juniors. However, discussions about transfer continue.
- C. Do course enrollments and program graduation/completion rates justify the required resources?
This has been a very inexpensive program to offer in the past because the student were like interns. The Director of Copy Service taught the program and students had much experience in graphics assignments. Since she retired, the program has relied on adjunct faculty who were helpful but the way the program is administered is quite different.
- D. Based on the Program SLO's how well are students learning at the course and program level? Based on your assessment outcomes, how do you know this?

There are clearly established benchmarks in place which are tied to program learning outcomes. However, the assessment is directly tied to program outcomes and students do have the opportunity for much graphics work. Students are assessed term by term.

- E. What are the changes you need to make to improved student learning?
Thrive has been extremely helpful in helping the college keep the program operating after the retirement of the instructor. Because of her position she was able to administer the program and provide certain opportunities which may not be as easy with adjunct faculty. However, Thrive has unusual and exensive graphics opportunities too so that may work for our programming.
- F. What are the weak areas demonstrating a need for improvement?
At this time the greatest program weakness is the retirement of an experienced instructor committed to a small but successful program. Although we rarely met the ADHE minimum standard for a degree, we were able to keep the program because almost all student graduated on time and entered the workforce. Without this support it is going to be much harder to sustain the program.
- G. What are the strengths identified through assessment?
The strength of this program is the support the institution has provided. Also, the students are dedicated and committed to completing. It is a very special program in many ways.

Program Curriculum

- A. Is the program curriculum appropriate to meet current and future market/industry needs and/or to prepare students for advanced study? Is that reflected in the assessment outcomes?
The curriculum is strong but will probably have some modifications because the kind of experiences the last instructor provided were directly tied to her college graphics work.
- B. Are program exit requirements appropriate?
The Art Seminar is the capstone for this program and it has been effective as a final course with a project and various assignments.
- C. Are students introduced to experiences within the workplace and introduced to professionals in the field?
In the past, many of the work experiences were tied to the college graphics needs. Thrive has stepped in and they have numerous community activities that can provide real-world experiences for the community.

- D. Does the program promote and support interdisciplinary initiatives?
Students acquiring an AAS in Graphics must be able to perform the basic writing, math, communications, and other skills. However, there are numerous other skills they learn such as cooperative work, critical thinking related to graphics, task commitment, and product orientation.
- E. Does the program support the college STACC skill development expected of all PCCUA graduates? Explain how you know this through assessment.
Yes. All of the STACC skills are integrated into the assessment process.
- F. Does the program provide respect and understanding for cultural diversity as evidenced in the curriculum, in program activities, in assignment of program responsibly and duties; in honors, awards and scholarship recognition; in recruitment?
Graphics is an art and is subjective and personal in so many ways. Students learn to appreciate that and recognize its value though assignments and exposure to this varied art. In all the courses, students are taught to evaluate carefully ad always consider intention, the audience, and purpose of the graphics. It is very important for the students to understand and appreciate diversity.

The curriculum within the individual courses are emphasizing cultural diversity. Class discussions concerning design trends are a constant in each course. Assigned projects demonstrate the students' abilities to communicate proper design concepts that will maintain a cultural understanding.

Budget Requests Forms

Are more resources needed. If so, has there been an effort to acquire these resources through the college budgeting process?

Overall, materials for the graphics courses are maintained by the budget.

What program requests did you make for the next year which are tied to needs related to assessment outcomes?

Student Adobe software licenses.

GRAPHICS PROGRAM DESCRIPTION

From the creative drawing, computer-aided graphics to the technology of web design, graphic communications is custom made for every business. You don't have to go somewhere to see graphic design, it is everywhere you go! Explore the world of Graphic Communications! Embedded within the Associate of Applied Science in Graphic Communications are the Technical Certificate and Certificate of Proficiency in Graphic Communications.

STUDENT SUCCESS

AWARD	2024-2025	2023-24	2022-23	2021-2022	2020-2021
Associate of Applied Science in Graphic Communications	2	4	1	1	0
Technical Certificate in Graphic Communications	3	3	2	1	2
Graphic Communications Certificate of Proficiency	8	5	5	4	1
Total Awards	13	12	8	6	3

Only courses offered in the Fall of 2024 and Spring of 2025 have been assessed. Many of the SLOs are tied to a course, and because this is a two-year program, if that skill was not taught within the context of that course, it was not measured. Many of the SLOs are taught across the curriculum.

Note: This program is undergoing a comprehensive curriculum change due to the retirement of the lead instructor.

GRAPHICS Fall 2024 & Spring 2025

COURSE	Course SLOs	Program SLOs	STACC	Benchmarks	Assessment Method	Assessment Criteria	Assessment Results	Action
PR 103/ GDES 10303 Graphic Art & Design I	Recognize the elements of art and apply the principles of design to each assignment.	The ability to describe and respond to the audiences and contexts, which communication solutions must address, including recognition of the physical, cognitive,	Analytical & Critical Thinking and Reasoning	70% of the students will score 70% or higher	Graded assignment	<ul style="list-style-type: none"> Students will demonstrate the ability to create an effective message in a simple format. (score 70% or higher) Students will choose the most effective art elements 	<p>Course offered Fall 2024</p> <p>100% of the students met this benchmark.</p> <p>100% of the students met this</p>	<p>This benchmark was met.</p> <p>This is a very small program and it is taught like an apprenticeship so it is not like other courses. Students</p>

		cultural, and social human factors that shape design decisions.				and design principles for the project.	SLO with a 100% accuracy.	receive much attention
	Generate creative projects in a clean and exact manner using computer tools and software.	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded assignment	<ul style="list-style-type: none"> ○ Students will create a project with type and visuals using In Design (score 70% or higher) ○ Students will learn to set up the document with correct measurements. ○ Students will demonstrate the skills used in manipulating the images needed for the project 	<p>Course offered Fall 2024</p> <p>100% of the students completed the graded assignment</p> <p>The average score for this was a 3.66 on a 4 point scale.</p>	<p>This benchmark exceeded expectations.</p> <p>This has been an especially challenging year. However, using Thrive to assist us with locating instructors has been helpful. The students had an opportunity to do creative assignments tied to community needs</p>
	Students will showcase their talents by producing a collection of their best work.	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded assignment	<ul style="list-style-type: none"> ○ Students will create a portfolio (score 70% or higher) <ul style="list-style-type: none"> ▪ Students will revise each assignment by applying accurate principles of design. ▪ Students will create a portfolio. 	<p>100% of the students submitted a portfolio with their graded assignments included all students had all assignments.</p>	<p>Benchmark met.</p> <p>In the past the Graphics students showcased their work in the Hendix Gallery in the spring. That did not happen this year but we want to make sure it happens next year. It is a good way to share with the public and also encourages students to try harder to make</p>

								their work worthy of sharing.
PR113/ GDES 11303 Graphic Art & Design II	Students will demonstrate an objective, non-offensive approach to creating a branding identity project for public	An understanding of design from a variety of perspectives, including those of art history, communication, technology, and the social and cultural use of design objects.	Commitments to diversity, equity and inclusion within the context of cultural engagement and understanding	70% of the students will score 70% or higher	Graded assignment	<ul style="list-style-type: none"> ○ Students will demonstrate skills in creating a book cover series. (score 70% or higher) <ul style="list-style-type: none"> ▪ Students will learn to set up the document with correct measurements. ▪ Students will create a cover for each component illustrating the concept of a design series 	<p>Course offered Spring 2025</p> <p>100% of the students met this benchmark</p> <p>100% of the students met this benchmark</p> <p>100% of the students met this benchmark</p>	<p>Benchmark met.</p> <p>Students usually enjoy the book cover assignment. Using measurements is a bit more difficult. Once students grasp the idea of the cover and its purpose, they are quite creative in their efforts.</p>
	Generate creative projects in a clean and exact manner using traditional and computer tools and software.	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded assignment	<ul style="list-style-type: none"> ○ Students will create a poster using the Adobe software (score 70% or higher) ○ Students will determine the importance of emphasizing varied components of a project to get the correct message across to the viewers. <ul style="list-style-type: none"> ▪ With type only ▪ With visual as dominate element ▪ With type as dominate element 	<p>All students completed a project and the benchmark was exceeded.</p>	<p>Benchmark met</p> <p>A rubric will be created for this task. This will make the assessment more accurate. It is not clear if each element was assessed separately or consolidated into one graded assignment.</p>

	Students will demonstrate basic skills in creating a branding identity project.	The ability to describe and respond to the audiences and contexts, which communication solutions must address, including recognition of the physical, cognitive, cultural, and social human factors that shape design decisions	Analytical & Critical Thinking	70% of the students will score 70% or higher	Graded assignments	<ul style="list-style-type: none"> ○ Students will create a portfolio (score 70% or higher) <ul style="list-style-type: none"> ▪ Students will revise each assignment by applying accurate principles of design. ▪ Students will create a portfolio. 	All students completed a portfolio including graded assignments with an average score of 90%	Benchmark met This is not a difficult assignment but student work somewhat independently and time seems to be a factor in task completion. Although all students met the deadline.
PR 114/ GDES 11404 Printmaking	Student will understand the basic terminology associated with video production.	The ability to create and develop visual form in response to communication problems, including an understanding of principles of visual organization/composition, information hierarchy, symbolic representation, typography, aesthetics, and the construction of meaningful images.	Social & Community Responsibility	70% of the students will score 70% or higher	Graded assignments	<ul style="list-style-type: none"> ○ Students will become familiar printmaking history (score 70% or higher) <ul style="list-style-type: none"> ▪ Students will create a comprehensive notebook about printing <ul style="list-style-type: none"> • Write a short paper on different methods of printing: woodcut, intaglio, serigraphy, lithography, calligraphy and monotype • Explain each printing process • Explain what products are printed with each method. 	Course Offered Spring of 2025 80% of the students completed with an 80% or higher.	Benchmark met. The student interest in this assignment varies. Some students are very interested in print and other do not see the purpose since they are using computers. We have similar responses in freehand drawing. All students completed the paper. Again, so much can be replicated on the computer that some students find this tedious.

						<ul style="list-style-type: none"> Students will create prints demonstrating different forms of printing. 		
PR 123 GDES 12303 Typography	Students will develop the ability to make critical assessments of design problems and solutions in relationship to the letterform.	The ability to create and develop visual form in response to communication problems, including an understanding of principles of visual organization / composition, information hierarchy, symbolic representation, typography, aesthetics, and the construction of meaningful images	Social & Community Responsibility	70% of the students will score 70% or higher	Graded assignment	<p>Students will create posters using a variety of letterforms (score of 70% or higher)</p> <ul style="list-style-type: none"> Add humor Personality Narrative Conceptual content 	<p>Course offered Spring 2025</p> <p>33% of the students completed this SLO.</p>	<p>Benchmark was not met.</p> <p>It was surprising that students did not do well on this. In fact, two students received an F grade on a rare assignment. It is worth investigating how to present this material so students can become more engaged.</p>
	Students will gain a working knowledge of the role of the letterform in visual communications using In Design, Illustrator, and Photoshop	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization		Graded assignment	<p>Students will create an online and print document (score of 70% or higher)</p> <ul style="list-style-type: none"> Students will create an online and print document (score of 70% or higher) Compare differences of fonts used in print and on web Explore different fonts to convey 	<p>66% of the students completed this SLO</p>	<p>Benchmark was not met.</p> <p>It is uncertain if the students took this relatively easy assignment seriously. Again, the instructor will look for a more engaging way to present the material and measure student knowledge of that material.</p>

						particular messages		
PR 164/ GDES 16404 Digital Photography	Students will demonstrate basic skills in photo manipulation software.	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization		Graded assignment	Students will use Photoshop to manipulate and enhance the photos that they have taken. (score of 70% or higher) <ul style="list-style-type: none"> ▪ Photos: resize, correct flaws, recolor, special effects ▪ Present photos in a PowerPoint 	Fall 2024 100% of the students and all students received an A grade.	Benchmark met. No action taken
	Students will demonstrate basic skills in the use of the digital camera	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded assignment	Students will take photographs of a variety of subject matter (score of 70% or higher) <ul style="list-style-type: none"> ▪ Students will experiment taking photos with the subjects in a variety of different environments ▪ Students will recognize the qualities of a good photograph 	100% of the students completed this task and all received an A grade,	Benchmark met, no action taken.

PR 224/ GDES 22404 Two- Dimensional Design	Generate creative projects in a clean and exact manner using computer tools and software.	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded assignment	Students will use a variety of medium to create art that demonstrates the design principles (score of 70% or higher)	Course offered Fall 2024 100% of the students completed this SLO with a score exceeding 70%	Benchmark met. The portfolio reflects that students could perform this task.
	Students will showcase their talents by producing a collection of their best work	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded assignment	Students will create a portfolio of their projects created during the semester (score 70% or higher)	80% of the students completed this SLO with an average grade exceeding 70%.	Benchmark met. Portfolios were submitted and reflected technology utilization, creation of a product, distribution of messages, and numerous other skills.
PR 233/ GDES 23303 Printing Layout & Design	Students will demonstrate basic skills in creating printing layouts	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies,	Technology Utilization	70% of the students will score 70% or higher	Graded assignment	Students will demonstrate skills by accurately creating a variety of layouts in page composition software (score of 70% or higher)	Course offered Spring 2025 66% of the students met this SLO and the average grade was below 70%	Benchmark not met. Students did not perform well on the drawing and painting portion of this course. Some thought is being given to

		and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).				<ul style="list-style-type: none"> ▪ Book marks, menus, business cards, invitations, letters, labels, etc. ▪ Students will demonstrate skills needed to manipulate and enhance images needed for each project 	<p>100% of the students completed this taks with a 70% or higher grade.</p> <p>100% of the students completed this task with a 100% or higher.</p>	<p>eliminating that from the curriculum.</p> <p>Benchmark met.</p> <p>Benchmark met.</p>
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The Following Courses Were Not Offered in the Fall of 2024 or the Spring of 2025

COURSE	Course SLOs	Program SLOs	STACC	Benchmarks	Assessment Method	Assessment Criteria	Assessment Results	Action
ART 133 Freehand Drawing	Students will effectively apply proper contrast to each drawing	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded drawing assignment	<p>Students will draw a still life in a variety of medium creating a realistic drawing (score 70% or higher)</p> <ul style="list-style-type: none"> • Pencil • charcoal • pastels • ink • scratchboard • Draw and define areas of values 	This course was not offered this academic year.	This course may be removed from the curriculum.

	Students will showcase their talents by producing a collection of their best work	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded portfolio assignment	Complete five different drawings throughout the semester (not classroom assignments) and present them in a portfolio (score 70% or higher)	This course was not offered this academic year.	This course may be removed from the curriculum.
ART 143 Drawing	Students will demonstrate his knowledge of portrait drawing	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded assignment	Students will demonstrate his knowledge of portrait drawing Students will draw a portrait (score 70% or higher) <ul style="list-style-type: none"> • Pencil • Draw and define areas of values 	This course was not offered this academic year.	This course may be removed from the curriculum.

	Students will demonstrate his knowledge of perspective drawing	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded assignment	Students will draw a two-point perspective drawing (score 70% or higher) <ul style="list-style-type: none"> • One-point perspective • Two-point perspective 	This course was not offered this academic year.	This course may be removed from the curriculum.
	Students will showcase their talents by producing a collection of their best work	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded portfolio assignment	Complete five different drawings throughout the semester (not classroom assignments) and present them in a portfolio (score 70% or higher)	This course was not offered this academic year.	This course may be removed from the curriculum.
ART 263 Art Seminar	Students will demonstrate basic skills in creating a	The ability to describe and respond to the audiences and contexts, which communication	Analytical & Critical Thinking and Reasoning		Graded assignment	<ul style="list-style-type: none"> ○ Students will create a brand strategy (score 70% or higher) ○ Understand the branding process 	This course was not offered this academic year.	This course may be removed from the curriculum.

	branding identity project	solutions must address, including recognition of the physical, cognitive, cultural, and social human factors that shape design decisions				<ul style="list-style-type: none"> ▪ Orientation ▪ Analysis ▪ Conception ▪ Design ▪ implementation 		
	Students will demonstrate basic skills in Photoshop, Illustrator, and In Design	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded assignment	<p>Students will modify all images to fit branding project (score 70% or higher)</p> <ul style="list-style-type: none"> • Students will create a logo • Students will create all layouts 	This course was not offered this academic year.	This course was not offered this academic year.
	Students will demonstrate an objective, non-offensive approach to creating a branding identity	The ability to describe and respond to the audiences and contexts, which communication solutions must address, including recognition of the physical, cognitive, cultural, and social human factors that shape design decisions.	Commitments to diversity, equity and inclusion within the context of cultural engagement and understanding	70% of the students will score 70% or higher	Graded assignment	<ul style="list-style-type: none"> ○ Students will research the branding concepts and present idea board (score 70% or higher) <ul style="list-style-type: none"> ▪ Students will choose a concept that will not be offensive to the client 	This course was not offered this academic year.	This course was not offered this academic year.

	Students will apply the principles of design to the visual letterform and develop a personal viewpoint of aesthetics and creativity in design problem solving	The ability to create and develop visual form in response to communication problems, including an understanding of principles of visual organization/composition, information hierarchy, symbolic representation, typography, aesthetics, and the construction of meaningful images.	Social & Community Responsibility	70% of the students will score 70% or higher	Graded assignment	<ul style="list-style-type: none"> ○ Students will carefully choose the proper fonts to have a cohesive final design (score 70% or higher) 	This course was not offered this academic year.	This course was not offered this academic year.
	Students will establish the company brand through assigned projects so that the viewer will fully recognize the company.	The ability to solve communication problems, including the skills of problem identification, research and information gathering, analysis, generation of alternative solutions	Communication	70% of the students will score 70% or higher	Graded assignment	<ul style="list-style-type: none"> ○ Students will create layouts that will work for print and web presence (score 70% or higher) ○ Students will examine each component within the brand design to assure that a recognizable image has been created for recognition. <ul style="list-style-type: none"> ▪ Logo ▪ Business forms ▪ Letterheads ▪ Envelopes ▪ Website ▪ Brochures 	This course was not offered this academic year.	This course was not offered this academic year.

NT 253 Digital Image Production I	Students will demonstrate basic skills in shooting a video	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded video assignment by rubric	<ul style="list-style-type: none"> ○ Students will shoot basic video footage to visually tell a story (score 70% or higher) ○ Students will demonstrate skills of shooting creative footage 	This course was not offered this academic year.	This course was not offered this academic year.
	Students will demonstrate basic skills editing video footage	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization		Graded video assignment by rubric	<ul style="list-style-type: none"> ○ Students will successfully complete a video (score 70% or higher) ○ Students will edit video footage ○ Students will add music, special effects and images to the video timeline 	This course was not offered this academic year.	This course was not offered this academic year.
	Students will understand the basic terminology associated with Video production	The ability to create and develop visual form in response to communication problems, including an understanding of principles of visual organization/composi	Social & Community Responsibility	70% of the students will score 70% or higher	Written test	<ul style="list-style-type: none"> ○ Students will successfully complete a written test on terminology (score 70% or higher) ○ Students will demonstrate knowledge 	This course was not offered this academic year.	This course was not offered this academic year.

		tion, information hierarchy, symbolic representation, typography, aesthetics, and the construction of meaningful images.				of terminology while applying editing skills		
NT 273 Digital Image Production II	Students will demonstrate basic skills in creating short animations	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Graded assignment of classic, motion, guide motion, and shape tweens	Students will successfully complete a series of basic animations in the animation software (score 70% or higher) <ul style="list-style-type: none"> • Classic, motion, guide motions, shape tweens • Move an object through a maze 	This course was not offered this academic year.	<ul style="list-style-type: none"> • This course was not offered this academic year.
	Students will demonstrate basic skills in telling stories through animations.	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video,	Technology Utilization	70% of the students will score 70% or higher	Graded assignment using stick figure and bone tools to tell a story	Students will successfully complete a stick figure animation in the animation software (score 70% or higher) <ul style="list-style-type: none"> ○ Students will demonstrate skills in the use of the bone tool ○ Students will add music, special effects and images to the animation 	This course was not offered this academic year.	<ul style="list-style-type: none"> • This course was not offered this academic year.

		computer multimedia).				timeline to enhance the story		
PR 133 Illustration I	Students will effectively apply proper techniques to each drawing	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Project rubric, Written paper		This course was not offered this academic year.	This course was not offered this academic year.
	Students will showcase their talents by producing a collection of their best work	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Project rubric, Written paper		This course was not offered this academic year.	This course was not offered this academic year.

PR 143 Illustration II	Students will recognize the elements of illustration and apply them to drawings	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Drawing rubric, Portfolio		This course was not offered this academic year.	This course was not offered this academic year.
	Students will demonstrate his knowledge of communicating in ink	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies, and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).	Technology Utilization	70% of the students will score 70% or higher	Drawing rubric, Portfolio		This course was not offered this academic year.	This course was not offered this academic year.
	Students will demonstrate his knowledge of contour line	An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools, technologies,	Technology Utilization	70% of the students will score 70% or higher	Drawing rubric, Portfolio		This course was not offered this academic year.	This course was not offered this academic year.

		and research include drawing, printing, photography, and time-based and interactive media (film, video, computer multimedia).						
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