



Program Assessment Report (PAR)

Design/Technology (DEST) Baccalaureate Degree

REPORT PREPARED by: Benjamin, Matthew P.

ACADEMIC YEAR COVERED BY THIS REPORT: 2021-2022

I. PROGRAM LEARNING OUTCOMES

Design and Technology Learning Outcomes: The first two outcomes (of the listed seven) will be the ones used for assessment for Fall 2021 - Spring 2022 •

Demonstrate proficiency in theatre design, theatre technology, or stage management. • Demonstrate skills in integrated drawing, drafting, painting, presentation and construction skills, as well as proficiency in selected computer design and graphics software. • Demonstrate competency in key leadership roles, such as stage managing, designing, or supervising building of mainstage productions. • Demonstrate knowledge of technical theory, application and craft in their area of focus. • Demonstrate critical thinking and problem-solving ability. • Demonstrate knowledge of theatre history and dramatic literature. • Understand the business side of the entertainment design and production field.

II. PROCEDURES USED FOR ASSESSMENT

A. Direct Assessment

Learning Outcome #1 for Assessment: Demonstrate skills in integrated drawing, drafting, painting, presentation and construction skills, as well as proficiency in selected computer design and graphics software. Direct Assessment: Method Used: Annual Portfolio Reviews All Design and Technology majors, other than Freshmen, present a juried portfolio at the end of the fall semester. All majors present (3) juried portfolios during their time in the program. The jury panel that consists of three Design and Technology faculty plus four Design and Technology staff. These juries assess the quality of the student's presentation and of the portfolio itself. Detailed comments are provided to the students, both in person and in writing. Indirect Assessment: Method Used: Anecdotal Evidence from Industry Professionals attending Portfolio Showing Toward the end of the spring semester, an open house is held where these students set up and present their portfolios to the public. A number of entertainment design and

production professionals are invited and provide valuable feedback to the presenting students at the aforementioned open portfolio showings. The clear anecdotal evidence from conversations the WSU Design and Technology faculty and staff have had with these industry professionals indicates that the quality of the junior and senior portfolios, as well as the presentation of these portfolios, is of an appropriate (often higher) level. Learning Outcome #2 for Assessment: Demonstrate proficiency in theatre design, theatre technology, or stage management. Direct Assessment: Overall Grade in Various Disciplines Each Theatre Design and Technology major must maintain a minimum of a 2.5 grade in each of their theatre design and technology courses in order to remain in good standing. Juniors and Seniors in the program enroll in practicum classes, titled Applied Theatre Technology I (TH3200), Applied Theatre Technology II (TH4200), Design Studio (TH 3760), and Advanced Design Studio (TH4240 & 4250). A major component of all these classes is participation in designing, building, installing, and running Department of Theatre, Dance and Motion Pictures productions. Grades for each Design and Technology practicum class include assessment of technique, artistry and leadership (in the case of theatre design majors), and practical technology skills and leadership (in the case theatre technology majors). Indirect Assessment: Overall Grade in Various Disciplines While grades are difficult to evaluate in an indirect manner, it is possible for an assessor to draw parallels between the grades given in the classes mentioned above and the early career success of the students. Of the recent graduates from the Theatre Design and Technology program, those that moved immediately into the profession have all been employed within a short time period. The area documents the early-career work of its graduates, and this documentation can be provided, if necessary.

B. Scoring of Student Work

Learning Outcome #1 for Assessment: Demonstrate skills in integrated drawing, drafting, painting, presentation and construction skills, as well as proficiency in selected computer design and graphics software. Direct Accessment: Annual Portfolio Reviews The portfolio review is graded on a Pass/Fail basis. Of the (13) Design and Technology majors who presented their portfolios to the area faculty and staff during the Fall of 2019, (1) student failed portfolio review and was required to redo their presentation at a later date. 92% of the students who participated in the portfolio review process passed. Each Design and Technology Area faculty and staff complete a Portfolio Review Rubric during each student's portfolio review that is then shared with the student. If a copy of the Portfolio Rubric would be helpful, please let me know. Learning Outcome #2 for Assessment: Demonstrate proficiency in theatre design, theatre technology, or stage management. Direct Assessment: Overall Grade in Various Disciplines Each Theatre Design and Technology major must maintain a minimum of a 2.5 grade in each of their theatre design and technology courses in order to remain in good standing. Juniors and Seniors in the program enroll in practicum classes, titled Applied Theatre Technology I (TH3200), Applied Theatre Technology II (TH4200), Design Studio (TH 3760), and Advanced Design Studio (TH4240 & 4250). A major component of all these classes is participation in designing, building,

installing, and running Department of Theatre, Dance and Motion Pictures productions. Grades for each Design and Technology practicum class include assessment of technique, artistry and leadership (in the case of theatre design majors), and practical technology skills and leadership (in the case theatre technology majors). Grades for TH 2100, 3200, 4100, 4200, 4250 (Fall 2021) A = 14 B = 7 66% received "A"s, 33% received "B"s Grades for TH 2100, 3200, 4200, 4260 (Spring 2022) A = 18 100% received "A"s Fall 2021 and Spring 2022: 100% of seniors achieved passing grades in technical production classes and theatre design seminars. Fall 2021 and Spring 2022: 100% of juniors achieved passing grades in technical production classes and theatre design seminars.

C. Indirect Assessment

Learning Outcome #1 for Assessment: Demonstrate skills in integrated drawing, drafting, painting, presentation and construction skills, as well as proficiency in selected computer design and graphics software. Indirect method used: Anecdotal Evidence from Industry Professionals attending Portfolio Showing Toward the end of the spring semester, an open house is held where these students set up and present their portfolios to the public. A number of entertainment design and production professionals are invited and provide valuable feedback to the presenting students at the aforementioned open portfolio showings. The clear anecdotal evidence from conversations the WSU Design and Technology faculty and staff have had with these industry professionals indicates that the quality of the junior and senior portfolios, as well as the presentation of these portfolios, is of an appropriate (often higher) level. Learning Outcome #2 for Assessment: Demonstrate proficiency in theatre design, theatre technology, or stage management. Indirect Assessment: Overall Grade in Various Disciplines While grades are difficult to evaluate in an indirect manner, it is possible for an assessor to draw parallels between the grades given in the classes mentioned above and the early career success of the students. Of the recent graduates from the Theatre Design and Technology program, those that moved immediately into the profession have all been employed within a short time period. The area documents the early-career work of its graduates, and this documentation can be provided, if necessary.

III. ASSESSMENT RESULTS/INFORMATION:

1. Fall 2021 Portfolio Reviews 2. Overall Grade in Various Disciplines

1. Fall 2019 Portfolio Reviews 93.75% of Design and Technology students above the freshman level passed their portfolio reviews Design and Technology majors demonstrated skills in integrated drawing, drafting, painting, presentation and construction skills, as well as proficiency in selected computer design and graphics software. Their skills and presentational abilities were praised by the industry professionals that attended the portfolio open showing. 2. Overall

Grade in Various Disciplines In Fall 2021 and Spring 2022, 100% of seniors achieved passing grades in Applied Theatre Technology II and Advanced Design Studio. In Fall 2021 and Spring 2022, 90% of juniors achieved passing grades in Applied Theatre Technology I and Design Studio Senior and junior design and technology majors demonstrated knowledge of technical theory, application and craft in their area of focus. The grades in these classes parallel, in many ways, the post-graduation success of the area graduates.

[Analysis]

IV. ACTIONS TO IMPROVE STUDENT LEARNING

The assessment of Measure One during both semesters demonstrates the continued attainment of technical proficiency in drawing, drafting, painting, presentation and construction skills, as well as proficiency in selected computer design and graphics software. The portfolios presented in the Fall 2019 portfolio review process are a clear indicator that the individual and group mentoring provided by area faculty and staff are supplying the necessary guidance in creating strong and effective digital and hard portfolios. Faculty will continue to re-evaluate the requirements for portfolios in the field. A large percentage of entertainment design and production professionals are moving towards digital portfolios and websites. The current Portfolio Preparation course is being retooled to reflect this new reality. The Theatre Design and Technology Program will continue to utilize the portfolio review process as a significant standard to test the majors' ability to present themselves and their work effectively, and at a early-career professional level. The addition of outside professional respondents at the annual open portfolio provides varied and valuable input from those actively working in the field. Students have been offered professional positions on the strength of their presentations during the open portfolio showings. The assessment of Measure Two during both semesters reflects the success of upper-level theatre design and technology majors in compiling and presenting high-quality portfolios of their production work and class work. These portfolios are a key component in the success of our graduates finding employment in their chosen field after graduation. The high success rate of our graduates has been used in previous program assessments. The findings support the above average ability of our students to present themselves and their portfolios successfully. The Design and Technology Area faculty and staff continue to discuss revisions to our curriculum to reflect the new realities faced in our field, and to provide an even stronger level of instruction to our students. We have created a new, more focused, curriculum that will serve the current needs of our majors and minors, but are "in a holding pattern" at the moment. For a large majority of the history of our program, we have had (4) tenure-track faculty positions. As of this moment in time, we have (1) tenure-track line and (1) Instructor line. Professor Pam Kanuert-Lavarnway retired this month (December 2022) and we are still waiting on word as to whether we will be able to replace her with a tenure-track line, a one-year instructor, or not at all. Until we have an answer, it is imprudent to move our new curriculum forward.

V. SUPPORTING DOCUMENTS

Additional documentation, when provided, is stored in the internal Academic Program Assessment of Student Learning SharePoint site.