

De Anza College

Program Review – Annual Update Form: Animation

1. Briefly describe how your area has used the feedback from the Comprehensive Program Review provided by RAPP members (if unsure, request the feedback form from your dean/manager). *Overall, the feedback was very positive with some extremely helpful comments and suggestions for improvement. The Animation Department welcomes this feedback as a chance to grow and improve, enabling it to provide students with the skills and tools they need to succeed and enter the workforce or transfer to a four-year school. The feedback received has helped put our department goals into clearer focus and are an important part of our ongoing improvement.*
2. Describe any changes or updates that have occurred since you last submitted program review (comprehensive program review [submissions](#)). *The main comments received had to do with clarifying our Program Goals and making sure that Guided Pathways engagement is incorporated into our department goals. This is great feedback and will be clarified here. In terms of clarifying our goals, for each of the three stated goals the ultimate goal is student success. In each case, the stated goals were merely the means to achieve that success but the end goal for each is student success upon implementation of the proposed items. In terms of Guide Pathways engagement for Goal 1, Guided Pathways provide Animation students with an educational plan and a clear path to achieve success in their animation studies, and ensure they receive the necessary CTE preparedness to enter the workforce or transfer. For Goal 2, Continued conversations on mapping course rotation schedules were mentioned, but it can be amended to say that adding these new courses to the Guided Pathways for our students will ensure they become part of each student's education plan and maximize success. For Goal 3, collaboration with the CTE office and the Artistic Expression Village will help identify needs and provide an ongoing conversation about what skills and tools are needed for student success. Another comment received from RAPP had to do with how our department is working with the Learning Communities and Guided Pathways. In addition to providing Guided Pathways for our students, we also continue to collaborate with the CTE office and have taken part recently in a CTE Open House to engage with students and answer questions. We also collaborate with the Artistic Expression Village, as well as taking part in De Anza's Welcome Day and Enrollment Day to promote student success and provide academic guidance. In terms of the RAPP committee question about staffing needs, the position discussed/mentioned is not for the Animation department so it is not applicable to this discussion.*
3. Provide a summary of the progress you have made on the goals identified in your last program review (as included in the comprehensive program review). *As previously stated,*

the ultimate goal of each of our proposed three goals is student success, but that success can't be achieved without first implementing the items identified in each of the three goals so I will provide an update on our progress in that respect. For Goal 1, CTE Preparedness, the Animation Department has acquired much of the high-end equipment detailed in the program review. Our Animation Lab is now equipped with Wacom Cintiq displays and we have acquired motion capture technology that will be used in a new course titled Game Animation in Fall 2025. The acquisition of these items also helps increase the professional equipment-to-student ratio as listed. In terms of Goal 2, Revise or expand course offerings, the Animation Department has developed three new courses and sent them through the Curriculum process. "Game Animation", an introduction to the methods and tools used in the video game industry including motion capture and VR, and "Intermediate 3D Animation", a more advanced level of our introductory class that gives students the chance to further develop their skills and portfolio, will both begin in Fall 2025. "Animation Portfolio", our third newly developed class, will begin in Fall 2026 and will help students develop a professional, industry-standard portfolio. And finally, for Goal 3 the Animation department has acquired new equipment in both the lab and in the classroom. The Wacom Cintiq displays in our animation lab are industry-standard equipment at most animation studios. Our classroom (AT 102) recently had all-new computers, monitors and updated software installed. This refresh will help update our classroom, provide up-to-date equipment and software which will in turn help enable and ensure student success.

4. If your goals are changing, use this space to provide rationale, or background information, for any new goals and resource requests that you'll be submitting that were not included in your last program review. *Our goals aren't changing, and are still in the process of being implemented. I appreciate the feedback from this committee and will use it to continue to focus on student success and the improvement of our department.*

5. Describe the impact to date of previously requested resources (personnel and instructional equipment) including both requests that were approved and were not approved. What impact have these resources had on your program/department/office and measures of student success or client satisfaction? What have you been able to and unable to accomplish due to resource requests that were approved or not approved? *The Animation Department is very lucky to have funding through Perkins and SWP that make it possible to purchase new equipment and keep our facilities up-to-date. Because of this, we have been able to purchase many of the items outlined in our goals and are in the process of implementing them to realize the course of action detailed in each goal and ensure student success.*

6. How have these resources (or lack of resources) specifically affected disproportionately impacted students/clients? *Again we are fortunate to have the funds to acquire these resources, being able to purchase them is a great step toward achieving our goals of student success. The new equipment outlined in Goal 1 has been acquired and some of it has already been made available to students, while other equipment will be used to support our new course offerings, such as the new Game Animation course starting in Fall 2025. All of these resources will contribute greatly to CTE preparedness and student success.*
7. Refer back to your Comprehensive Program Review under the section titled Assessment Cycle as well as the SLO website (<https://www.deanza.edu/slo/>) for instructional programs. In the table below provide a brief summary of one learning outcome, the method of assessment used to assess the outcome, a summary of the assessment results, a reflection on the assessment results, and strategies your area has or plans to implement to improve student success and equity. If your area has not undergone an assessment cycle, please do so before completing the table below.

Table 1. Reflection on Learning Outcomes (SLO, AUO, SSLO)

Learning Outcome (SLO, AUO, SSLO)	For the course F/TV 67A Principles of Animation: 2D Media Student Learning Outcome 1: Design realistic and expressionistic animated movements.
Method of Assessment of Learning Outcome (please elaborate)	The students create a portfolio in the form of a demo reel that showcases their three strongest animation assignments from the quarter. The demo reels are presented to the class during our final week meeting. Each of the assignments included in the demo reel are drawn sequences of character and/or effects animation. The animated sequences in the demo reel are graded on how realistic and expressionistic the animated motion is, based on lessons and examples presented during the quarter
Summary of Assessment Results	In an example class of 28 students, 20 students exceeded expectations, 3 students met expectations, 1 student approached expectations, 3 students did not meet this outcome and 1 student was not applicable/withdrew The students who did not meet this outcome were due to missing assignments
Reflection on Results	The majority of students exceeded expectations, with a smaller percentage either meeting or approaching. Of the small percentage that either didn't meet the outcomes the reason was due to missing assignments. The one student who is not applicable is due to absence/non-participation

<p>Strategies Implemented or Plan to be Implemented (aka: enhancements)</p>	<p>Based on this, in order to improve the number of students meeting expectations more support may be needed to help students in the classroom and during lab time to prevent missing or late assignments and to identify any learning gaps or issues that are preventing them from finishing their work successfully. This may include one-on-one help during class/lab time, and/or reaching out to these students via email to check in with them.</p> <p>Since this assessment, the Animation Department has hired a student worker each quarter to assist the animation instructor during class and lab time. Having a second person, and a peer at that, to help explain difficult concepts, provide assistance with tools and software, and to troubleshoot technical issues has greatly facilitated student success in the classroom and can help prevent issues of late or missing work.</p>
---	---

Done? Please email this form to your dean/manager.

8. Dean Manager Comments: I appreciate the thoughtfulness of the Animation department's reflection. Mark Hamer is creating a sustainable program with the potential for growth in enrollment. I'm quite certain his new courses will be popular and applicable to workforce skills in the field of Animation. This solid CTE program is student-centered and forward-thinking. The new PC computers are working extremely well for animation, and the industry-standard software equips students well for their major and future careers. The student employee is working exclusively with students in the classroom, providing an extra boost for student support since the technical needs are demanding. In the future, the department might consider building some mirrored noncredit sections to appeal to returning students or workers in the field of animation.