

Norco Assessment Committee - x Student Learning Outcome Repo: x Home v5.7.883 x +

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Nuventive.Improve Discipline - GAM

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Course Planning Summary - Owned

|     | Courses  | SLOs | Assessment Methods | Results | Changes Made | Follow-Up |
|-----|--|------|--------------------|---------|--------------|-----------|
| ▶ ✓ | GAM-21 - History of Video Games                          | 3    | 3                  | 3       | 0            | 0         |
| ▶ ✓ | GAM-22 - Game Design Principles                          | 5    | 8                  | 5       | 1            | 0         |
| ▶ ✓ | GAM-23 - Digital Game Design                             | 7    | 13                 | 7       | 0            | 0         |
| ▶ ✓ | GAM-24 / CIS-24 - Video Game Prototyping                 | 5    | 5                  | 5       | 1            | 0         |
| ▶ ✓ | GAM-32 - Designing Game Characters                       | 6    | 6                  | 10      | 6            | 0         |
| ▶ ✓ | GAM-33 - Advanced Digital Sculpting                      | 3    | 3                  | 3       | 0            | 0         |
| ▶ ✓ | GAM-35 - Introduction to Simulation and Game Development | 6    | 6                  | 7       | 0            | 0         |
| ▶ ✓ | GAM-41 - Game Asset and Engine Integration               | 8    | 16                 | 20      | 12           | 7         |
| ▶ ✓ | GAM-44 / CIS-44 - Portfolio Production                   | 4    | 4                  | 24      | 20           | 17        |
| ▶ ✓ | GAM-45 - Materials and Lighting                          | 4    | 4                  | 7       | 0            | 0         |
| ▶ ✓ | GAM-46 - Environment and Vehicle Modeling                | 11   | 11                 | 11      | 10           | 0         |
| ▶ ✓ | GAM-50 / CIS-50 - Introduction to Game Programming       | 4    | 4                  | 4       | 0            | 0         |
| ▶ ✓ | GAM-51 - Game Mechanics and Simulation                   | 3    | 3                  | 3       | 3            | 0         |
| ▶ ✓ | GAM-52 / CSC-52 - Game Engine Scripting I                | 5    | 10                 | 6       | 5            | 0         |
| ▶ ✓ | GAM-53 / CSC-53 - Game Engine Scripting II               | 5    | 5                  | 5       | 0            | 0         |
| ▶ ✓ | GAM-70 - Computer Skills for Game Art                    | 6    | 7                  | 10      | 4            | 0         |
| ▶ ✓ | GAM-71 - Perspective for Game and Animation              | 3    | 3                  | 3       | 3            | 0         |
| ▶ ✓ | GAM-72 - Anatomy for Game Art                            | 4    | 4                  | 16      | 6            | 3         |
| ▶ ✓ | GAM-73 - Storyboarding for Games                         | 3    | 3                  | 3       | 3            | 0         |
| ▶ ✓ | GAM-79A - Game Studio: Animation                         | 3    | 3                  | 3       | 3            | 0         |

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GAM-21 - History of Video Games

\* Asterisk next to a Course in the dropdown indicates that the Course is not owned by Discipline.

SLOs

SLO 1 Discuss the interaction of society and culture with games throughout history. (Active)

SLO Assessment Term(s):  
Approval Date: 04/18/2017  
Inactive Date:

Assessment Methods

Coursework Converted to Rubric Score Assessment Procedure: Students were introduced to the MDA Architecture of Game Design (Mechanics-Dynamics-Aesthetics). Students were assigned a written homework assignment requiring them to analyze three I games to explain the inter-relationship of MDA components of each game. They had 10 days to complete the assignment. Each student response was scored on a matrix to rank the individual's mastery of the SLO according to three criteria: Correct, Complete and Coherent:

Benchmark: Each student response was scored on a matrix to rank the individual's mastery of the SLO according to three equally-rated criteria: Correct, Complete and Coherent. An overall score of 75% on the rubric was required to attain SLO mastery.

Notes: John Coverdale  
Date Added: 09/17/2018  
Active: Yes

Related Documents

Assignment

Related Items

Assignment

SLO 2 Analyze how technological innovations furthered the use of video games as a platform for artistic expression. (Active)

SLO 3 Compare and contrast various video games styles and genres throughout time. (Active)

Previous SLO 4 Evaluate historical events that influenced video game development in various cultures around the world. (Inactive)

Previous SLO 5 Compare and contrast various video games styles and genres throughout time. (Inactive)

Previous SLO 6 Define standard operational video game terminology. (Inactive)

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GAM-21 - History of Video Games

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SLO 1 Discuss the interaction of society and culture with games throughout history.

SLO Assessment Results

2017-18 (Fall 2017) | Yes09/17/2018

12 of 13 students demonstrated mastery of the SLO with a score of 75% or better. 1 student received a score of 67%.  
Observations: Students knew in advance that this terminology that might appear on the assessment and were provided with a study guide. The exam format did not require any written responses, and the content had been covered in class extensively.

[more]

Changes Made

Related Documents

Coursework Converted to Rubric Score Assessment Procedure: Students were introduced to the MDA Architecture of Game Design (Mechanics-Dynamics-Aesthetics). Students were assigned a written homework assignment requiring them to analyze three i games to explain the inter-relationship of MDA components of each game. They had 10 days to complete the assignment. Each student response was scored on a matrix to rank the individual's mastery of the SLO according to three criteria:  
Correct, Complete and Coherent:

SLO 2 Analyze how technological innovations furthered the use of video games as a platform for artistic expression.

SLO 3 Compare and contrast various video games styles and genres throughout time.

Previous SLO 4 Evaluate historical events that influenced video game development in various cultures around the world.

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