

# Illinois State University

## Program in Arts Technology M.S. Assessment Plan

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### **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
  - Extend their work in Music, Art, Theatre, or Dance into digital media
  - Work with other artists in collaborative projects
  - Assess and articulate social and aesthetic implications of digital media
  - Solve problems, both technical and aesthetic, in a digital environment
  - Explore complex artistic objectives via the medium of the computer
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### **Curricular ties to Learning Objectives**

- Nine hours of seminars on history and aesthetics of Arts Technology are required. The first of these seminars, A/M/T 469 Design and Aesthetics, is taught every fall, and all beginning graduate students in Arts Technology must take it at the beginning of their program.
  - Core technical competencies are achieved via Software Design in the Arts I and II, unless a review of a student's portfolio indicates these two foundational courses are not necessary.
  - A/M/T 406 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.
  - Students emphasize either Music or Art/Theatre applications in their elective course work in topics courses, and pursue in depth study in both coursework and up to 9 hours of independent projects.
  - A culminating project is created independently in consultation with a faculty member under A/M/T 490 Directed Projects, or students may do an internship. Often graduate students do both.
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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. Sound design II, which focuses on advanced aesthetic projects, is available to graduate students in Arts Technology. Likewise,

Art 384, Integrated Media II developed out of a course originally taught for Arts Technology students in A/M/T 388.

- The Arts Technology annual 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 portfolio reviews each semester for graduate students; more emphasis on public performance and display, including better integration with Theatre and Music productions; and review of the benefit of internships at the graduate level in Arts Technology relative to directed projects.
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