

CENTRAL NEW MEXICO COMMUNITY COLLEGE
ASSESSMENT REPORT
Due to SAAC by October 15

PART 1: CONTACT & PROGRAM IDENTIFICATION

Report Year and Contact Information:			
<u>2014-2015</u> Academic Year	<u>Marla Peters</u> Contact Person	<u>mpeters15@cnm.edu</u> Email	<u>50868</u> Phone Number

Subject of this Assessment Report:		
Program: <u>Computer Information Systems</u> <input checked="" type="checkbox"/> Certificate <input type="checkbox"/> AA <input type="checkbox"/> AS <input checked="" type="checkbox"/> AAS	Gen Ed Area: _____ Applicable to: <input type="checkbox"/> AA/AS <input type="checkbox"/> AAS	Discipline Area: <u>Digital Media</u>

PART 2: EVIDENCE OF OVERALL PROGRAM EFFECTIVENESS

Summary of Program Successes:
<p>Each semester a different instructor is in charge of mentoring the students whom are enrolled in the capstone program CIS2999. Those students majoring in digital media are required to attend an orientation with the mentor at a scheduled date to discuss in detail what needs to be submitted. A mobile app is being developed by Marla Peters and Jose Velez, which will allow students to access information about Rubrics and assigned mentors. Students in the capstone are required to meet with the previous instructor to discuss and evaluate areas of difficulty they may encounter when developing their final capstone project. An additional rubric is being created which will represent student skill sets in Mobile Web Design. Dreamweaver will be phased out and replaced with Adobe Muse which is in development for social media networking.</p>

Description and Evaluation of Recent Changes Made in Support of Student Learning:
<p>All projects will require rework when being put into a web site. Working with a variety of file format for different platforms will require the student to test their sample work in a variety of applications to make sure that they display correctly. All students design and create portfolios and meet with their mentors.</p>

PART 3: REPORT ON RECENT ASSESSMENT OF STUDENT LEARNING

Student Learning Outcome(s) Assessed: <i>To add rows: right –click in cell below and select “Insert,” “Insert Rows Above”</i>	Classes/Cohorts Assessed:
Student Learning Outcomes:	
Teambuilding	Group Activities
Web Site Creation	Class Project
Visual Communication	Class Activities
Post Production Project	Research Project and class projects
Final Video Project	Uploading Video Project to a server
Comprehension of Terminology	Classroom Activity
Develop and Edit graphics	Classroom Activity
Researching new technology of instruction methods	Research papers
Developing Mobile Applications	Final working project and research

Measurement Tool(s) Used: <i>To add rows: right –click in cell below and select “Insert,” “Insert Rows Above”</i>	<i>Enter X's for type of tool</i>				Initial Achievement Target or Expectation:
	Internal	External	Direct	Indirect	
Projects, exams, textbook lessons	x	x	x	x	70% or better

Assessment Findings:
Students who practiced competency based learning with their projects when attempting their capstone project averaged 80% or above.

Analysis and Interpretation of Assessment Findings:
Competency based learning proved to have a higher rate of success in the final capstone.

Action Plan in Support of Student Learning:

Continue to encourage students to organize all content for each class and demonstrate competency with their projects.

Recommendations, Proposals, and/or Funding Requests:

We developed a 7th rubric to assess their mobile web app research projects.

PART 4: EMBEDDED OUTCOMES**Critical Thinking and Life Skills/Teamwork Development within Programs:**

a) Please describe how Critical Thinking assessment is embedded within your program assessment.

b) Please describe how Life Skills/Teamwork assessment is embedded within your program assessment.

a) All projects will require rework when being put into a web site. Working with a variety of file format for different platforms will require the student to test their sample work in a variety of applications to make sure that they display correctly.

b) In the majority of course in Digital Media group work is graded and evaluated by their peers.

c) Students will be testing their Mobile Apps in a variety a mobile devices, which reinforces testing.

d) By adding Adobe Muse to our program, we are developing content based on Social Media Networking.

PART 5: ASSESSMENT CYCLE PLAN (Copy and paste from original plan if unchanged)

Cycle Years:	Plan Description:
Fall 14-Fall 15	Rotate mentors per semester, and Fall mentor completes SAAC reports.

Student Learning Outcomes:	When Measured:	Where Measured:	How Measured:
1 Teambuilding	Each semester	Group Activities	Peer to peer evaluation
2. Web Site Creation	Each semester	Class Project	Interactivity
3. Visual Communication	Each semester	Class Activities	Submission of assignment to Instructors

			Assignments Specifications
4. Post Production Project	Each semester	Research Project and class projects	Submission of assignment to Instructors according to the Assignments Specifications of Instructors
5. Final Video Project	Each semester	Uploading Video Project to a server	Submission of assignment to Instructors according to the Assignments Specifications of Instructors
6. Comprehension of Terminology	Each semester	Classroom Activity	Online Quizzes and Exams.
7. Develop and Edit graphics	Each semester	Classroom Activity	Submission of assignment to Instructors according to the Assignments Specifications of Instructors
8. Researching new technology of instruction methods	Each semester	Research papers	Submission of assignment to Instructors according to the Assignments Specifications of Instructors
9. Developing Mobile Applications	Each semester	Final working project and research	Successful launching of Mobile App from a mobile web server
10.			

	COMP 1	COMP 2	COMP 3	COMP 4	COMP 5	COMP 6
SCORE	Protocols	InDesign	Web development	Video editing	Illustrator/Vector graphics	Raster Images
4	6	4	4	5	4	11
3.5	7	6	11	12	13	4
3	7	11	7	6	6	5
2.5	4	1	2	2	2	4
2.0	0	3	0	1	0	0

1.0	0	0	0	0	0	0
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Using the Achievement Target of 3+ criteria for 75% of our students, the raw data is:

	COMP 1	COMP 2	COMP 3	COMP 4	COMP 5	COMP 6
SCORE	Protocols	InDesign	Web development	Video editing	Illustrator/Vector graphics	Raster Images
3+	20	21	22	23	23	20
<3	4	4	2	3	2	4
Meet Target3	Yes	Yes	Yes	Yes	Yes	Yes