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| **ART B45** | | | | |
| **Student Learning Outcomes or AUO** | **Measure** | **PLO** | **ILO** | **GE** |
| 1. Demonstrate an understanding of the historical context of animation as art, and art in the commercial space. | Projects, quizzes | 2 | III | N/A |
| 2. Demonstrate the ability to use digital hardware and software as tools to produce examples and a demonstrated understanding of the principles of animation. | Projects | 2 | III | N/A |
| 3. Plan and execute a variety of animated projects, utilizing a variety of techniques  including stop motion, cut out, 2.5 D, pixilation, drawn, etc. | Projects | 1, 2 | III | N/A |
| 4. Research, pre-produce, produce and post produce a final animated commercial film. | Projects | 1, 2 | I, III | N/A |
| 5. Demonstrate the ability to critique their own work, as well as the work of other students; and defend their creative choices verbally. | Projects | 2, 3 | II, IV | N/A |
| 6. Populate an online distribution system with final animated commercial, as part of a demo reel/portfolio. | Projects | 1, 2 | II, III, IV | N/A |
| **PLOs:**  1. Students will produce a portfolio of original digital content, using industry standard software and hardware.  2. Students will demonstrate an understanding of the visual principles and elements of as they pertain to media arts.  3. Students will demonstrate the ability to think critically about their own work and the work of others.  **ILOs:**   1. **Think critically and evaluate sources and information for validity and usefulness.** 2. **Communicate effectively in both written and oral forms.** 3. **Demonstrate competency in a field of knowledge or with job-related skills.** 4. **Engage productively in all levels of society – interpersonal, community, the state and nation, and the world.**   **GELOs:**  **Use the GE categories from the catalog if this is a GE course.**  **A-E** | | | | |