

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

PART 1: CONTACT & PROGRAM IDENTIFICATION

Report Year and Contact Information			
<u>2016-2017</u> Academic Year	<u>Susan Herrington</u> Contact Person	<u>fridur@cnm.edu</u> Email	<u>224-4000 ext. 50043</u> Phone Number

Subject of this Assessment Report		
Program: <u>Computer Information Systems</u> <input 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	Non-Award, Non-Gen-Ed Discipline Area: _____

PART 2: THE YEAR IN RETROSPECT

Program/Area Highlights (Including, wherever applicable, course completion, job placement, and licensing examination information)
<p>For the fiscal year 2016-17, of the 1,226 students with CIS declared major, 122 earned their degree. The course retention rate for all CIS was 86%.</p> <p>For the Fall 2016-Summer 2017 term there were nineteen students who completed the capstone project for the Digital Media Concentration. Based on data from Fall 2016 to Summer 2017, the average score on their capstone projects was 87%. Students exhibited an overall improvement in their technology and design skills.</p>

Changes Made in Support of Student Learning
<p>Digital Media courses are now housed in Smith Brasher and students have the opportunity to work in an up-to-date computer lab with help from techs and tutors. Students are commenting on how this is helping them with their studies. In classes, faculty are putting more emphasis on the “end” goal or graduation – this helps students stay more focused on outcomes.</p>

PART 3: REPORT ON RECENT ASSESSMENT OF STUDENT LEARNING

Student Learning Outcome(s) Assessed:	Classes/Cohorts Assessed:
<i>To add rows: right –click in cell below and select “Insert,” “Insert Rows Above”</i>	

Student Learning Outcomes:	
Demonstrate Professional Work and Design Skills	CIS 1325 Visual Communication – reinforced in all DM classes
Build Publications Using Desktop Publishing Software	CIS 1310 Page Layout and Design
Create interactive projects publishing for the Mobile Web for Output to multiple smart device or tablet, while applying responsive design	CIS 2351 Mobile Design
Create an Interactive Multimedia Presentation Integrating Graphics, Sound, Motion, and Movies using the Appropriate Software.	CIS 2336 Post Production Special Effects
Enhance and Prepare Vector Images for Output by using Digital Imaging Software	CIS 2355 Illustrator and CIS 2375 Digital Design Studio
Enhance and Prepare Photoshop Images for Output	CIS 1330 Photoshop and CIS 2381 Advanced Photoshop

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 and the capstone project	x		x		70% or better

Assessment Findings:

Outcome of 1-6: A total of 9 digital media students completed the capstone project in Spring 2016 & Summer 2016. Results are as follows:

*Note: Fall 15 data is missing. Only Spring16 and Summer 16 data are counted.

	Com 1	Com 2	Com 3	Com 4	Com 5	Com 6
4	8	6	4	7	9	5
3.5	8	7	5	8	3	7
3	2	2	8	1	2	5
2.5	0	1	2	2	1	1
2	1	3	0	0	3	0
1.5	0	0	0	0	0	0
1	0	0	0	0	0	0

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

Score	Com 1	Com 2	Com 3	Com 4	Com 5	Com 6
3+	18	15	17	16	14	17
<3	1	4	2	3	6	2
Meet Target	Yes	Yes	Yes	Yes	No	Yes
% of success	95%	80%	89%	84%	74%	89%

Analysis and Interpretation of Assessment Findings

As the data shows, outcome five was just below 75% but much improved from 2015-2016 assessment year.

Action Plan in Support of Student Learning

Continue to build in-class projects to expand student skills. We will work to support students by reinforcing their Illustrator skills in Digital Design Studio and other courses.

Please indicate with an X all of the following that characterize the types of changes described in the above action plan:

- Pedagogical change
 Course revision
 Process revision
 Curricular revision
 Budgetary reallocation
 Faculty training/development
 Assessment criteria revision
 Assessment methodology revision

Recommendations, Proposals, and/or Funding Requests
N/A

PART 4: ASSESSMENT CYCLE PLAN UPDATE (Copy and paste from original plan if unchanged)

Cycle Years	Description of Changes Made (if applicable)

Student Learning Outcomes:	When Measured:	Where Measured:	How Measured:
Demonstrate Professional Work and Design Skills	Outcome 1 in Capstone	Outcome 1 in Capstone	Student demonstrates their skills and competency within the capstone project.
Build Publications Using Desktop Publishing Software	Outcome 2 in Capstone	Outcome 2 in Capstone	Student demonstrates their skills and competency within the capstone project.
Create interactive projects publishing for the Mobile Web for Output to multiple smart device or tablet, while applying responsive design	Outcome 3 in Capstone	Outcome 3 in Capstone	Student demonstrates their skills and competency within the capstone project.
Create an Interactive Multimedia Presentation Integrating Graphics, Sound, Motion, and Movies using the Appropriate Software.	Outcome 4 in Capstone	Outcome 4 in Capstone	Student demonstrates their skills and competency within the capstone project.
Enhance and Prepare Vector Images for Output by using Digital Imaging Software	Outcome 5 in Capstone	Outcome 5 in Capstone	Student demonstrates their skills and competency within the capstone project.
Enhance and Prepare Photoshop Images for Output	Outcome 6 in Capstone	Outcome 6 in Capstone	Student demonstrates their skills and competency within the capstone project.