

Student Learning Outcomes for Academic Programs

A.S. in Digital Art and Design

Catalog Year 2017-18

General Education Outcomes

1. Communicate effectively through written and oral forms
2. Use analytical reasoning to identify issues or problems and evaluate evidence in order to make informed decisions
3. Reason quantitatively as required in various fields of interest and in everyday life
4. Apply information management and digital technology skills useful for academic research and lifelong learning
5. Discipline specific outcomes: A robust general education is founded on the knowledge, concepts, methods and perspectives that students gain through study of the social sciences and history, the natural sciences, the arts and the humanities. These disciplinary studies stimulate intellectual inquiry, global awareness, and cultural and artistic appreciation; they equip students to make informed judgments and engage with life beyond the classroom.
 - a. Apply concepts and perspectives from history or the social sciences to examine the formation of ideas, human behavior, social institutions, or social processes and to make informed judgments
 - b. Apply concepts and methods of the natural and physical sciences to examine natural phenomena and to make informed decisions
 - c. Apply aesthetic and intellectual criteria to examine or create works in the humanities and the arts and to make informed judgments

Program Outcomes

- A. Demonstrate a progressive understanding of the various elements and basic interrelated processes of creation, interpretation, and execution within their discipline
- B. Form and defend fundamental value judgments about works of art within the area of concentration
- C. Work collaboratively to accomplish learning objectives
- D. Integrate personal observation and objective criticism in the evolution of their artistic work
- E. Proficiently operate industry standard digital art and design programs
- F. Demonstrate understanding of the methods of mass production of artwork using design programs
- G. Resolve technical problems associated with creating artwork on a computer
- H. Use aesthetic judgment to make design decisions by balancing the historical, theoretical and practical concerns to create works that reveal visual literacy
- I. Prepare images and animations for the internet.