

Illinois State University

Program in Arts Technology

B.A. / B.S.

Assessment Plan

Student Learning Objectives

Upon graduation, students will be able to:

- Use html and WYSIWYG editors to create interactive web experiences that are visually and aurally inventive
 - Create and edit sound materials digitally
 - Operate either a Windows or Macintosh PC
 - Capture, edit, and manipulate both motion and still images
 - Work with other artists in collaborative projects
 - Grasp basic concepts in Theatre, Art, and Music and apply them in digital arts
 - Identify and analyze strategies of composition in the work of digital artists
 - Solve problems, both technical and aesthetic, in a digital environment
 - Explore computer arts as a performance medium
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Curricular Ties to Learning Objectives

- Completion of the Fine Arts core of the Arts Technology program assures that students have had basic “skills” courses in Art, Music, and Theatre, as well as two courses in the history of two different art forms. These courses provide them with both a basic skill “vocabulary” as well as an introduction to terms and historical concepts that inform the disciplines in the arts.
 - Completion of the Arts Technology Core, including Software Design I and II (A/M/T 387 and 350) includes introductions to multiple sound, digital imaging, and multimedia authoring software, as well as html coding and web page authoring.
 - A/M/T 206 Computer Arts Performance Studio specifically addresses projects done in collaborative settings, though collaborative projects can be found in other courses in the program as well. Students must create work specifically for public performance.
 - All courses in the Arts Technology Core, Additional Study in the Fine Arts, and Additional Arts Technology categories include class critiques of projects, continually honing students’ thoughts about their own work and the strategies of other artists. Special topics courses (A/M/T 388) have specifically addressed Net Art and Issues in Theatrical Design, for example, so students are asked to investigate the work of professional artists working with technology.
 - A capstone experience of an internship or directed independent project is required.
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Intentional Process for Delivery/Review of Program

Insofar as the Program in Arts Technology is interdependent with the Schools of Art, Music, and Theatre, Arts Technology students benefit from the assessments carried out by the individual Schools.

Course offerings in Arts Technology are continually being adjusted to meet the needs of students, changes in faculty, and the evolution of technologies. Student demand for courses in sound design, for instance, led to the creation last year of two new courses in sound design, both of which are refinements of courses initially taught as Selected Topics 388. Likewise, Art 284 and 384, Integrated Media I and II, developed out of courses originally taught for Arts Technology students in A/T 359 and A/M/T 388.

The Arts Technology annual show every spring allows for public display and review of work by AT students. Submission of work is currently voluntary; we are considering making annual submission to the show a requirement of the program.

In addition to University timetables for formal Program Review, the Program in Arts Technology intends to pursue its own review of both curriculum and policies of the program at its five year mark, in 2005. Topics of this review will include: strategies for incorporating annual portfolio reviews for AT majors; streamlining the complex set of subcategories of courses required in the major to facilitate better understanding on the part of the student of the overall aims of the major and to reflect changes in curriculum across the College; re-examining the aims of the capstone experience.

Arts Technology Undergraduate Assessment Plan

November 2010

Goal 1. To create original material in various digital mediums

Media	Outcomes	When and where	Assessment Method
Web Design/Development	Design basic web sites that demonstrate a fundamental understanding of design and coding (for front-end and back-end applications)	ATK 201, 301, 302, and selected 380 sections.	Presentation of work at the intermediate portfolio review.
Video	Understanding of basic narrative concepts, editing tools, compression methods, and presentation modes.	ATK 380	Presentation of work at the intermediate portfolio review.
Sound	Understand basic concepts of editing tools and sound as an expressive medium.	ATK 240 and 340	Presentation of work at the intermediate portfolio review.
Programming/Coding	Create Data Visualization projects using <i>Processing</i> .	ATK 302, and selected 380 sections.	Presentation of work at the intermediate portfolio review.
History and Theory	Understand the historical and contemporary relationship of digital media to the arts, commerce, and society.	ATK 201. History and Literature course from "home" disciplines of Art, Music, or Theatre.	Examinations and papers in class. Evaluation of work in subsequent classes.

Goal 2. Integrate learning in basic courses to create meaningful and creative work that solves problems and/or expresses ideas.

Activity	Outcomes	When and where	Assessment Method
Individual Creativity and Problem Solving	Successful integration of media with critical thinking and creative problem solving.	All sections of ATK 380 and 390.	Presentation of work at the intermediate portfolio review.
Group Creativity and Problem solving	Successful integration of media with critical thinking and creative problem solving as a member of a group.	ATK 260.	Presentation of work at the intermediate portfolio review.