Fall 2025

Student Learning Assessment Summary

Introduction

The College's Student Learning Assessment Plan (SLAP) consists of two major components: 1) one for General Education at the undergraduate level and 2) another for each degree program registered with the New York State Department of Education.

General Education consists of a set of courses that address the essential knowledge, skills, and abilities the faculty and administration deem necessary for any undergraduate degree recipient of Five Towns College to demonstrate in order to function effectively as an educated citizen in a democratic society. Among these essential General Education knowledge, skills, and abilities are the ability to think critically (Critical Analysis and Reasoning), to know how to locate and evaluate the quality of information (Information Literacy), to speak well (Oral Communication), to write well (Written Communication), and to have a basic understanding of scientific and quantitative research methods (Scientific Reasoning and Quantitative Reasoning).

The faculty in each academic department at Five Towns College have also established a set of essential knowledge, skills, and abilities for each degree program. For example, the BFA in Film and Television requires students wishing to graduate to demonstrate skills and knowledge in Cinematography, Directing, Film Literacy, Post Production, Producing, and Scriptwriting. In order to be awarded a BFA in Film and Television, a student must not only take the required courses in the Film and Television Department that provide instruction in these important areas, but must also demonstrate their ability to meet the designated Proficiencies in each required area.

The College's SLAP is designed conceptually as a hierarchical structure. At the apex of the Plan is each degree program. Next, each program is categorized by a number of competency areas, termed Proficiencies (also referred to as Learning Goals). Each Proficiency designates an important aspect of learning for a particular degree. For the BFA in Film and Television mentioned above, the Proficiency might cover "Cinematography" or the ability to capture images of professional quality, and with these images reflect the mood, vision, and goals of the director of the Film and Television project by controlling composition, lighting, and exposure. Each of the Proficiencies required in a degree program or for General Education is deemed critical to acquire for any graduating student.

Next in the hierarchical structure is a Learning Standard established for each Proficiency. The Learning Standard indicates the type of specific behaviors or performance expected of a student in a required course in order to demonstrate that a student has been able to minimally meet the level of aptitude required for the Proficiency. Learning Standards are behavioral, objective, and measurable so that they do not leave much latitude for variability in an instructor's judgment of whether a standard has been or has not been met. An example of a Learning Standard for the Proficiency "Oral Communication" is that a student must "Develop a meaningful and effective voice in order to deliver a well-organized, content-rich, and articulated public presentation."

In each required course for a Proficiency, a student must provide a specified document, final examination, presentation, research paper, project, or other type of material. This material is evaluated by the appropriate department faculty and becomes evidence to determine if the student has met the Learning Standard. The required material to document the attainment of a Learning Standard is referred to as the Artifact. Artifacts are store electronically in Canvas, the College's Learning Management System.

Rather than evaluating an Artifact with traditional letter grades (e.g., "A," "B," etc.), faculty employ a Rubric. The Rubric is a scaled evaluation tool that contains categories with numerical rankings (1 through 5), descriptive headings (Unacceptable, Emerging, Proficient, Target, and Exceeds Expectations), and descriptions of the quality of work that govern the evaluation given. To score the Artifact, the faculty choose the numerical scoring category that best describes the Artifact.

The process of designing and implementing the SLAP began in 2005 and is a dynamic process, not a static one. The SLAP undergoes regular reviews and modifications so that student learning at Five Towns College can be constantly improved. The most recent major revision to the SLAP was made during the summer of 2021. These revisions included a thorough review of all programs, including their Mission Statements, Proficiencies, Learning Standards, Artifacts, and Rubrics. The College's previous three-category rubric scoring system of Unacceptable (1), Acceptable (2), and Target (3) was replaced with a new five-category scoring system to allow for greater refinement and precision in assessing student learning. As noted above, the new rubric categories are Unacceptable (1), Emerging (2), Proficient (3), Target (4), and Exceeds Expectations (5). This report provides summary data for Artifacts collected during the Fall 2023 semester, along with trend data since the implementation of the revised SLAP.

Summary

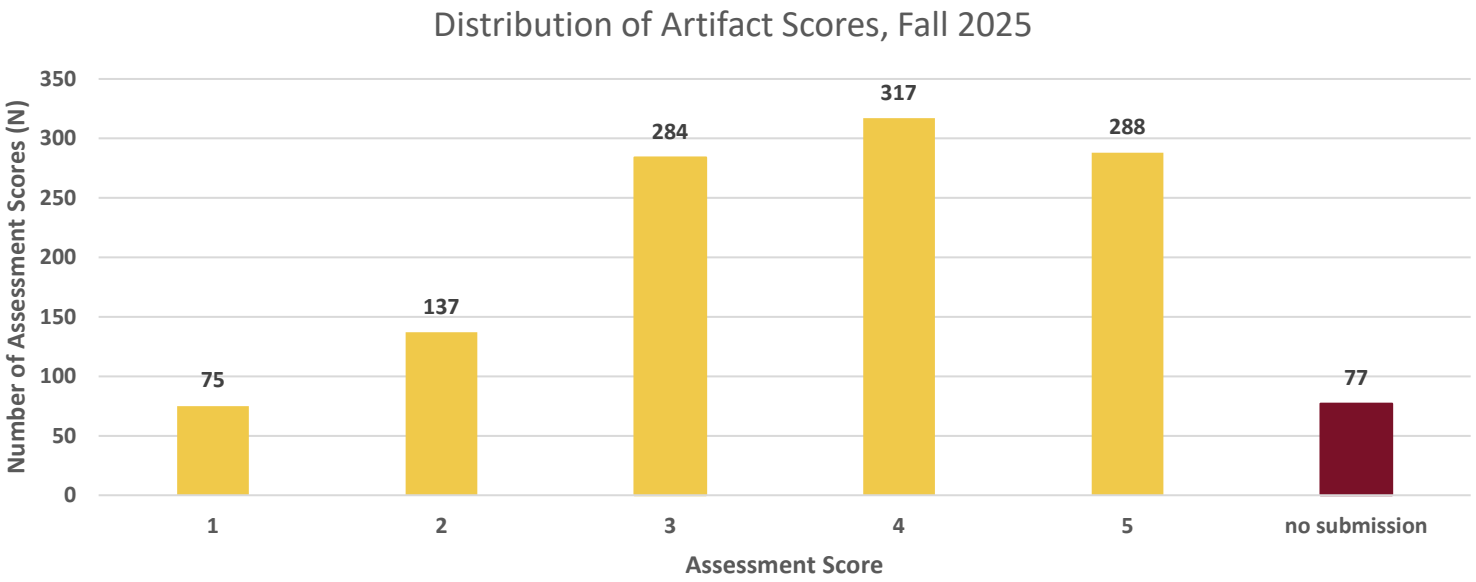
During the Fall 2025 semester there were 1,178 unique enrollments in Artifact-collecting courses. A total of 1,101 Artifacts were collected for an overall Artifact-submission rate of 93.5% for the semester.

Key Facts and Figures

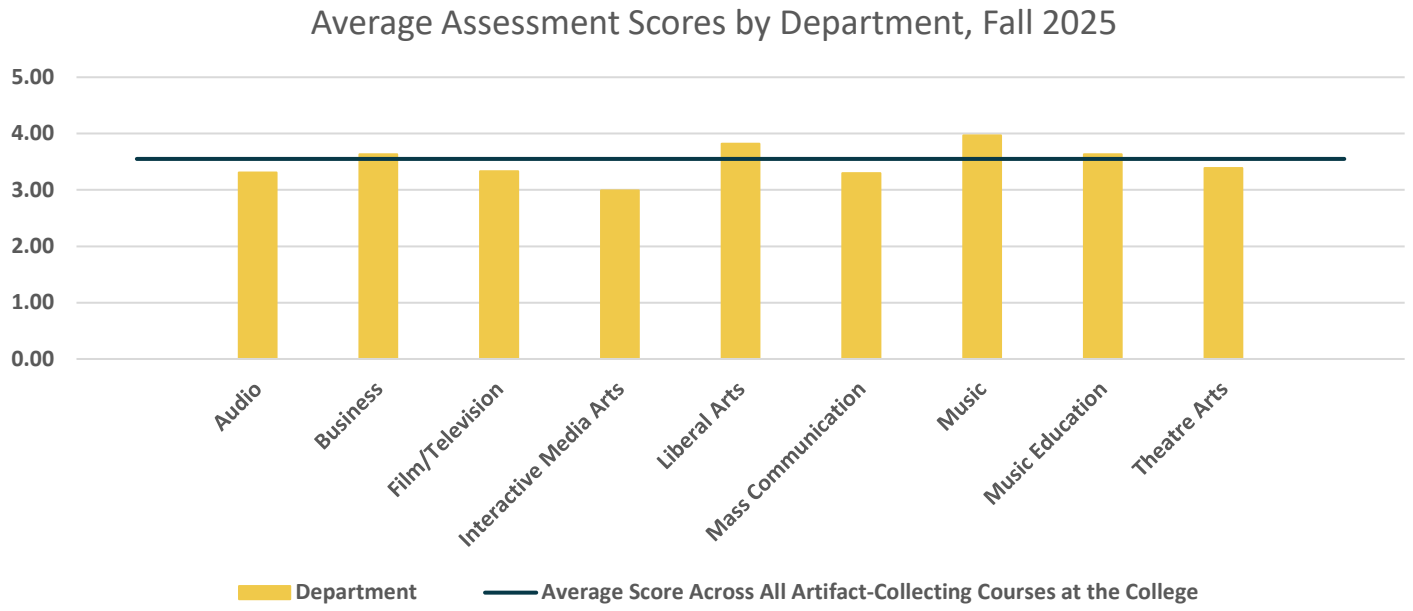
- Of the 1,101 Artifacts submitted in Fall 2025:
    - 75 Artifacts (6.8%) received a score of 1, or Unacceptable
    - 137 Artifacts (12.4%) received a score of 2, or Emerging
    - 284 Artifacts (25.8%) received a score of 3, or Proficient
    - 317 Artifacts (28.8%) received a score of 4, or Target
    - 288 Artifacts (26.2%) received a score of 5, or Exceeds Expectations
- A total of 605 Artifacts (55.0%) received a score of 4 or higher, meaning they met or exceeded the Target score
- A total of 889 Artifacts (80.7%) received a score of 3 or higher, meaning that students were deemed Proficient at the Learning Standard being evaluated with the associated Artifact
- The average score across all collected Artifacts for Fall 2025 was 3.55
- 8 of the 9 academic departments at the College had an average score at or above 3.0, with the remaining department only slightly under the 3.0 threshold at 2.99
- Departmental averages ranged from a of low of 2.99 to a high of 3.97 (range value = 0.98)

FREQUENCY DISTRIBUTION TABLE (Assessment scores across all artifact-collecting courses at the College, Fall 2025)	
SCORE	**N**
1	75
2	137
3	284
4	317
5	288
no submission	77
Total	1178
Submissions Scored (Total minus No Submissions)	1101
AVERAGE SCORE*	**3.55**

* Average score reflects only submitted, scored artifacts



Average Assessment Scores by Department, Fall 2025	
Department	**AVERAGE SCORE**
Audio	3.31
Business	3.63
Film/Television	3.33
Interactive Media Arts	2.99
Liberal Arts	3.82
Mass Communication	3.30
Music	3.97
Music Education	3.63
Theatre Arts	3.39
AVERAGE SCORE ACROSS ALL ARTIFACT-COLLECTING COURSES AT THE COLLEGE	**3.55**

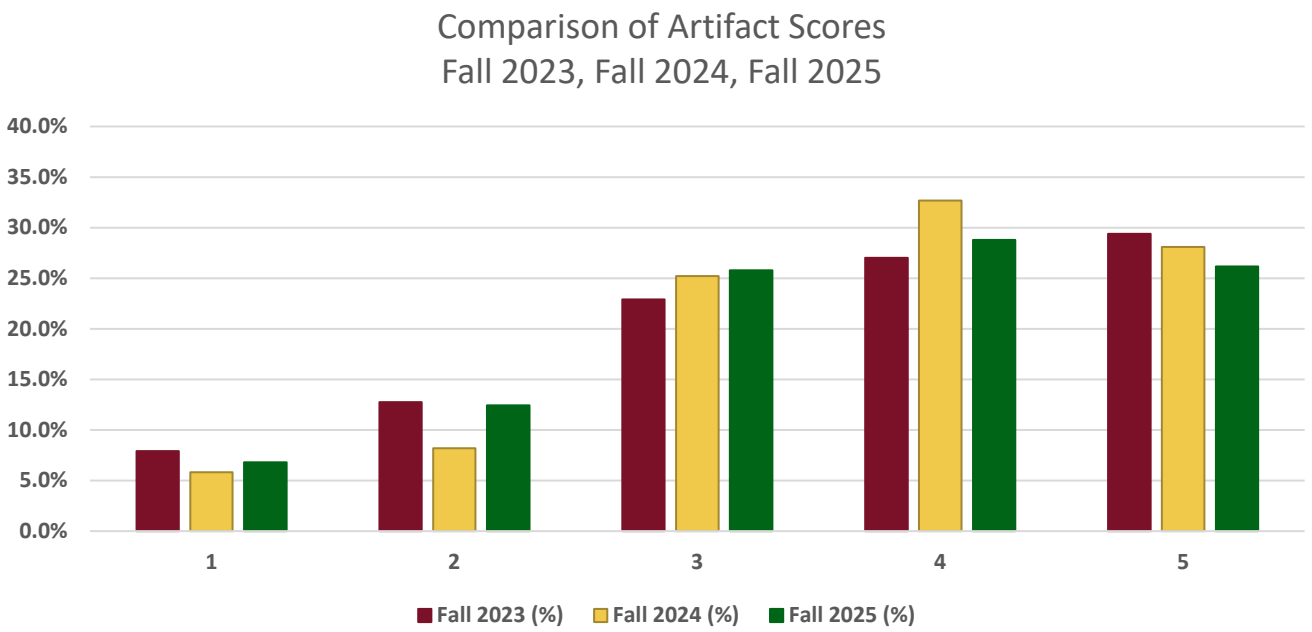


Comparison of Artifact Scores: Fall 2023, Fall 2024, and Fall 2025

Since the inception of the new Student Learning Assessment Plan in Fall 2021, an emphasis has been placed on differentiating the scoring of assessment artifacts from course grading, as well as on reserving the highest assessment score of 5 for those students who truly exceed expectations on the artifact assignment. A comparison of the three most recent fall semesters shows that, while the distribution of assessment scores does skew slightly toward the upper end of the scoring scale, the proportion of scores in the 5 category remains below 30%, has actually declined slightly each year, and for the past two years is no longer the largest category. It should be noted that while proficiency is achieved with a score of 3 or higher, the College's target score for student achievement is a 4, and thus it is reasonable to expect a slight skewing toward the upper end of the scale. Comparing the past three fall semesters, the percentage of students showing proficiency on their submitted artifacts (i.e., scoring a 3 or higher) has remained fairly consistent at 79.3% in Fall 2023, 86.0% in Fall 2024, and 80.7% in Fall 2025.

Comparison of Artifact Scores, Fall 2023 – Fall 2025

Artifact Score	Fall 2023		Fall 2024		Fall 2025	
	N	(%)	N	(%)	N	(%)
1	90	7.9%	71	5.8%	75	6.8%
2	145	12.8%	100	8.2%	137	12.4%
3	260	22.9%	308	25.2%	284	25.8%
4	307	27.0%	399	32.7%	317	28.8%
5	334	29.4%	343	28.1%	288	26.2%
Total	**1136**		**1221**		**1101**	



Comparison of Average Artifact Scores by Department: Fall 2023, Fall 2024, and Fall 2025

Looking at the average assessment scores for each department at the College, all departments consistently have an average assessment score of 3.0 or higher, with only one exception – that being where one department came in slightly under the 3.0 benchmark with a score of 2.99. Because of the concerted effort to maintain a fairly normal distribution of assessment scores, the overall average score across the College has remained quite consistent, falling in a narrow range between 3.55 and 3.69, with a three-year rolling average of 3.60. Looking at the three-year averages of each department, six departments have an average above the College mean (Business, Film and Television, Interactive Media Arts, Liberal Arts, Music, and Music Education), with only one department averaging above a 4.0 (Music). Three departments (Audio, Mass Communication, and Theatre Arts) have an average below the College mean, but all three are still above the desired 3.0 threshold, showing that, on average, students in every department across the College are meeting the proficiency standards set for their general education and degree-program learning goals.

Department	Average Assessment Score			Three-year average (fall semesters only)
	Fall 2023	Fall 2024	Fall 2025	
Audio	3.00	3.36	3.31	3.22
Business	3.79	4.09	3.63	3.84
Film/Television	3.65	4.05	3.33	3.68
Interactive Media Arts	4.40	3.78	2.99	3.72
Liberal Arts	3.47	3.56	3.82	3.62
Mass Communication	3.89	3.52	3.30	3.57
Music	4.11	4.12	3.97	4.07
Music Education	4.18	4.14	3.63	3.98
Theatre Arts	3.02	3.33	3.39	3.25
AVERAGE SCORE ACROSS THE COLLEGE	**3.57**	**3.69**	**3.55**	**3.60**

Report Format

The summary facts and figures provided above note some of the assessment score trends that are found by looking at the full range of Artifact-collecting courses offered by each department. However, a key component of the SLAP is to assess student learning within each degree program. While there may be important overlaps between course assessment and student learning assessment at the program level, significant differences can occur, and thus it is important to distinguish one from the other.

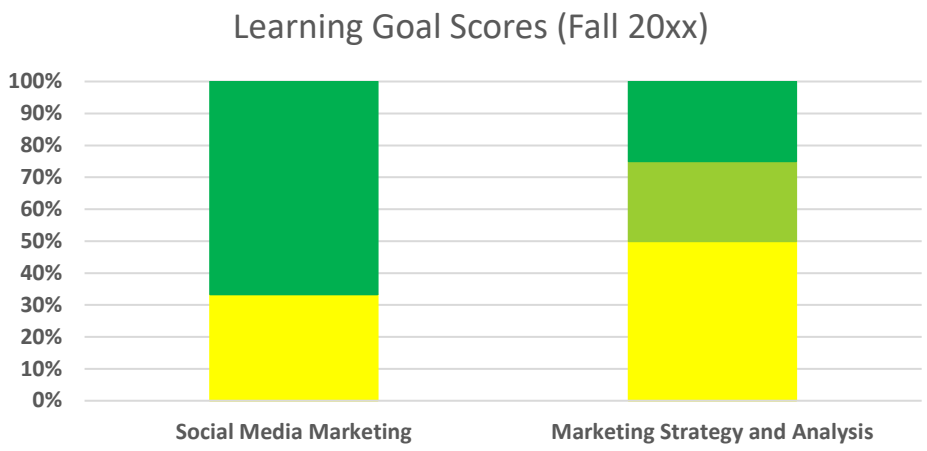
The remainder of this report will focus on student learning assessment at the program level. The report is divided into individual sections for each department at the College, which can be easily navigated by using the bookmarks tab on the side of the screen if viewing the report electronically. Within each section, there are subsections for each individual degree program offered by that department. For instance, for Business, there are separate subsections for the AS in Business Administration degree, the AAS in Business Management degree, and the BBA in Business Management degree. Additionally, degree programs are also broken down by concentration. Thus, for the Business Management AAS and BBA degree programs, each program is broken down by the core courses assessed for all students in those programs, as well as by the four available concentrations of Audio Recording Technology, Business Management, Business Marketing, and Music Entertainment Industry Studies.

For each of these degree-program sections and subsections, the first page will display a table listing the number and percentage of Artifacts that fell into each scoring category, the total number of Artifacts scored, and the average Artifact score for each of the Learning Goals associated with that particular degree program or concentration (see example below).

BBA Business Management, Business Marketing Concentration (Fall 20xx)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Social Media Marketing	0	0.0%	0	0.0%	2	33.3%	0	0.0%	4	66.7%	6	**4.3**
Marketing Strategy and Analysis	0	0.0%	0	0.0%	4	50.0%	2	25.0%	2	25.0%	8	**3.8**

Below this table is a chart with a visual display of the proportion of Artifacts that fell into each scoring category for each Learning Goal listed (see example below).



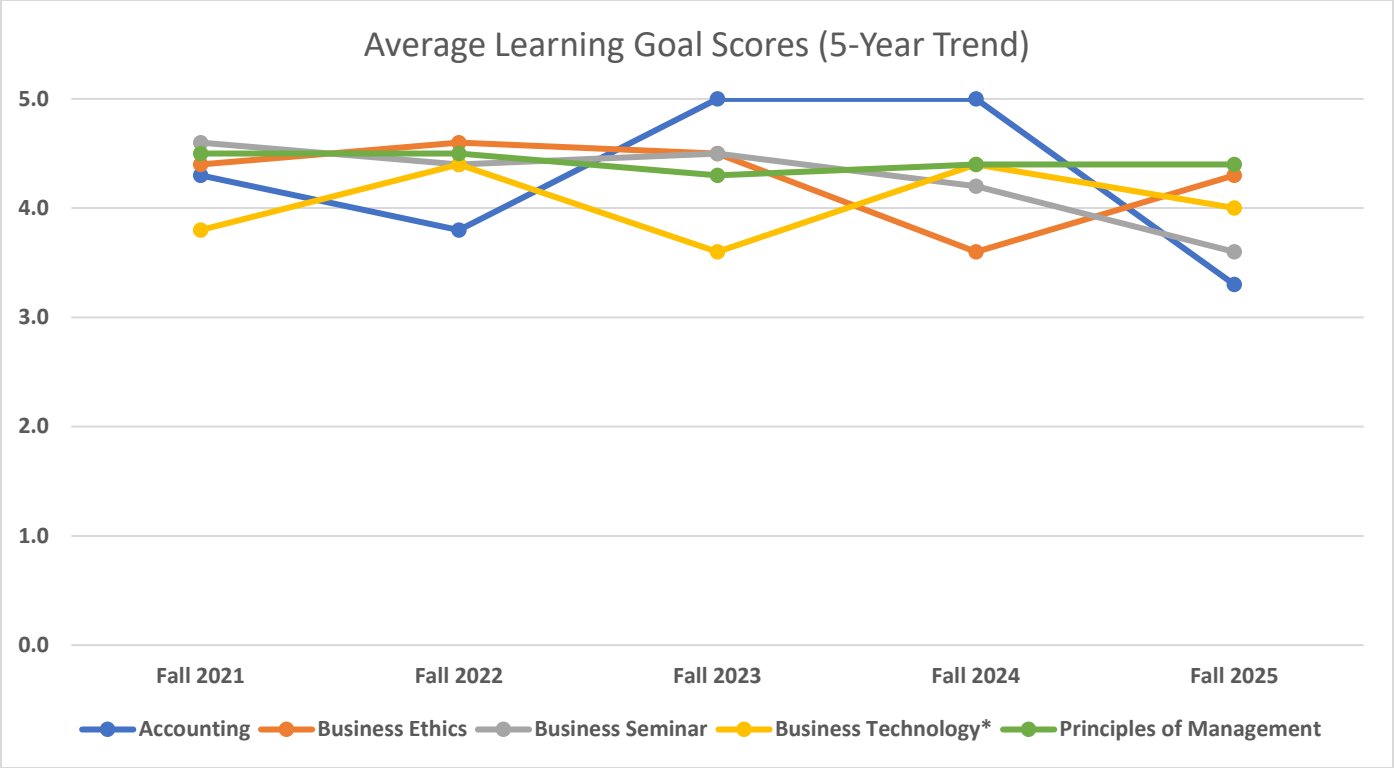
It is important to note that some programmatic Learning Goals are assessed using multiple Artifacts, sometimes from within the same course, but often from multiple courses. Where this is the case, this first table and chart display the combined total and overall average scores for all Artifacts collected for the listed Learning Goal. Separate scoring breakdowns for the individual Artifacts that make up each Learning Goal are provided on subsequent pages within each section of the report.

All tables and charts included in this report use a standardized color-coding system for each scoring category to aid in the interpretation of data: Unacceptable (1) = red, Emerging (2) = orange, Proficient (3) = yellow, Target (4) = light green, and Exceeds Expectations (5) = dark green.

The second page of each section of the report includes another table and chart, this set showing the trend in average Artifact scores for each Learning Goal by academic year (see examples below). Because the SLAP was revised in the Summer of 2021, Fall 2021 is the first semester of data that was collected using the new 5-point Rubric scoring scale. Additionally, many edits and revisions were made to past Learning Goals, Artifacts, and Rubrics, which makes it difficult to establish trends between historical and current assessment data. Thus, the data in this report only includes trends from Fall 2021 through the most recent Fall 2024 semester.

BBA Business Management, Core Courses (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Accounting	4.3	3.8	5.0	5.0	**3.3**
Business Ethics	4.4	4.6	4.5	3.6	**4.3**
Business Seminar	4.6	4.4	4.5	4.2	**3.6**
*Business Technology**	3.8	4.4	3.6	4.4	**4.0**
Principles of Management	4.5	4.5	4.3	4.4	**4.4**

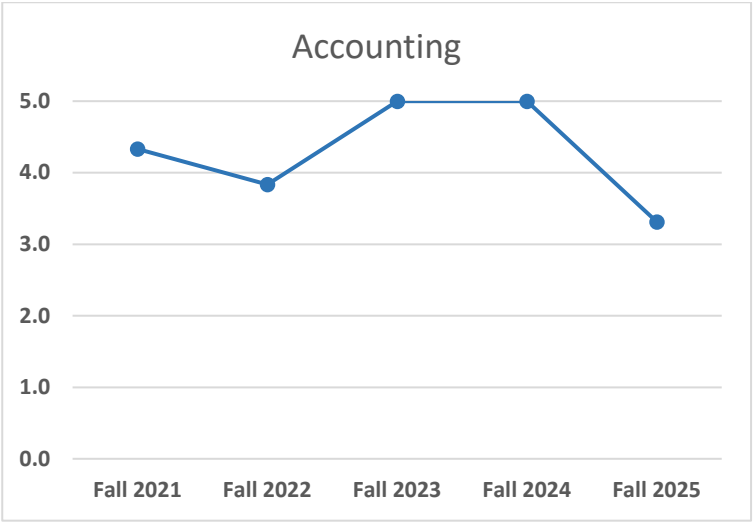


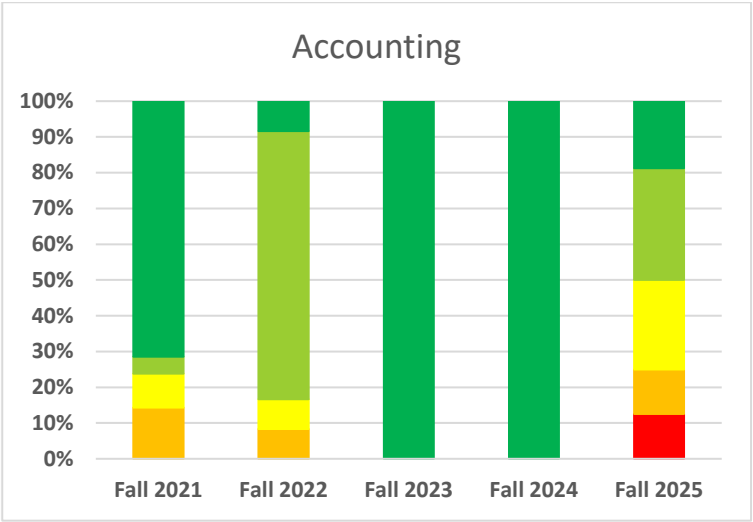
The remaining pages of each section of the report provide a breakdown of the assessment scores for each Learning Goal. Learning Goals that are assessed using a single Artifact will have one page of data for that Artifact, while Learning Goals assessed with multiple Artifacts will have a page of data for each individual Artifact. The table on the top half of each page lists the course where the Artifact is collected, the name of the Artifact, a description of the Learning Standard for that Artifact, along with the breakdown of scores by academic year (see example below).

Learning Goal: Accounting (BBA Business Management Program, Core Courses)

Recorded in: BUS101 – Accounting 1 Artifact: The Accounting Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
		N	%	N	%	N	%	N	%	N	%	N	
Demonstrates the knowledge, skills, and applications required for basic accounting principles and techniques in an accounting cycle.	*Fall 2021*	0	0.0%	3	14.3%	2	9.5%	1	4.8%	15	71.4%	21	**4.3**
	Fall 2022	0	0.0%	1	8.3%	1	8.3%	9	75.0%	1	8.3%	12	**3.8**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	9	100.0%	9	**5.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	19	100.0%	19	**5.0**
	Fall 2025	2	12.5%	2	12.5%	4	25.0%	5	31.3%	3	18.8%	16	**3.3**

Below this table are two separate charts. The chart on the left displays a trendline of the average Artifact score by academic year, while the chart on the right provides a visual display of the proportion of collected Artifacts that fell into each scoring category by academic year.





Areas of Concern

Areas of Concern consist of Learning Goals or Artifacts where the average student score was under 3.0 (which suggests students are not meeting the desired proficiency) or was 5.0 (indicating that all students assessed on a particular item received the top mark of 5 – Exceed Expectations). In addition, where multiple sections of an Artifact-collecting course are offered, any section where the student average was under 3.0 or where all students in the course received a mark of 5 is also listed below. These Areas of Concern should be given special attention by department chairs and their faculty members to ensure that the stated Learning Goals and associated Artifacts have the appropriate level of rigor which will allow students to achieve the stated proficiency, but at the same time will also challenge students enough that a reasonable distribution of assessment scores will be awarded and not everyone will receive the top mark.

When assessing Areas of Concern, each department should look at how the Learning Goal or Artifact has been scored in previous semesters (which can be found in each department's section of the report titled "Artifact Scores by Program and Learning Goal") as well as how individual Artifacts are scored in their associated course (which can be found in each department's section of the report titled "Artifact Scores by Course"). Looking at previous semesters will allow faculty to determine if the Area of Concern is a recurring trend or an anomaly present only in the current semester. Looking at how Artifacts are scored in each course is helpful if there are multiple sections of a given course, as it allows faculty to compare how the same Artifact is being scored by different assessors, which can help identify if there are inconsistencies in how the standardized rubric is being used by different faculty members.

Just because a Learning Goal or Artifact is marked as an Area of Concern below does not necessarily mean that corrective action needs to be taken. In degree programs or in specific courses with low enrollment, a single assessment score can greatly affect the overall overage on a particular Learning Goal or Artifact. Thus, it is not uncommon for there to be major swings in assessment scores from semester to semester. However, to ensure that a current concern does not become a long-term trend, faculty should analyze the current semester's data in conjunction with historical data (both of which are provided in this report) in order to make an informed decision as to whether any changes need to be made to a portion of their department's Student Learning Assessment Plan.

Areas of Concern for the Fall 2025 semester are listed on below.

Audio Department

Program: AA Liberal Arts, Audio Recording Technology
Learning Goal: Audio Recording Techniques
Course: AUD201 – Recording Studio Operations
Artifact: Final Exam Practicum
Average Score: 5.0

Program: AAS Business Management, Audio Recording Technology
Learning Goal: Sound Theory
Course: AUD101 – Audio Recording Theory
Artifact: Quiz
Average Score: 1.3

Program: BBA Business Management, Audio Recording Technology
Learning Goal: Signal Flow
Course: AUD202 – Advanced Audio Production
Artifact: The Practical in the Final Examination
Average Score: 2.4

Program: BS Mass Communication, Audio Recording Technology
Learning Goal: Audio Recording Techniques
Course: AUD201 – Recording Studio Operations
Artifact: Final Exam Practicum
Average Score: 2.1

Program: BS Mass Communication, Audio Recording Technology
Learning Goal: Non-Linear Production
Course: AUD304 – Nonlinear Recording
Artifact: Quiz
Average Score: 2.4

Program: BS Mass Communication, Audio Recording Technology
Learning Goal: Signal Flow
Course: AUD202 – Advanced Audio Production
Artifact: The Practical in the Final Examination
Average Score: 2.5

Program: MusB Performance, Audio Recording Technology
Learning Goal: Non-Linear Production
Course: AUD304 – Nonlinear Recording
Artifact: Quiz
Average Score: 5.0

Audio Course Sections with an Average Score <3.0 or =5.0: AUD101-1, AUD201-1, AUD202-2

Business Department

Program: AAS Business Management
Learning Goal: Accounting
Course: BUS101 – Accounting 1
Artifact: The Accounting Project
Average Score: 2.5

Program: AAS Business Management, Business Marketing
Learning Goal: Principles of Marketing
Course: BUS241 – Principles of Marketing
Artifact: Mid-semester Exam Essay Question
Average Score: 1.5

Program: BBA Business Management, MEIS
Learning Goal: Music Marketing
Course: MUB401 – Music Marketing
Artifact: The Research Paper
Average Score: 2.8

Business Course Sections with an Average Score <3.0 or =5.0: BUS241-1, MUB401-1H

Film and Television Department

Program: BFA Film and Television
Learning Goal: Cinematography
Course: VID331 – Cinematography 2
Artifact: Individual Project as Cinematographer
Average Score: 2.6

Program: BFA Film and Television
Learning Goal: Producing
Course: VID243 – Producing
Artifact: Pitch Deck
Average Score: 2.3

Film and Television Course Sections with an Average Score <3.0 or =5.0: VID243-1, VID331-1

Interactive Media Arts Department

Program: AAS Interactive Media Arts
Learning Goal: Drawing and Imaging
Course: IMA215 – Drawing and Imaging 2
Artifact: Render an object in full color from observation using digital tools
Average Score: 2.0

Program: AAS Interactive Media Arts
Learning Goal: Design Thinking
Course: IMA240 – Design Thinking 1
Artifact: Design a mobile app that is user-friendly and effectively supports a business
Average Score: 2.0

Program: BFA Interactive Media Arts
Learning Goal: Design Conception and Solution
Course: IMA460 – Experience Lab
Artifact: Oversight of lower classman project (animation)
Average Score: 2.9

Interactive Media Arts Course Sections with an Average Score <3.0 or =5.0: IMA150-2, IMA240-1, IMA460-1H

General Education / Liberal Arts Department

Program:	General Education Program
Learning Goal:	Quantitative Reasoning
Course:	MAT111 – Mathematical Reasoning
Artifact:	Written Test or Project
Average Score:	2.6

General Education/Liberal Arts Course Sections with an Average Score <3.0 or =5.0: ENG102-2 (C.A.R. learning goal and I.L. learning goal), ENG302-1, MAT111-1, MAT111-2

Mass Communication Department

No programs or courses of concern

Music Department

Program: MM Performance
Learning Goal: Research/Writing – artifact 1
Course: MUH___ - music history elective
Artifact: Music History Research Paper
Average Score: 5.0

Music Course Sections with an Average Score <3.0 or =5.0: (none)

Music Education Department

No programs or courses of concern

Theatre Arts Department

Program:	BFA Theatre Arts
Learning Goal:	Theatre History and Dramatic Literature
Course:	THH392 – Theatre History After 1900
Artifact:	Feedback in essay writing
Average Score:	2.9

Program:	BFA Theatre Arts, Acting
Learning Goal:	Create Given Circumstances
Course:	THR124 – Acting 2
Artifact:	Performance Feedback
Average Score:	2.0

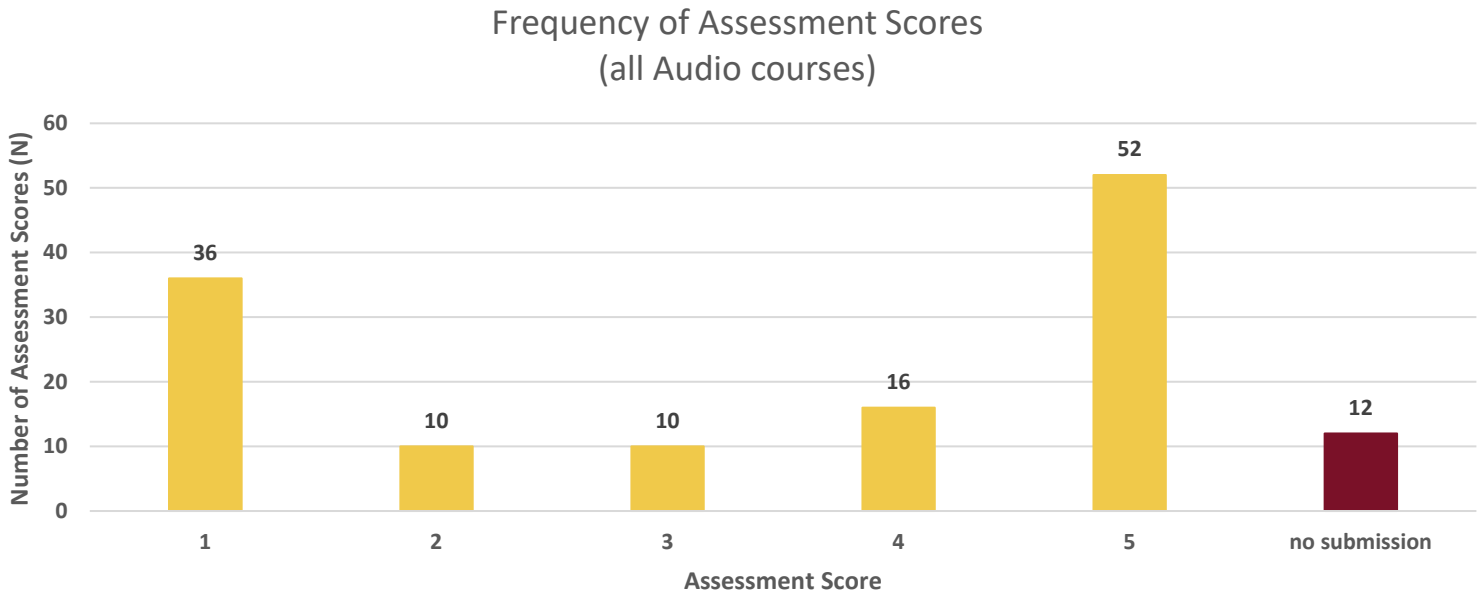
Theatre Arts Course Sections with an Average Score <3.0 or =5.0: THH392-1, THR124-1, THR280-1, TML252-V2

Audio

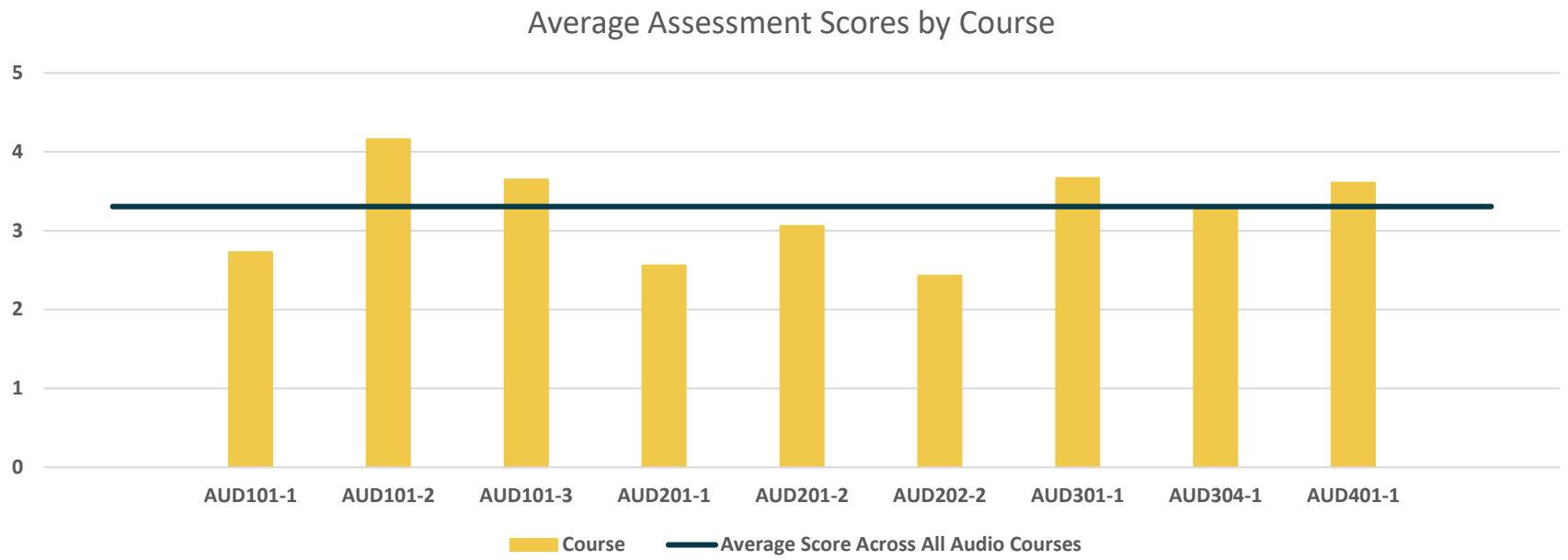
Artifact Scores by Course

FALL 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Audio courses)	
SCORE	**N**
1	36
2	10
3	10
4	16
5	52
no submission	12
Total	136
Submissions Scored (Total minus No Submissions)	124
AVERAGE SCORE	**3.31**



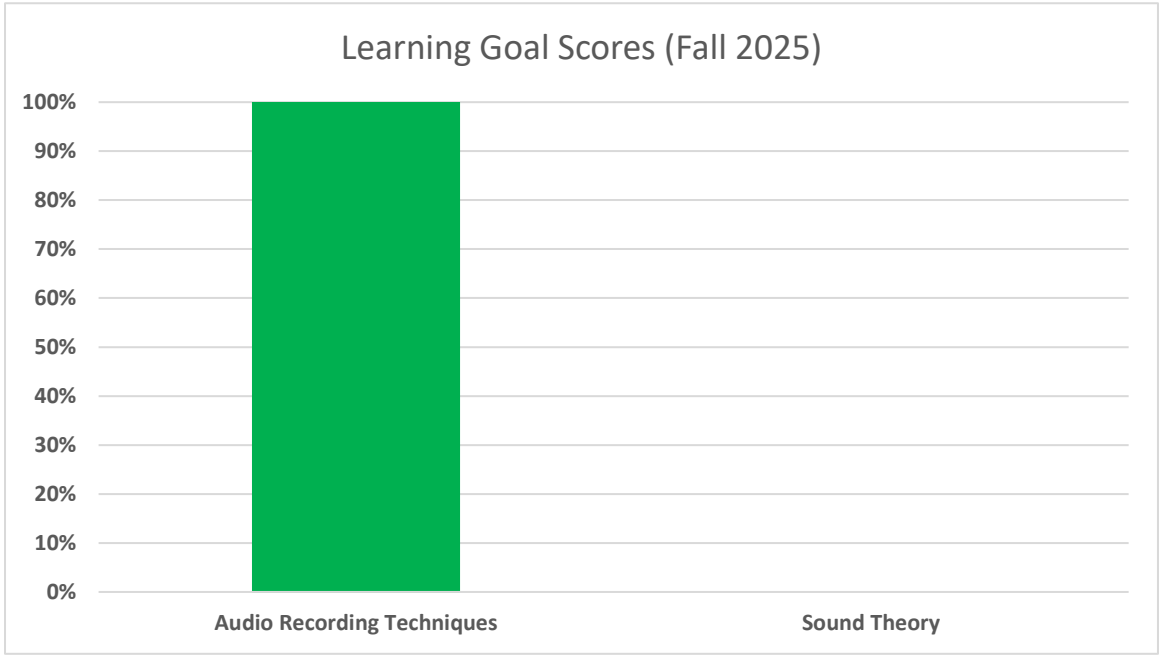
AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
AUD101-1	2.73
AUD101-2	4.16
AUD101-3	3.65
AUD201-1	2.56
AUD201-2	3.06
AUD202-2	2.43
AUD301-1	3.67
AUD304-1	3.31
AUD401-1	3.61
AVERAGE SCORE ACROSS ALL AUDIO COURSES	**3.31**



Artifact Scores by Program and Learning Goal

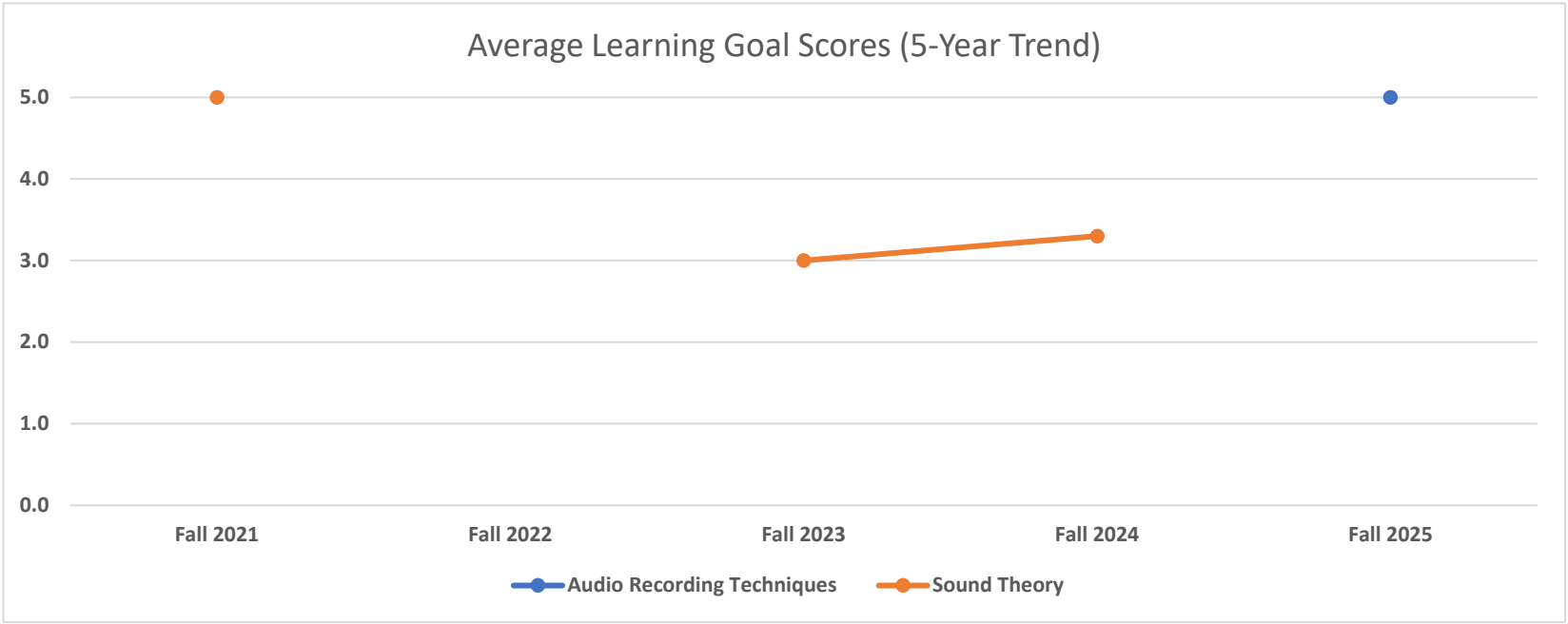
AA Liberal Arts, Audio Recording Technology Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Audio Recording Techniques	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Sound Theory	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



AA Liberal Arts, Audio Recording Technology Concentration (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Audio Recording Techniques					**5.0**
Sound Theory	5.0		3.0	3.3	



Learning Goal: Audio Recording Techniques (AA Liberal Arts Program)

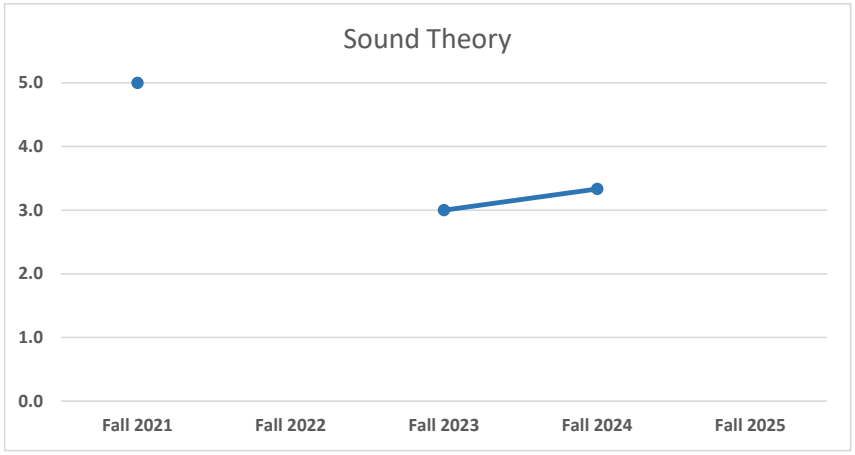
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Exam Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students also demonstrate the ability to perform proper recording procedures, set professional level with use of metering, recording compression techniques, independent headphone mixing systems, and playback mixing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**

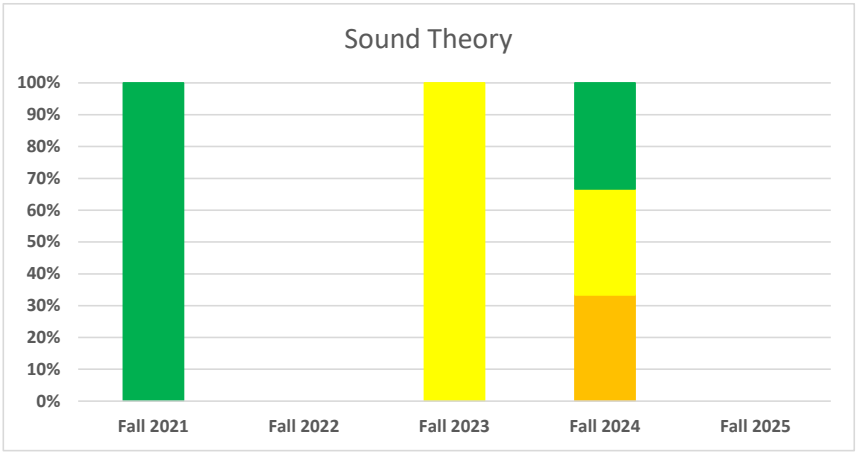




Learning Goal: Sound Theory (AA Liberal Arts Program)

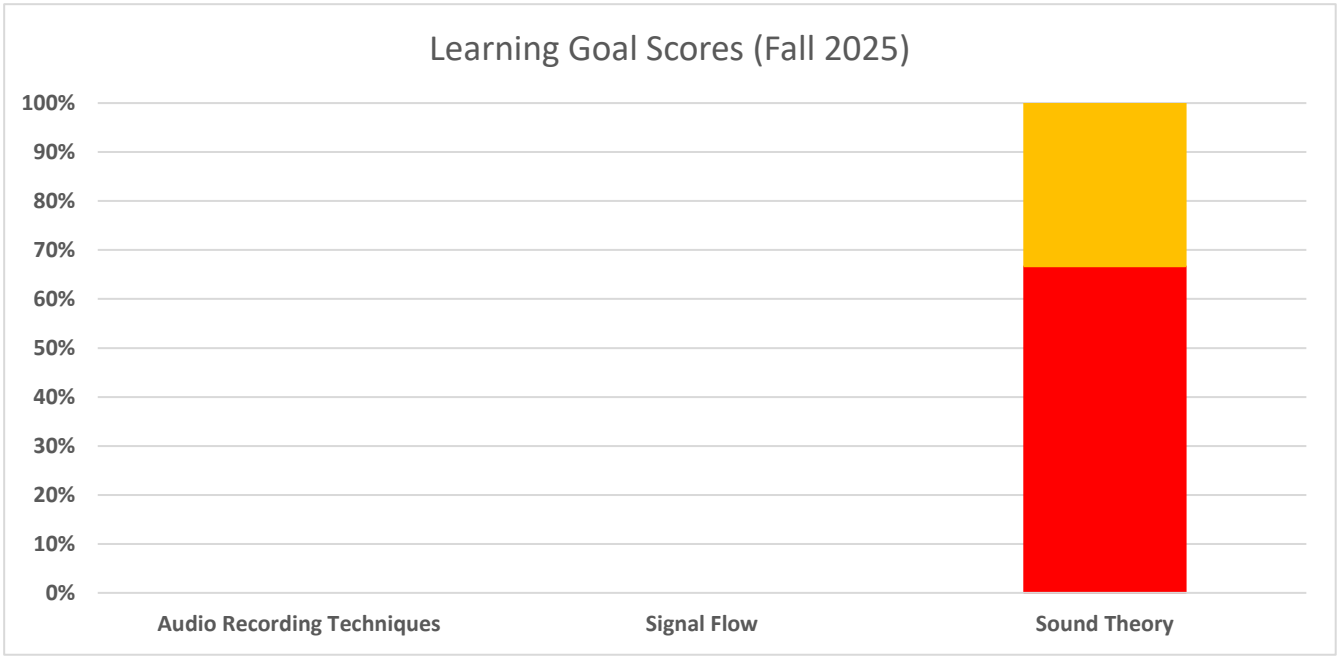
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Fall 2024	0	0.0%	1	33.3%	1	33.3%	0	0.0%	1	33.3%	3	**3.3**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





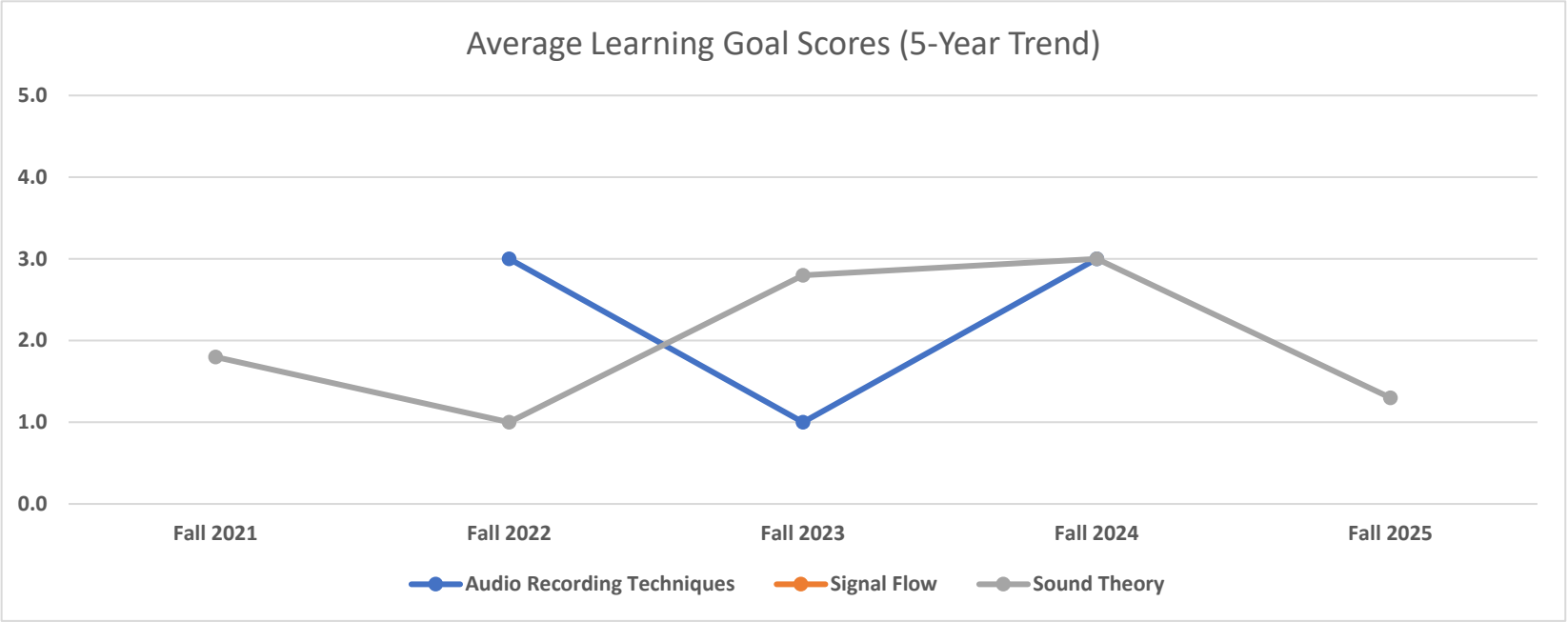
AAS Business Management, Audio Recording Technology Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Audio Recording Techniques	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Signal Flow	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Sound Theory	2	66.7%	1	33.3%	0	0.0%	0	0.0%	0	0.0%	3	**1.3**



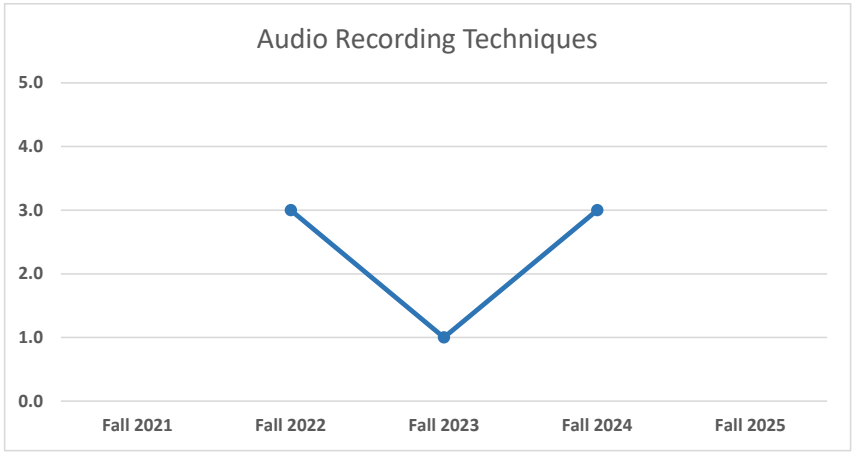
AAS Business Management, Audio Recording Technology Concentration (5-Year Trend)

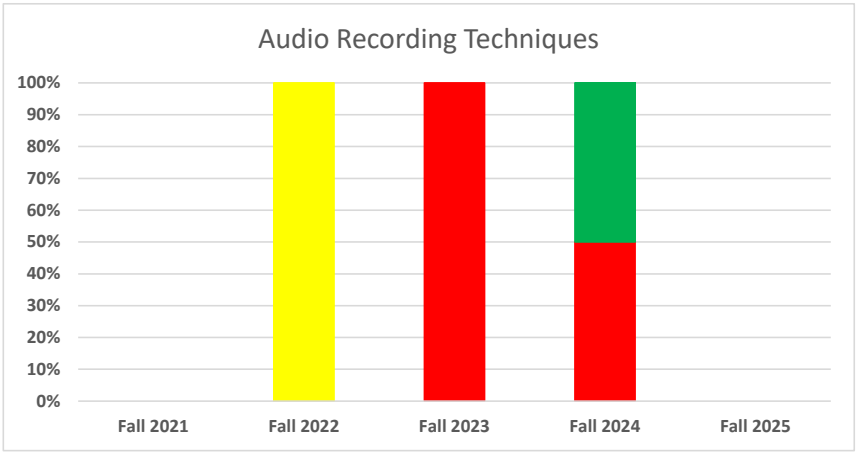
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Audio Recording Techniques		3.0	1.0	3.0	
Signal Flow					
Sound Theory	1.8	1.0	2.8	3.0	**1.3**



Learning Goal: Audio Recording Techniques (AAS Business Management Program)

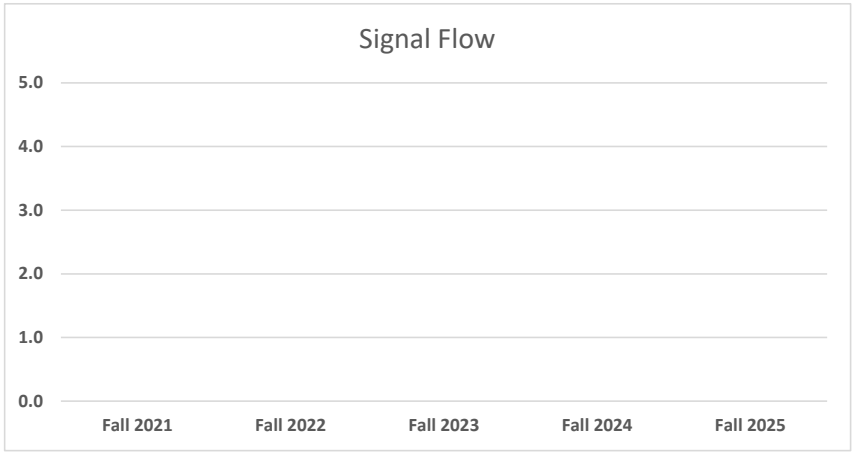
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Exam Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students also demonstrate the ability to perform proper recording procedures, set professional level with use of metering, recording compression techniques, independent headphone mixing systems, and playback mixing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Fall 2023	1	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	**1.0**
	Fall 2024	1	50.0%	0	0.0%	0	0.0%	0	0.0%	1	50.0%	2	**3.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

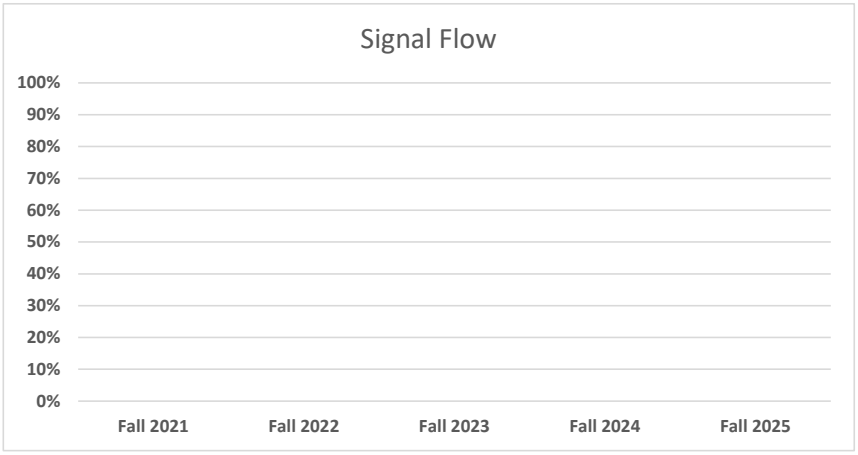




Learning Goal: Signal Flow (AAS Business Management Program)

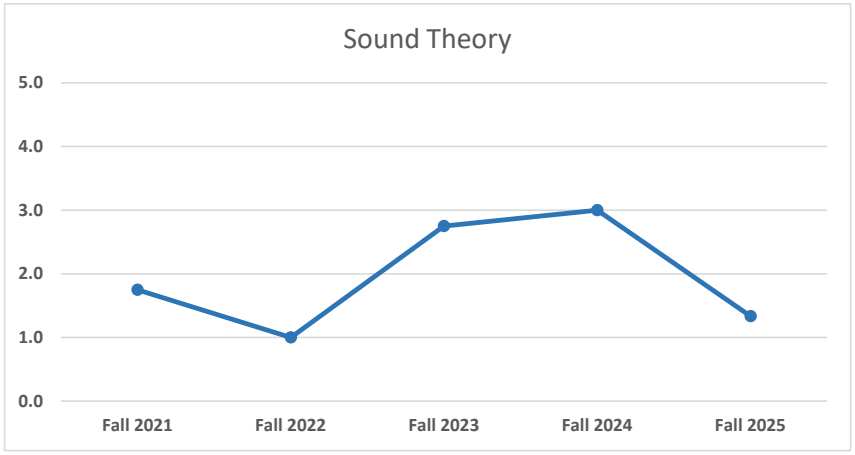
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

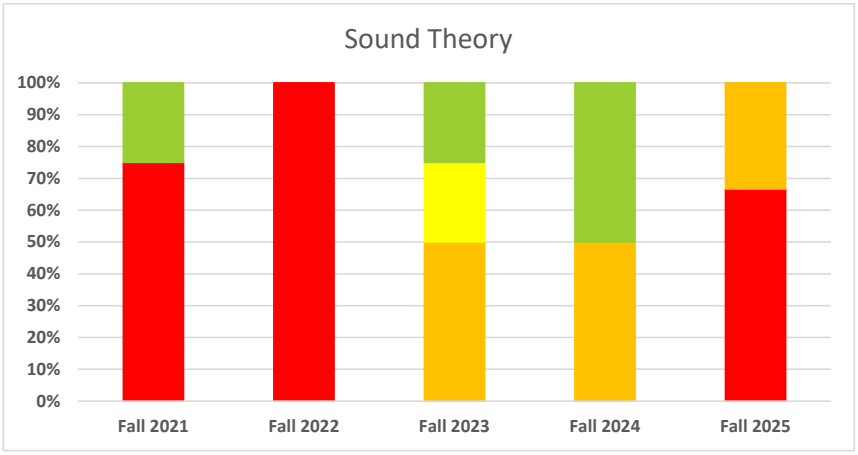




Learning Goal: Sound Theory (AAS Business Management Program)

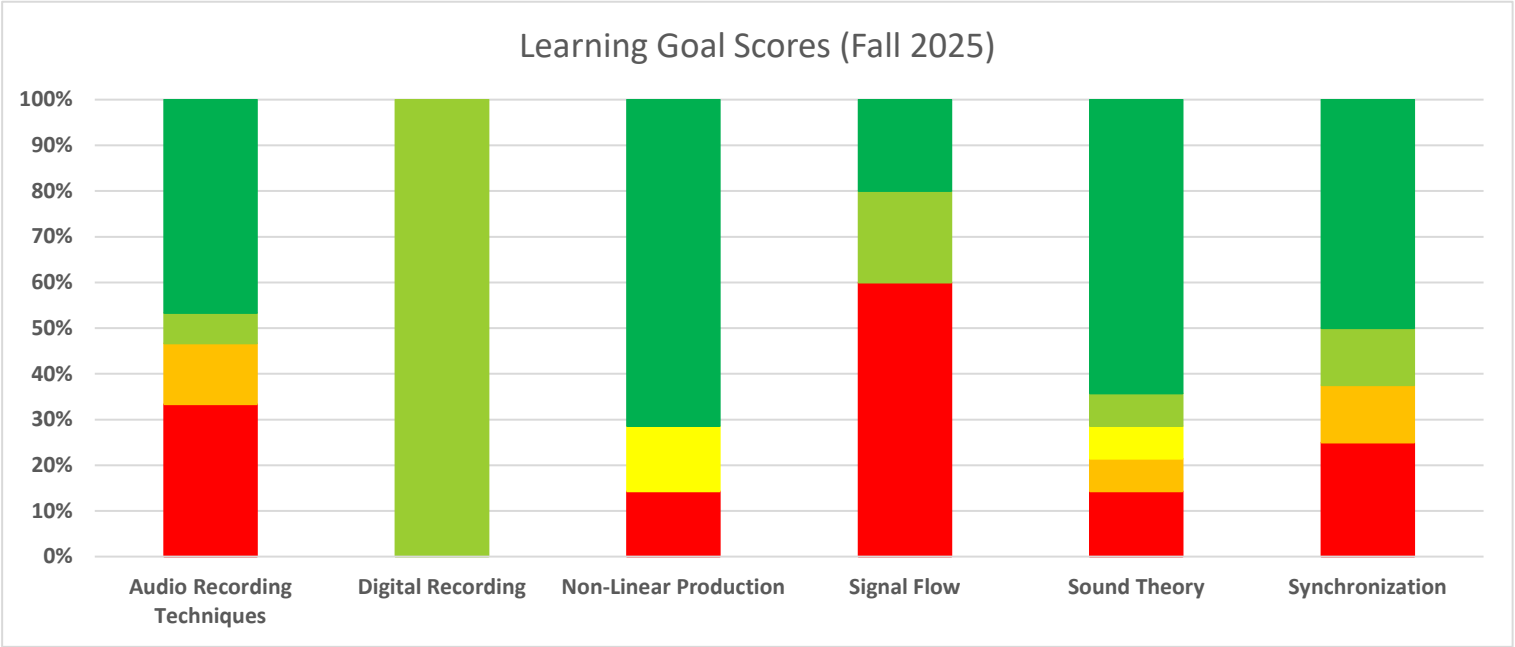
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	3	75.0%	0	0.0%	0	0.0%	1	25.0%	0	0.0%	4	**1.8**
	Fall 2022	3	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	3	**1.0**
	Fall 2023	0	0.0%	2	50.0%	1	25.0%	1	25.0%	0	0.0%	4	**2.8**
	Fall 2024	0	0.0%	1	50.0%	0	0.0%	1	50.0%	0	0.0%	2	**3.0**
	Fall 2025	2	66.7%	1	33.3%	0	0.0%	0	0.0%	0	0.0%	3	**1.3**





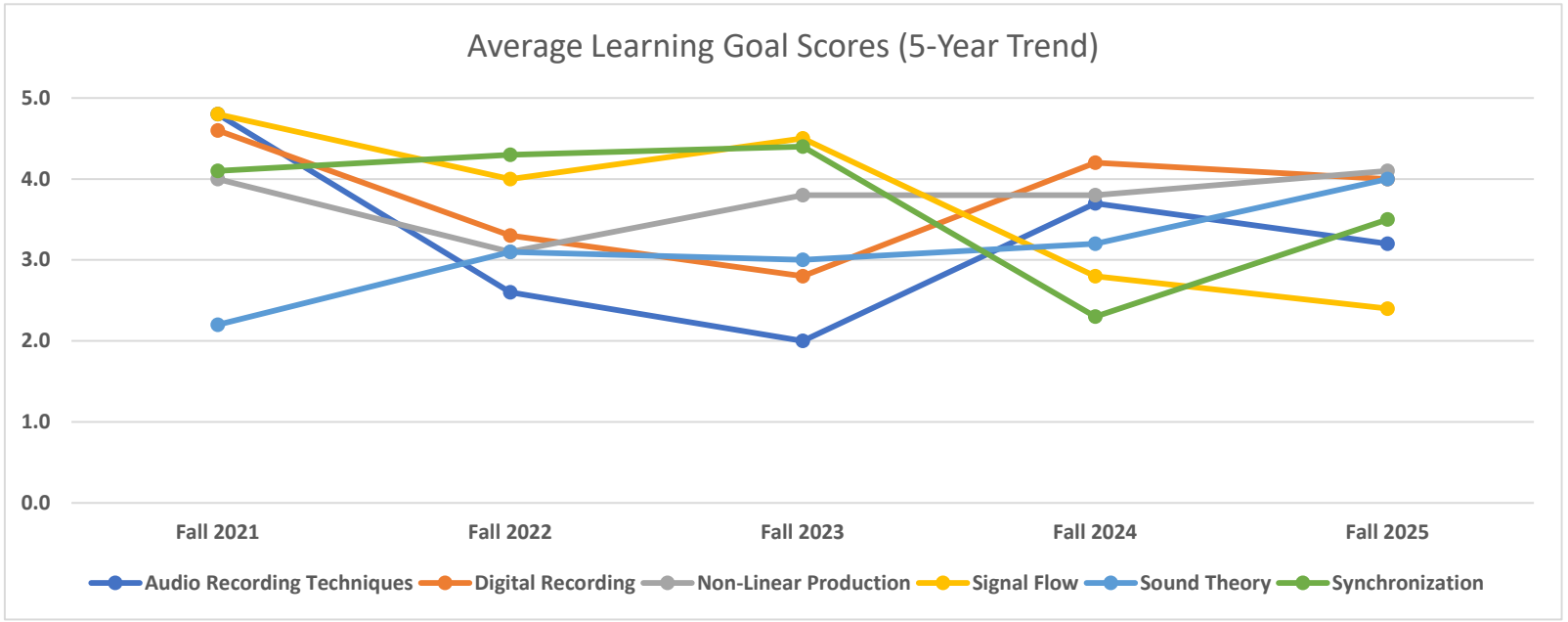
BBA Business Management, Audio Recording Technology Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Audio Recording Techniques	5	33.3%	2	13.3%	0	0.0%	1	6.7%	7	46.7%	15	**3.2**
Digital Recording	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**
Non-Linear Production	1	14.3%	0	0.0%	1	14.3%	0	0.0%	5	71.4%	7	**4.1**
Signal Flow	3	60.0%	0	0.0%	0	0.0%	1	20.0%	1	20.0%	5	**2.4**
Sound Theory	2	14.3%	1	7.1%	1	7.1%	1	7.1%	9	64.3%	14	**4.0**
Synchronization	2	25.0%	1	12.5%	0	0.0%	1	12.5%	4	50.0%	8	**3.5**



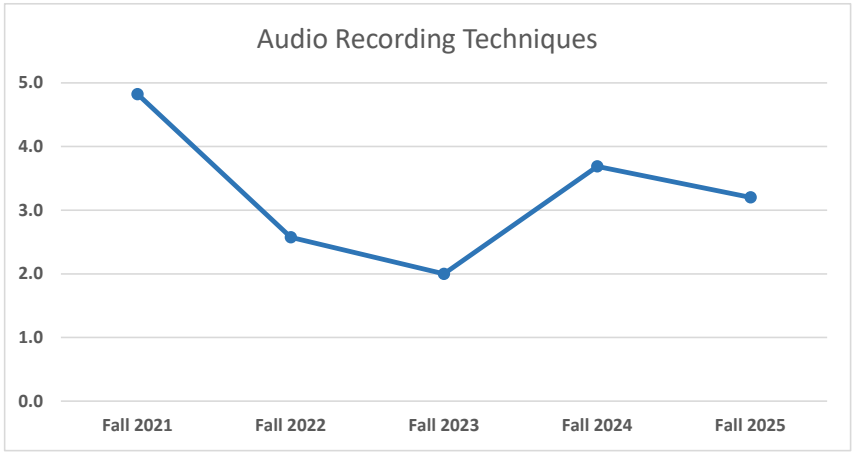
BBA Business Management, Audio Recording Technology Concentration (5-Year Trend)

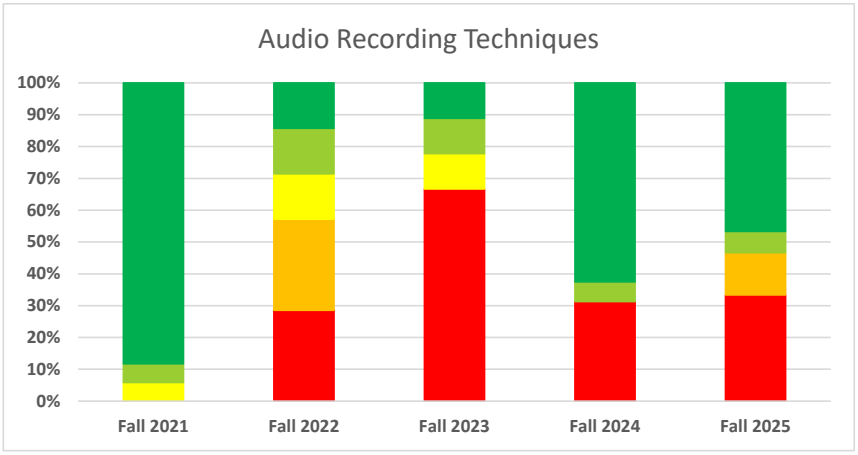
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Audio Recording Techniques	4.8	2.6	2.0	3.7	**3.2**
Digital Recording	4.6	3.3	2.8	4.2	**4.0**
Non-Linear Production	4.0	3.1	3.8	3.8	**4.1**
Signal Flow	4.8	4.0	4.5	2.8	**2.4**
Sound Theory	2.2	3.1	3.0	3.2	**4.0**
Synchronization	4.1	4.3	4.4	2.3	**3.5**



Learning Goal: Audio Recording Techniques (BBA Business Management Program)

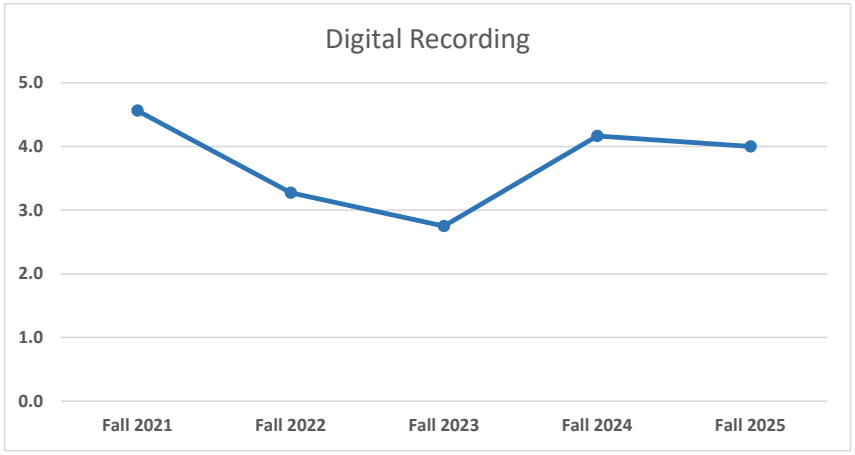
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Exam Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students also demonstrate the ability to perform proper recording procedures, set professional level with use of metering, recording compression techniques, independent headphone mixing systems, and playback mixing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	1	5.9%	1	5.9%	15	88.2%	17	**4.8**
	Fall 2022	4	28.6%	4	28.6%	2	14.3%	2	14.3%	2	14.3%	14	**2.6**
	Fall 2023	6	66.7%	0	0.0%	1	11.1%	1	11.1%	1	11.1%	9	**2.0**
	Fall 2024	5	31.3%	0	0.0%	0	0.0%	1	6.3%	10	62.5%	16	**3.7**
	Fall 2025	5	33.3%	2	13.3%	0	0.0%	1	6.7%	7	46.7%	15	**3.2**

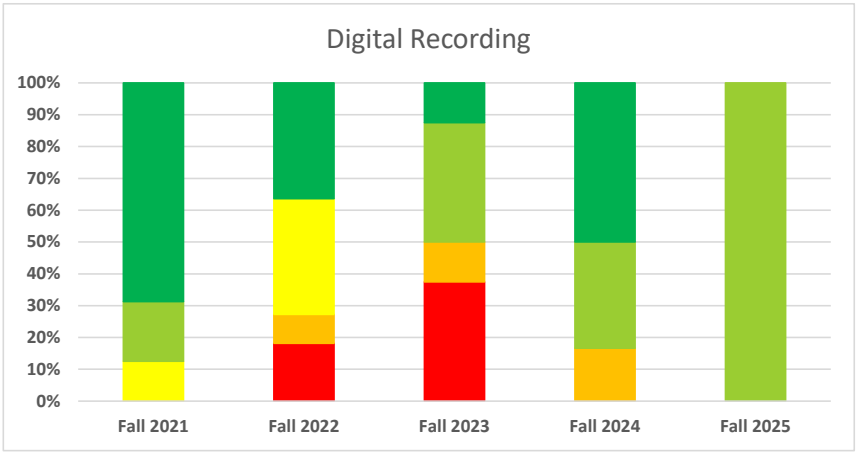




Learning Goal: Digital Recording (BBA Business Management Program)

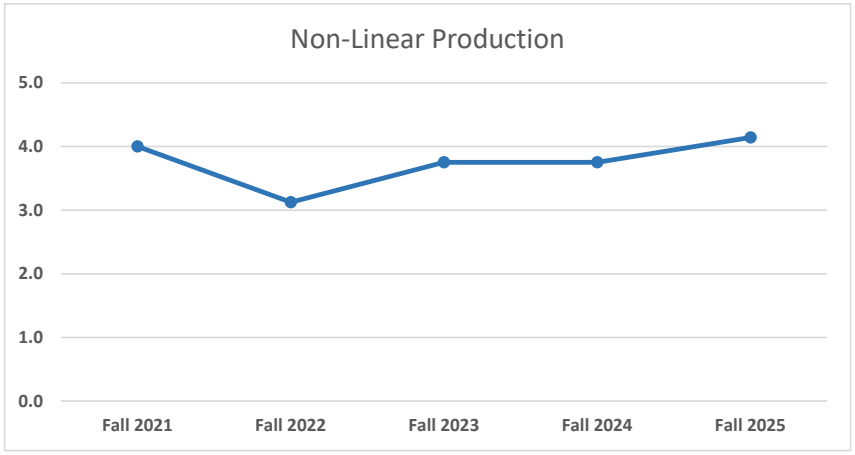
Recorded in: AUD303 - MIDI Applications Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to record and manipulate Musical Instrument Digital Interface (MIDI) data for music sequencing and composition.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	2	12.5%	3	18.8%	11	68.8%	16	**4.6**
	Fall 2022	2	18.2%	1	9.1%	4	36.4%	0	0.0%	4	36.4%	11	**3.3**
	Fall 2023	3	37.5%	1	12.5%	0	0.0%	3	37.5%	1	12.5%	8	**2.8**
	Fall 2024	0	0.0%	1	16.7%	0	0.0%	2	33.3%	3	50.0%	6	**4.2**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**

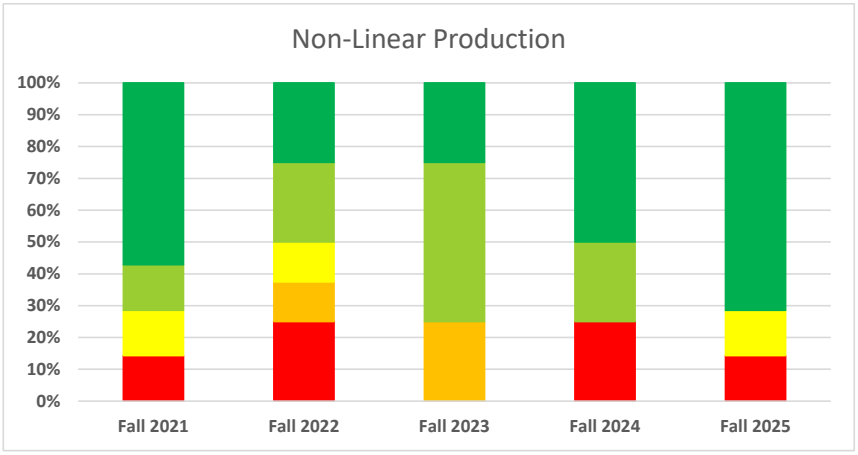




Learning Goal: Non-Linear Production (BBA Business Management Program)

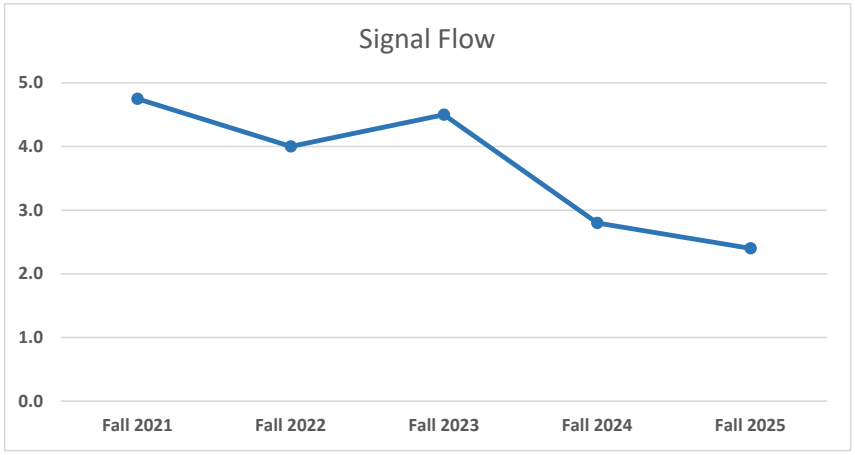
Recorded in: AUD304 - Nonlinear Recording Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate digital audio recording workstations, including plug-ins and control surfaces, to record, mix, edit, and store a production into a tangible medium of expression.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	1	14.3%	0	0.0%	1	14.3%	1	14.3%	4	57.1%	7	**4.0**
	Fall 2022	2	25.0%	1	12.5%	1	12.5%	2	25.0%	2	25.0%	8	**3.1**
	Fall 2023	0	0.0%	1	25.0%	0	0.0%	2	50.0%	1	25.0%	4	**3.8**
	Fall 2024	1	25.0%	0	0.0%	0	0.0%	1	25.0%	2	50.0%	4	**3.8**
	Fall 2025	1	14.3%	0	0.0%	1	14.3%	0	0.0%	5	71.4%	7	**4.1**

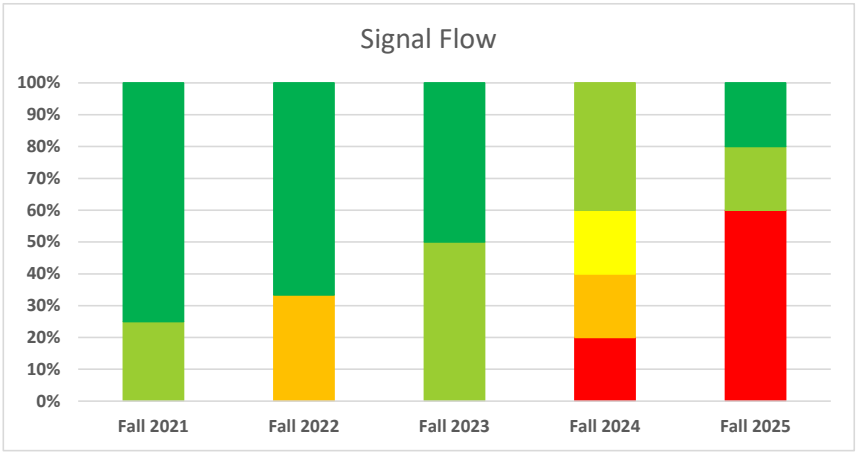




Learning Goal: Signal Flow (BBA Business Management Program)

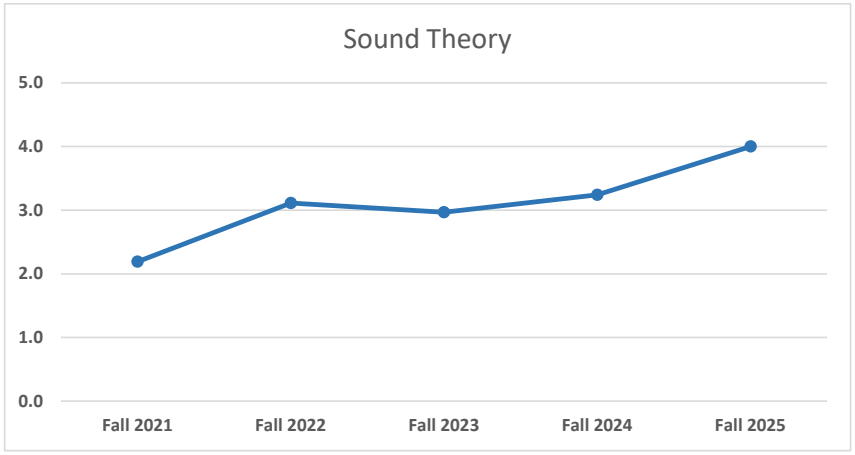
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	25.0%	3	75.0%	4	**4.8**
	Fall 2022	0	0.0%	2	33.3%	0	0.0%	0	0.0%	4	66.7%	6	**4.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Fall 2024	1	20.0%	1	20.0%	1	20.0%	2	40.0%	0	0.0%	5	**2.8**
	Fall 2025	3	60.0%	0	0.0%	0	0.0%	1	20.0%	1	20.0%	5	**2.4**

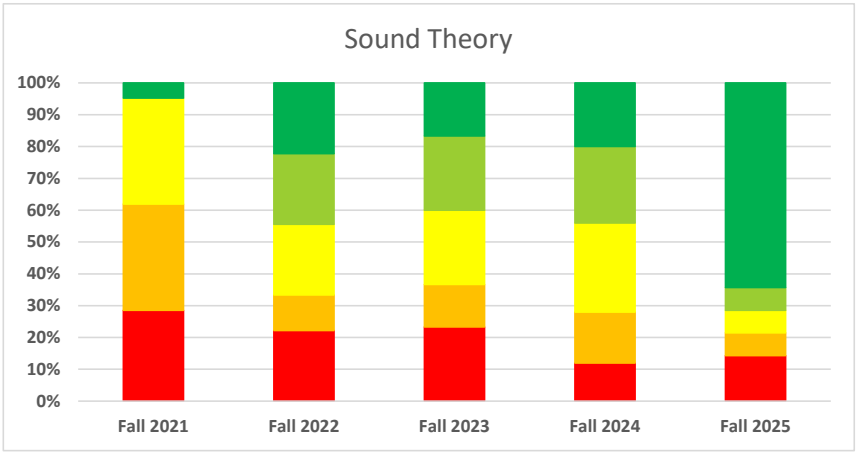




Learning Goal: Sound Theory (BBA Business Management Program)

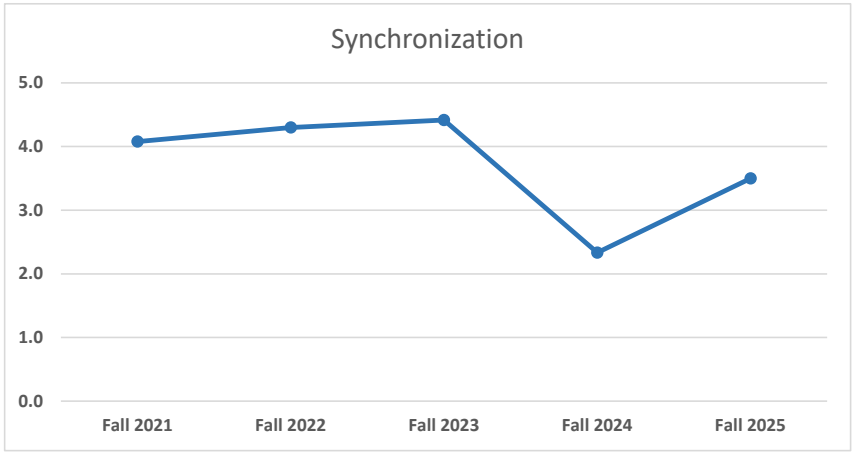
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	6	28.6%	7	33.3%	7	33.3%	0	0.0%	1	4.8%	21	**2.2**
	Fall 2022	2	22.2%	1	11.1%	2	22.2%	2	22.2%	2	22.2%	9	**3.1**
	Fall 2023	7	23.3%	4	13.3%	7	23.3%	7	23.3%	5	16.7%	30	**3.0**
	Fall 2024	3	12.0%	4	16.0%	7	28.0%	6	24.0%	5	20.0%	25	**3.2**
	Fall 2025	2	14.3%	1	7.1%	1	7.1%	1	7.1%	9	64.3%	14	**4.0**

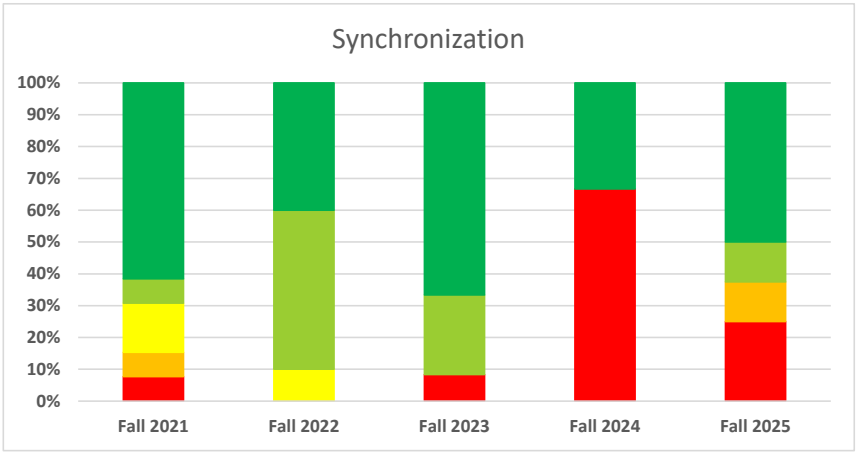




Learning Goal: Synchronization (BBA Business Management Program)

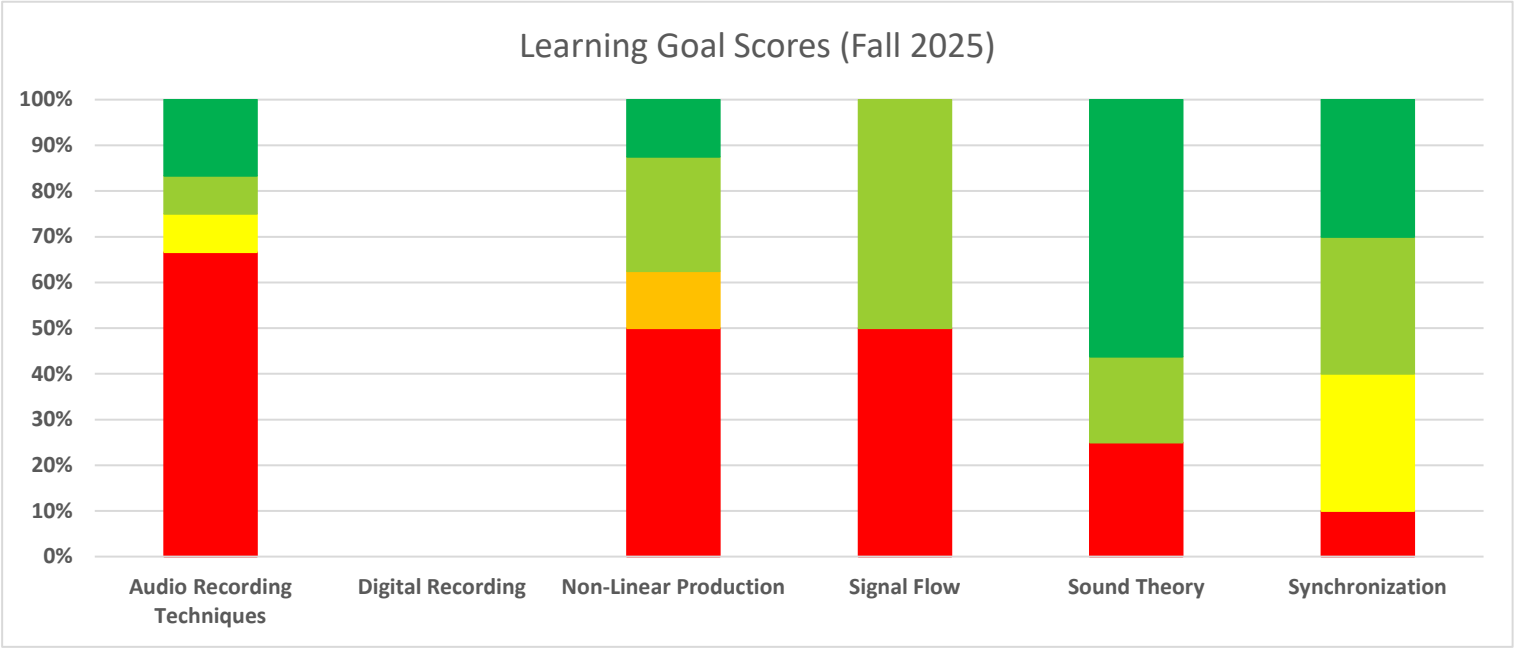
Recorded in: AUD401 - Audio/Video Post-Production Artifact: Quiz	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to create and synch a soundtrack to motion pictures.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	1	7.7%	1	7.7%	2	15.4%	1	7.7%	8	61.5%	13	**4.1**
Fall 2022	0	0.0%	0	0.0%	1	10.0%	5	50.0%	4	40.0%	10	**4.3**
Fall 2023	1	8.3%	0	0.0%	0	0.0%	3	25.0%	8	66.7%	12	**4.4**
Fall 2024	4	66.7%	0	0.0%	0	0.0%	0	0.0%	2	33.3%	6	**2.3**
Fall 2025	2	25.0%	1	12.5%	0	0.0%	1	12.5%	4	50.0%	8	**3.5**





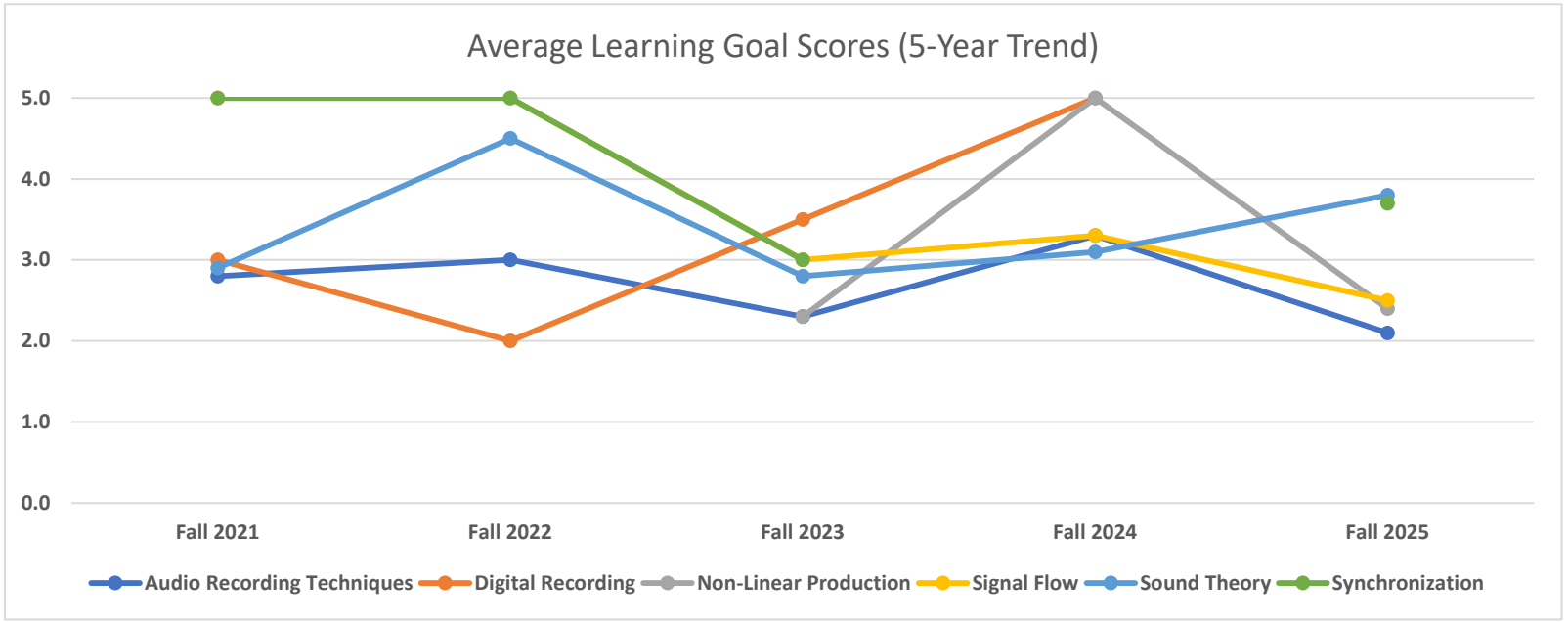
BS Mass Communication, Audio Recording Technology Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Audio Recording Techniques	8	66.7%	0	0.0%	1	8.3%	1	8.3%	2	16.7%	12	**2.1**
Digital Recording	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Non-Linear Production	4	50.0%	1	12.5%	0	0.0%	2	25.0%	1	12.5%	8	**2.4**
Signal Flow	1	50.0%	0	0.0%	0	0.0%	1	50.0%	0	0.0%	2	**2.5**
Sound Theory	4	25.0%	0	0.0%	0	0.0%	3	18.8%	9	56.3%	16	**3.8**
Synchronization	1	10.0%	0	0.0%	3	30.0%	3	30.0%	3	30.0%	10	**3.7**



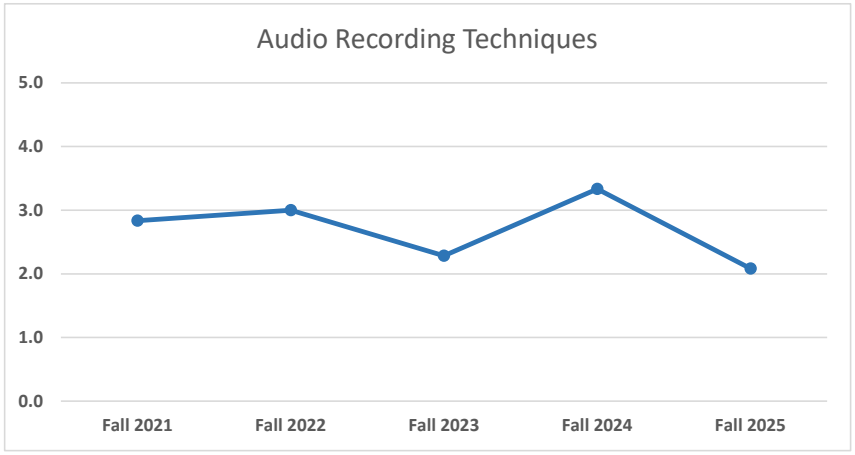
BS Mass Communication, Audio Recording Technology Concentration (5-Year Trend)

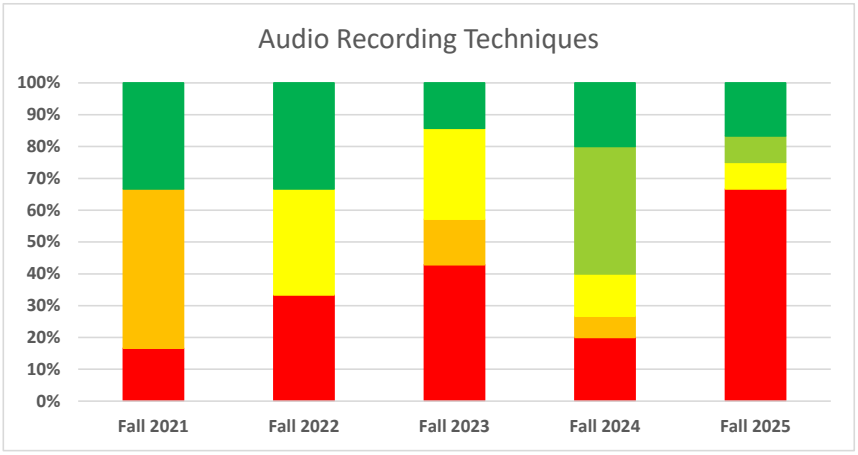
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Audio Recording Techniques	2.8	3.0	2.3	3.3	**2.1**
Digital Recording	3.0	2.0	3.5	5.0	
Non-Linear Production			2.3	5.0	**2.4**
Signal Flow	5.0	5.0	3.0	3.3	**2.5**
Sound Theory	2.9	4.5	2.8	3.1	**3.8**
Synchronization	5.0	5.0	3.0		**3.7**



Learning Goal: Audio Recording Techniques (BS Mass Communication Program)

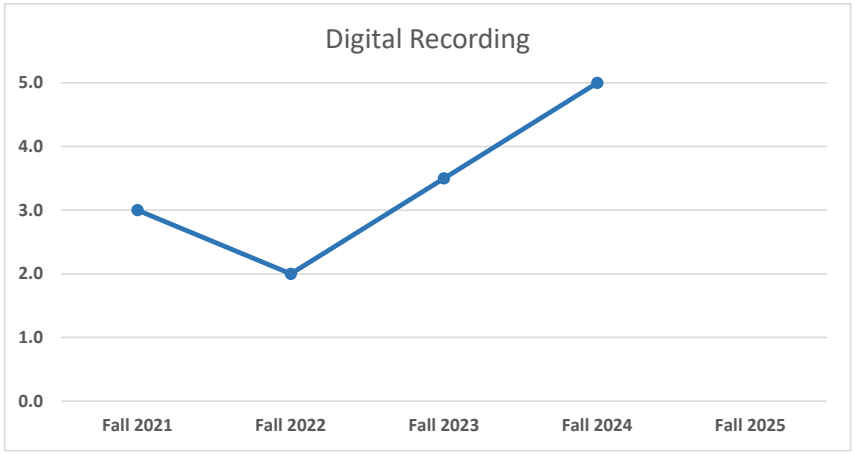
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Exam Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students also demonstrate the ability to perform proper recording procedures, set professional level with use of metering, recording compression techniques, independent headphone mixing systems, and playback mixing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	1	16.7%	3	50.0%	0	0.0%	0	0.0%	2	33.3%	6	**2.8**
	Fall 2022	1	33.3%	0	0.0%	1	33.3%	0	0.0%	1	33.3%	3	**3.0**
	Fall 2023	3	42.9%	1	14.3%	2	28.6%	0	0.0%	1	14.3%	7	**2.3**
	Fall 2024	3	20.0%	1	6.7%	2	13.3%	6	40.0%	3	20.0%	15	**3.3**
	Fall 2025	8	66.7%	0	0.0%	1	8.3%	1	8.3%	2	16.7%	12	**2.1**

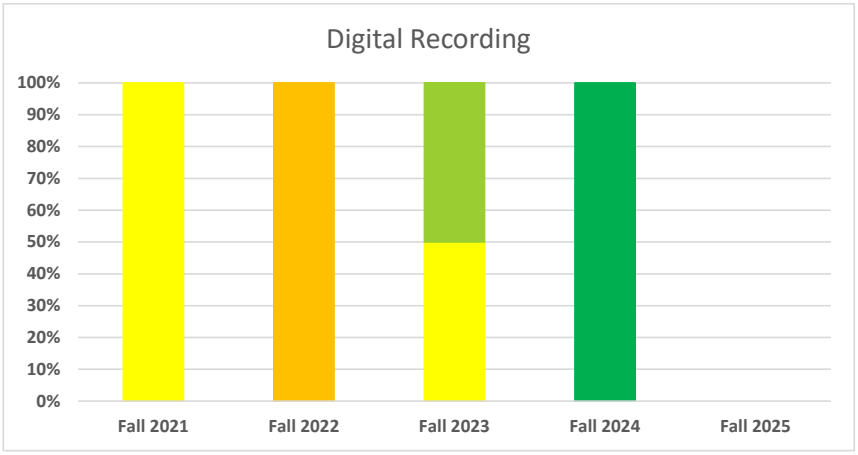




Learning Goal: Digital Recording (BS Mass Communication Program)

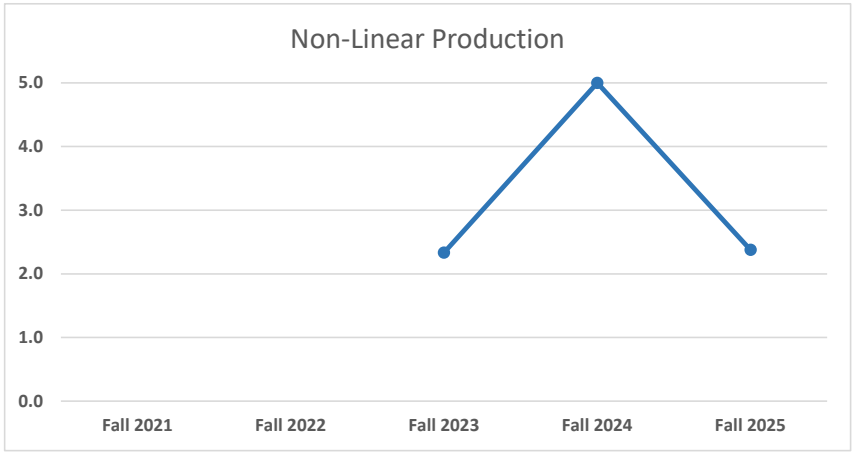
Recorded in: AUD303 - MIDI Applications Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to record and manipulate Musical Instrument Digital Interface (MIDI) data for music sequencing and composition.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Fall 2022	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Fall 2023	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	3	100.0%	3	**5.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

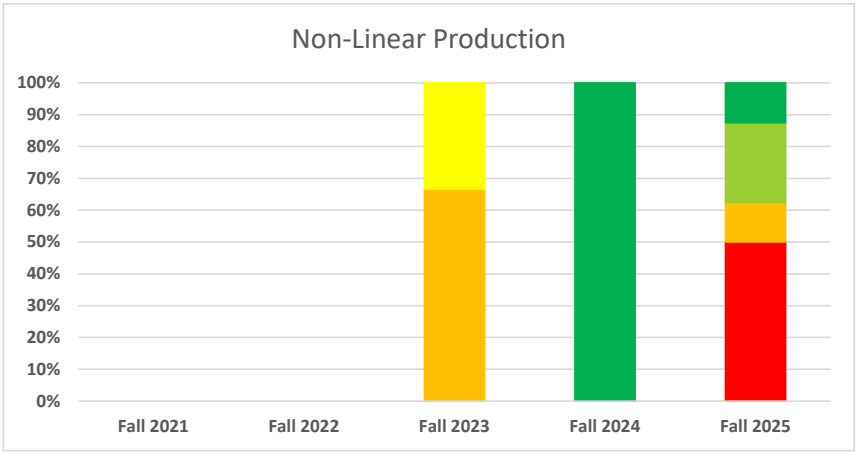




Learning Goal: Non-Linear Production (BS Mass Communication Program)

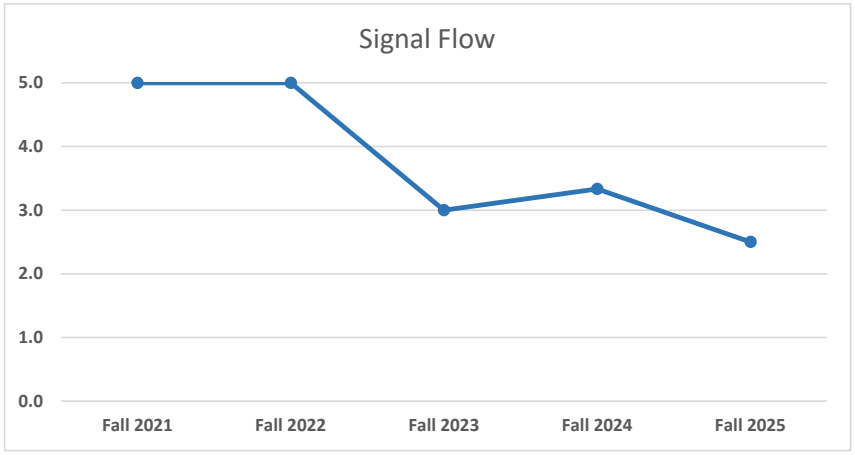
Recorded in: AUD304 - Nonlinear Recording Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate digital audio recording workstations, including plug-ins and control surfaces, to record, mix, edit, and store a production into a tangible medium of expression.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	2	66.7%	1	33.3%	0	0.0%	0	0.0%	3	**2.3**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2025	4	50.0%	1	12.5%	0	0.0%	2	25.0%	1	12.5%	8	**2.4**

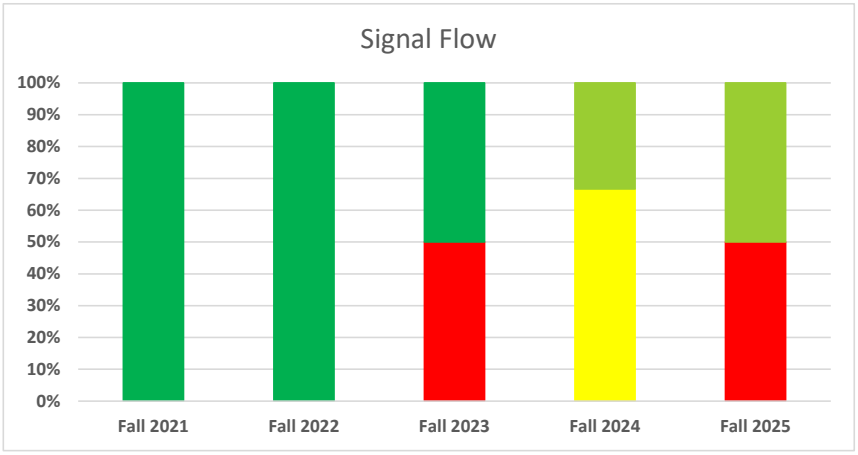




Learning Goal: Signal Flow (BS Mass Communication Program)

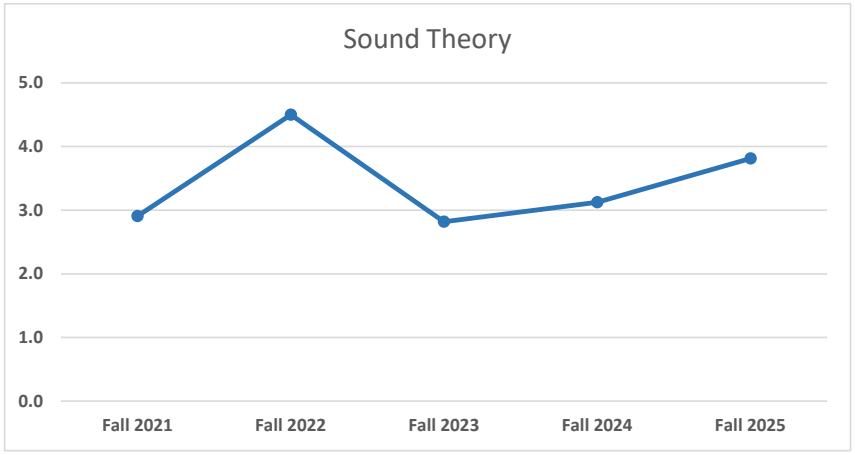
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2023	1	50.0%	0	0.0%	0	0.0%	0	0.0%	1	50.0%	2	**3.0**
	Fall 2024	0	0.0%	0	0.0%	2	66.7%	1	33.3%	0	0.0%	3	**3.3**
	Fall 2025	1	50.0%	0	0.0%	0	0.0%	1	50.0%	0	0.0%	2	**2.5**

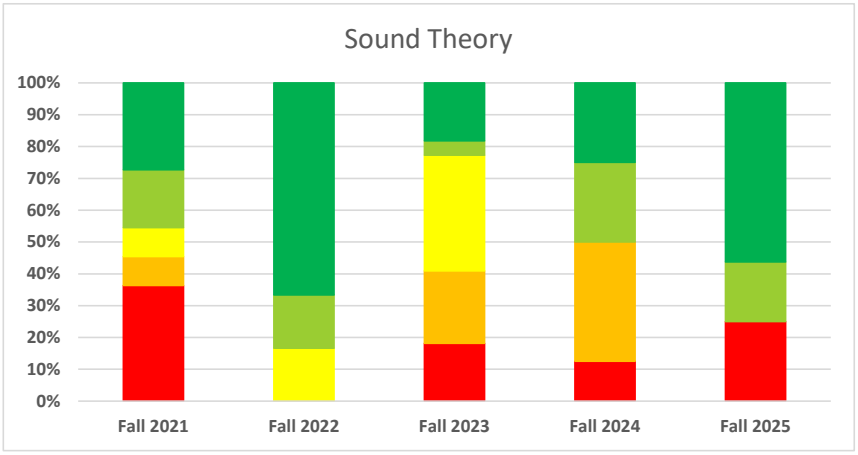




Learning Goal: Sound Theory (BS Mass Communication Program)

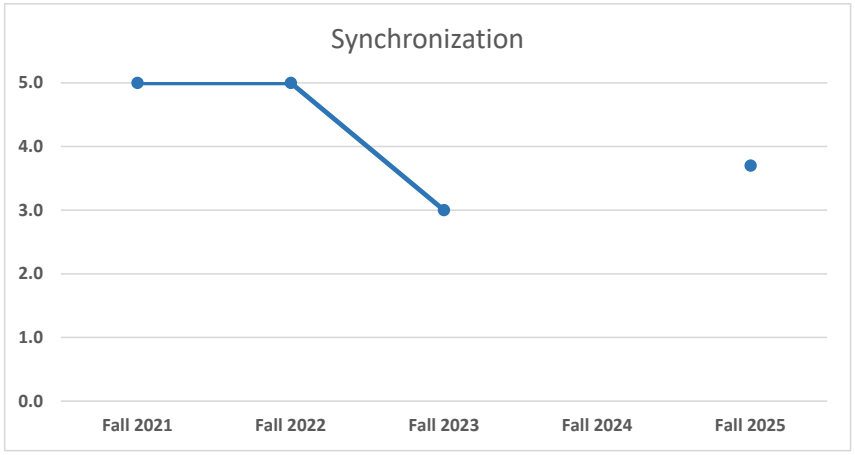
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	4	36.4%	1	9.1%	1	9.1%	2	18.2%	3	27.3%	11	**2.9**
	Fall 2022	0	0.0%	0	0.0%	1	16.7%	1	16.7%	4	66.7%	6	**4.5**
	Fall 2023	4	18.2%	5	22.7%	8	36.4%	1	4.5%	4	18.2%	22	**2.8**
	Fall 2024	2	12.5%	6	37.5%	0	0.0%	4	25.0%	4	25.0%	16	**3.1**
	Fall 2025	4	25.0%	0	0.0%	0	0.0%	3	18.8%	9	56.3%	16	**3.8**

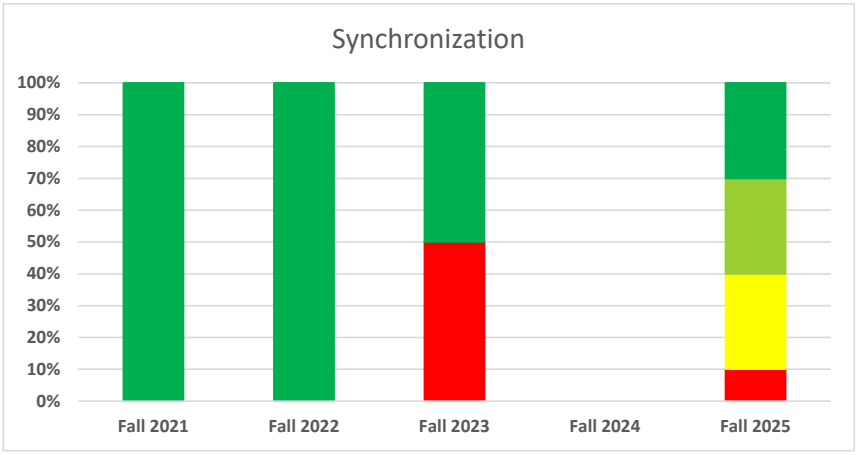




Learning Goal: Synchronization (BS Mass Communication Program)

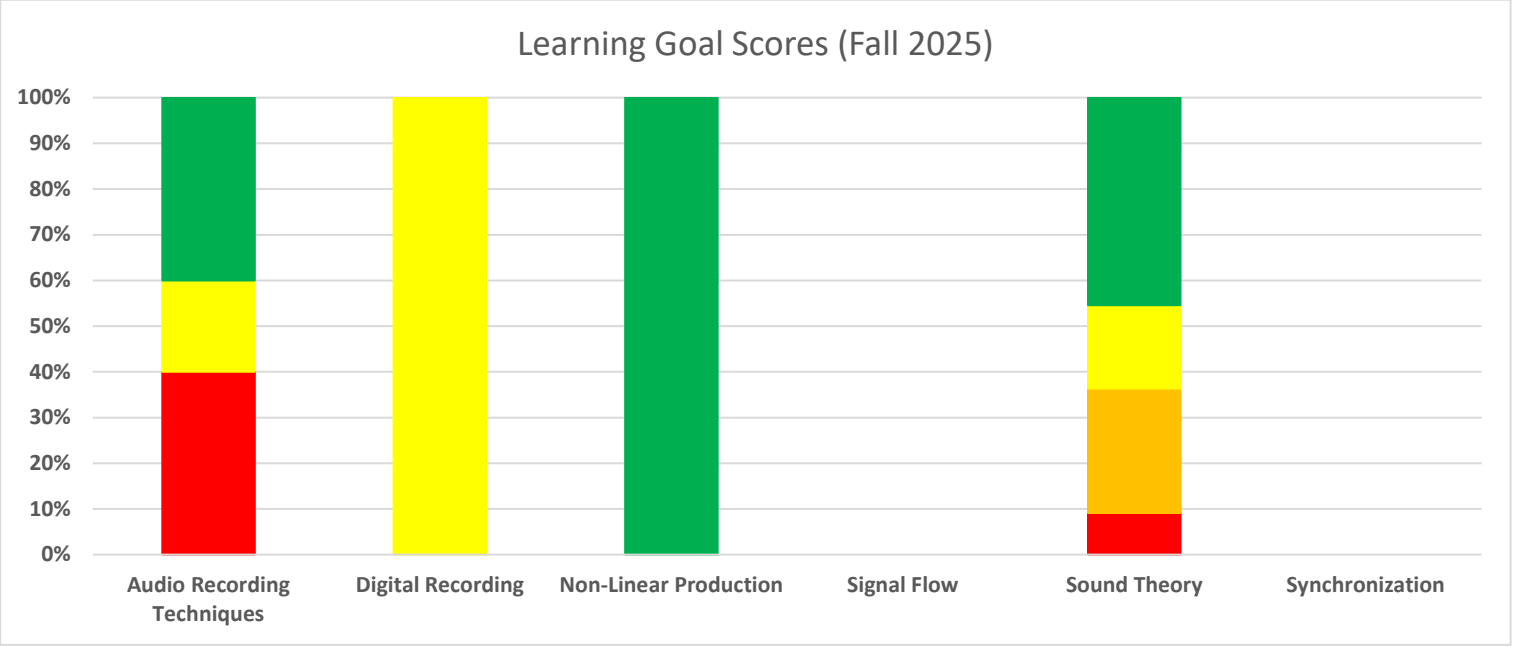
Recorded in: AUD401 - Audio/Video Post-Production Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to create and synch a soundtrack to motion pictures.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2023	1	50.0%	0	0.0%	0	0.0%	0	0.0%	1	50.0%	2	**3.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	1	10.0%	0	0.0%	3	30.0%	3	30.0%	3	30.0%	10	**3.7**





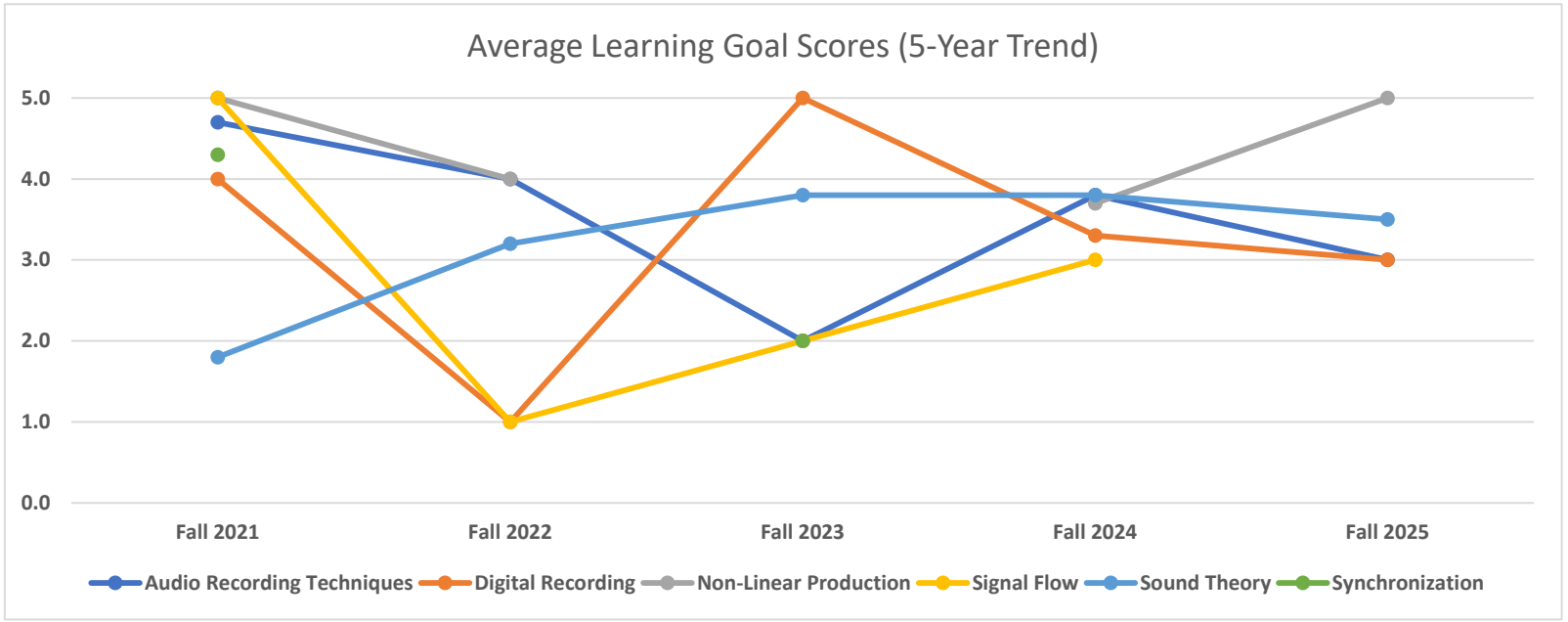
MusB Performance, Audio Recording Technology Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Audio Recording Techniques	2	40.0%	0	0.0%	1	20.0%	0	0.0%	2	40.0%	5	**3.0**
Digital Recording	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
Non-Linear Production	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Signal Flow	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Sound Theory	1	9.1%	3	27.3%	2	18.2%	0	0.0%	5	45.5%	11	**3.5**
Synchronization	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



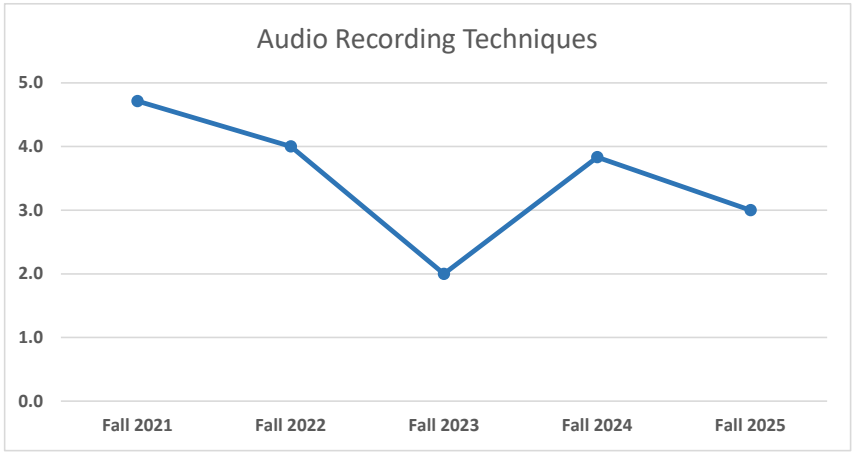
MusB Performance, Audio Recording Technology Concentration (5-Year Trend)

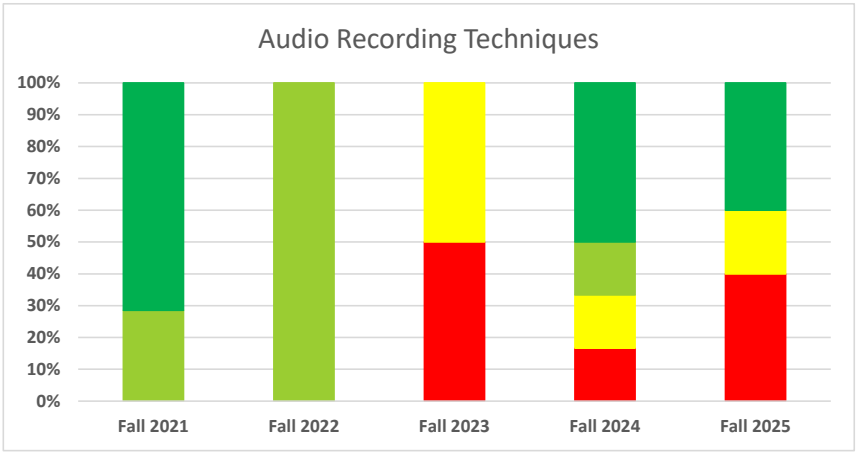
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Audio Recording Techniques	4.7	4.0	2.0	3.8	**3.0**
Digital Recording	4.0	1.0	5.0	3.3	**3.0**
Non-Linear Production	5.0	4.0		3.7	**5.0**
Signal Flow	5.0	1.0	2.0	3.0	
Sound Theory	1.8	3.2	3.8	3.8	**3.5**
Synchronization	4.3		2.0		



Learning Goal: Audio Recording Techniques (MusB Performance Program)

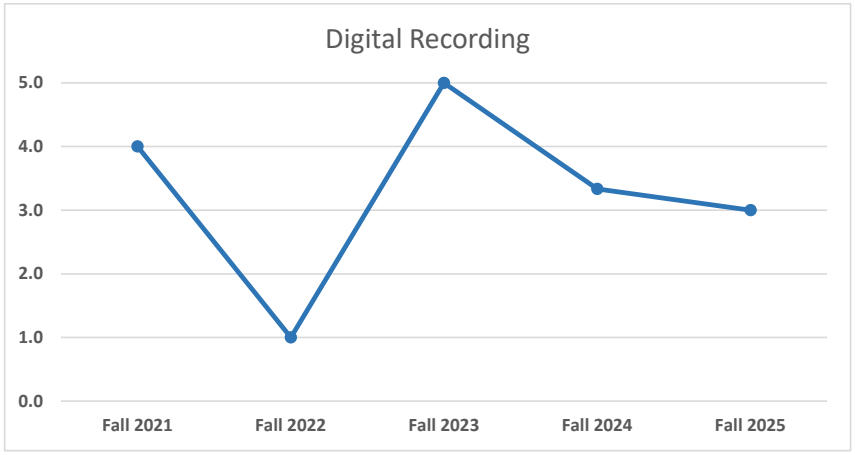
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Exam Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students also demonstrate the ability to perform proper recording procedures, set professional level with use of metering, recording compression techniques, independent headphone mixing systems, and playback mixing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	2	28.6%	5	71.4%	7	**4.7**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2023	3	50.0%	0	0.0%	3	50.0%	0	0.0%	0	0.0%	6	**2.0**
	Fall 2024	1	16.7%	0	0.0%	1	16.7%	1	16.7%	3	50.0%	6	**3.8**
	Fall 2025	2	40.0%	0	0.0%	1	20.0%	0	0.0%	2	40.0%	5	**3.0**

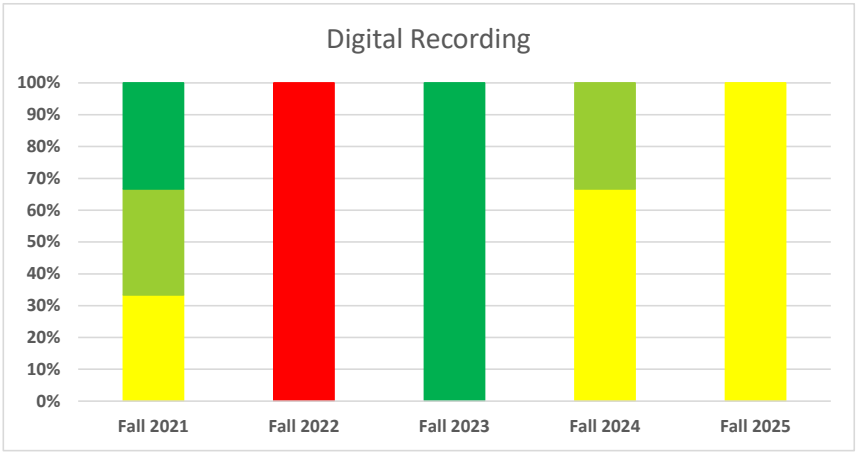




Learning Goal: Digital Recording (MusB Performance Program)

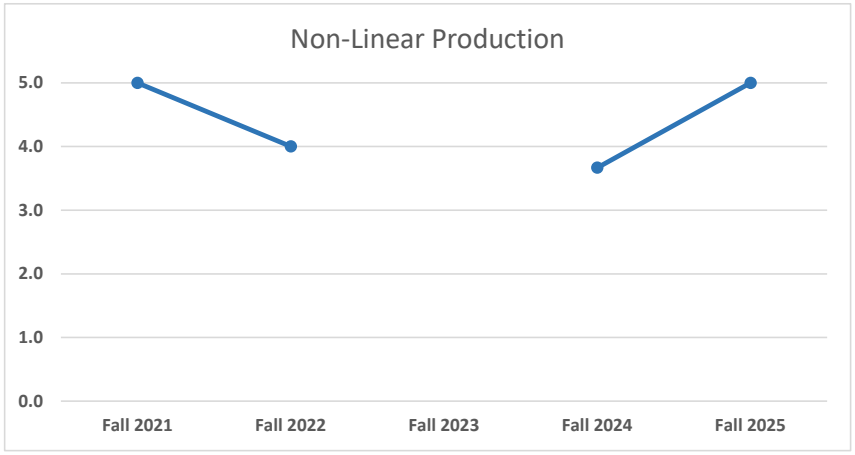
Recorded in: AUD303 - MIDI Applications Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to record and manipulate Musical Instrument Digital Interface (MIDI) data for music sequencing and composition.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Fall 2022	2	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	**1.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2024	0	0.0%	0	0.0%	2	66.7%	1	33.3%	0	0.0%	3	**3.3**
	Fall 2025	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**

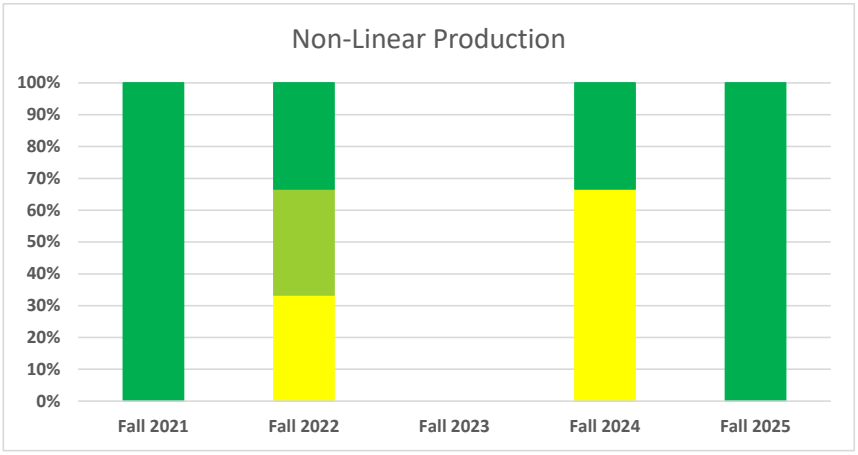




Learning Goal: Non-Linear Production (MusB Performance Program)

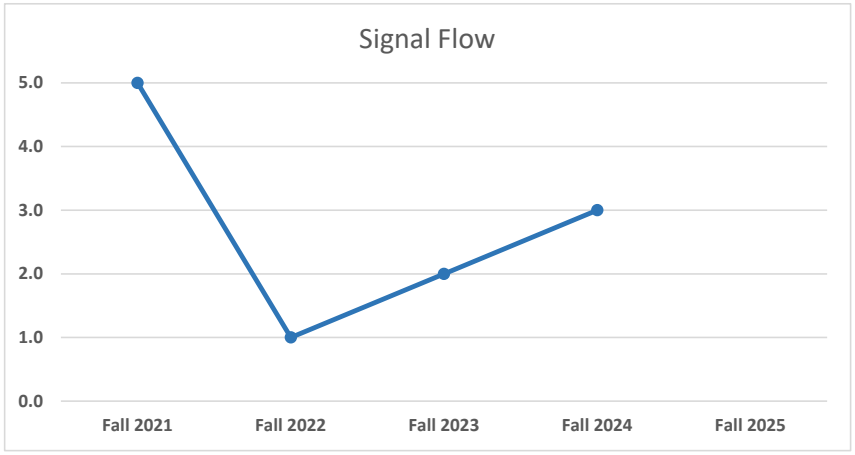
Recorded in: AUD304 - Nonlinear Recording Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate digital audio recording workstations, including plug-ins and control surfaces, to record, mix, edit, and store a production into a tangible medium of expression.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2022	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	2	66.7%	0	0.0%	1	33.3%	3	**3.7**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**

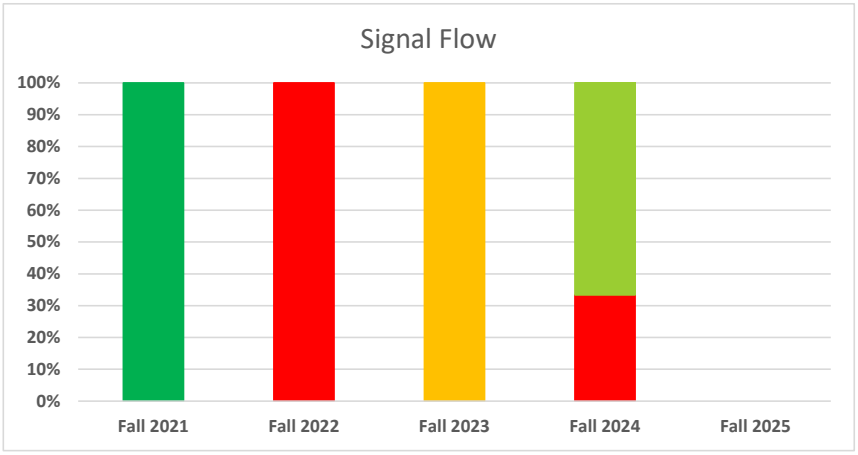




Learning Goal: Signal Flow (MusB Performance Program)

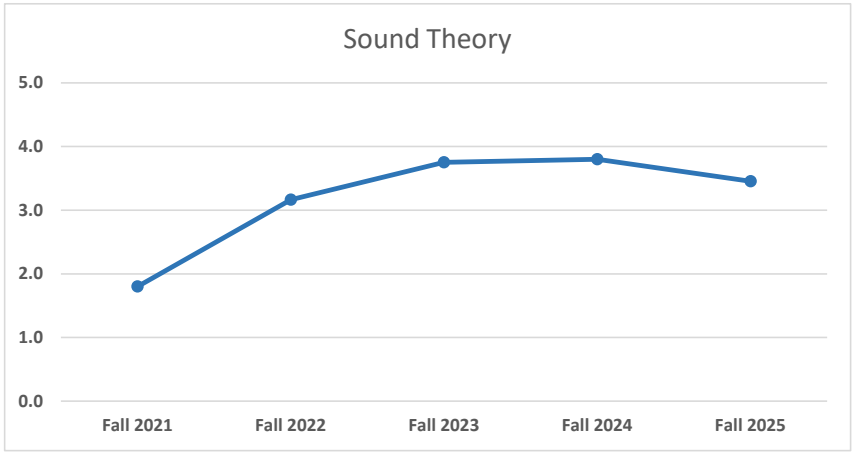
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2022	1	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	**1.0**
	Fall 2023	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Fall 2024	1	33.3%	0	0.0%	0	0.0%	2	66.7%	0	0.0%	3	**3.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

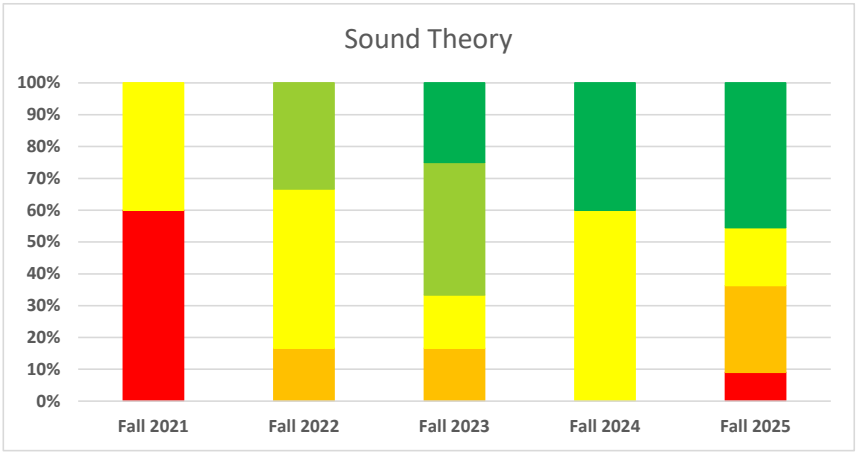




Learning Goal: Sound Theory (MusB Performance Program)

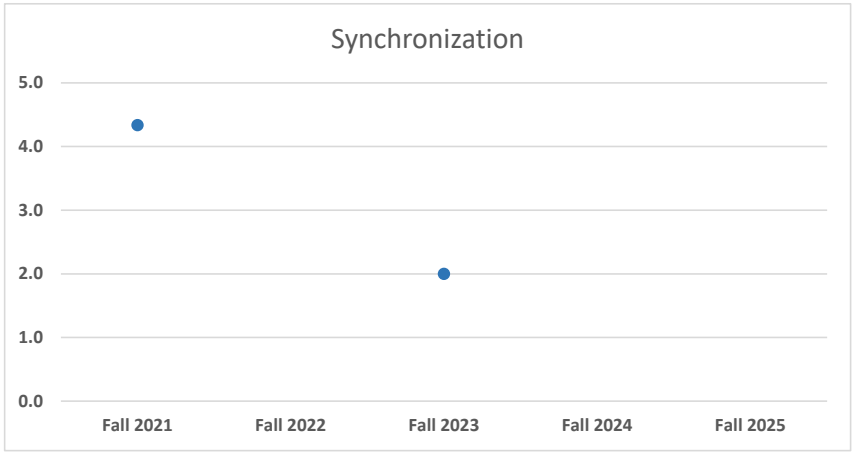
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	3	60.0%	0	0.0%	2	40.0%	0	0.0%	0	0.0%	5	**1.8**
	Fall 2022	0	0.0%	1	16.7%	3	50.0%	2	33.3%	0	0.0%	6	**3.2**
	Fall 2023	0	0.0%	2	16.7%	2	16.7%	5	41.7%	3	25.0%	12	**3.8**
	Fall 2024	0	0.0%	0	0.0%	3	60.0%	0	0.0%	2	40.0%	5	**3.8**
	Fall 2025	1	9.1%	3	27.3%	2	18.2%	0	0.0%	5	45.5%	11	**3.5**

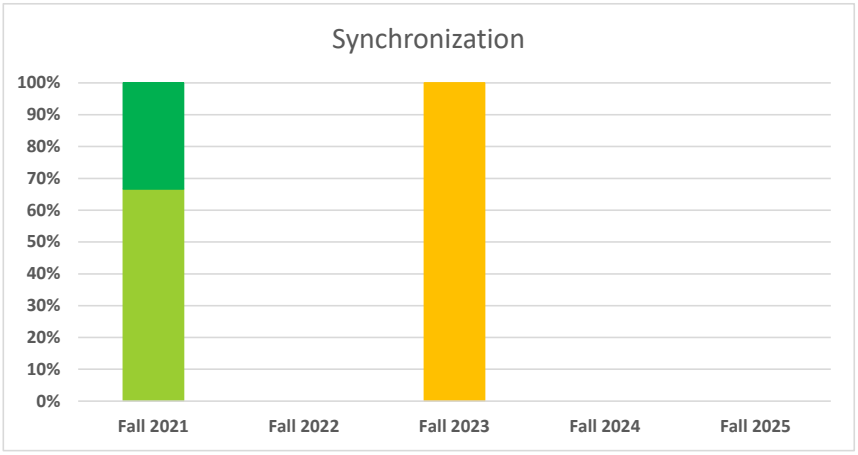




Learning Goal: Synchronization (MusB Performance Program)

Recorded in: AUD401 - Audio/Video Post-Production Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to create and synch a soundtrack to motion pictures.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	2	66.7%	1	33.3%	3	**4.3**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



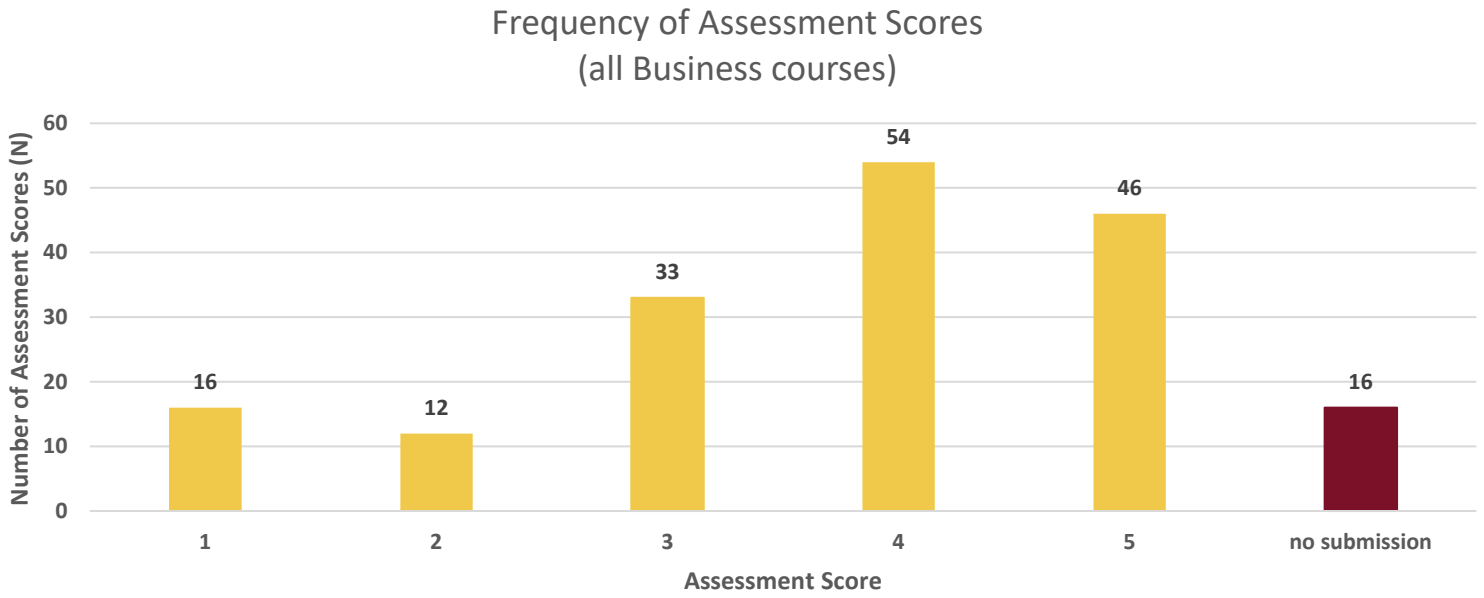


Business

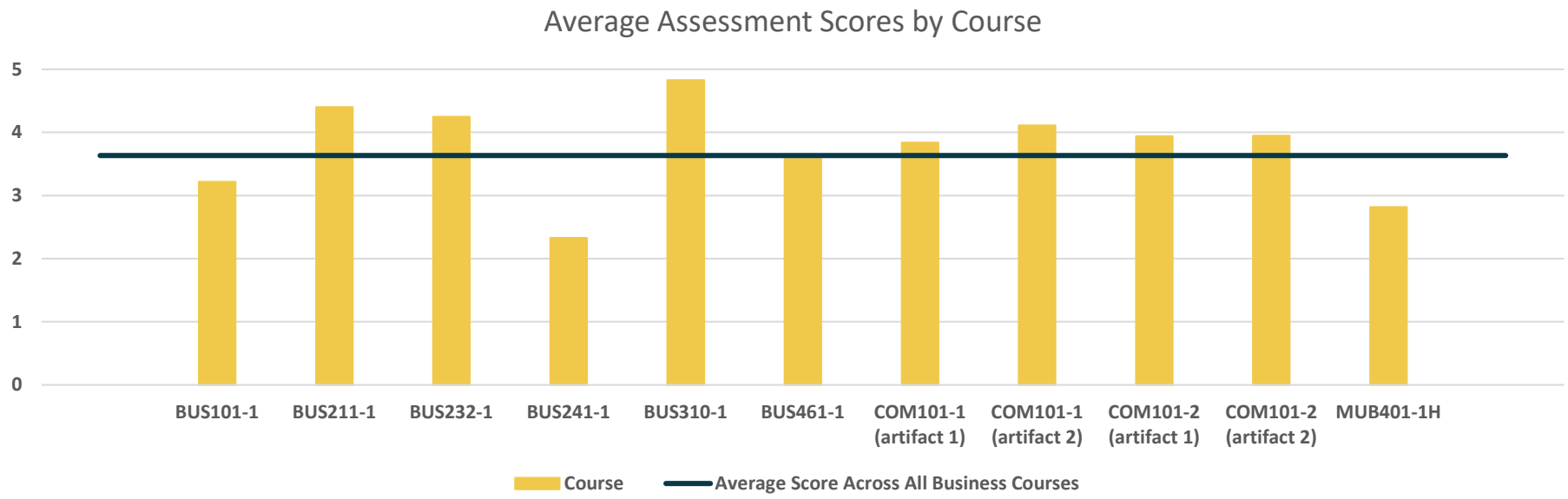
Artifact Scores by Course

FALL 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Business courses)	
SCORE	**N**
1	16
2	12
3	33
4	54
5	46
no submission	16
Total	177
Submissions Scored (Total minus No Submissions)	161
AVERAGE SCORE	**3.63**



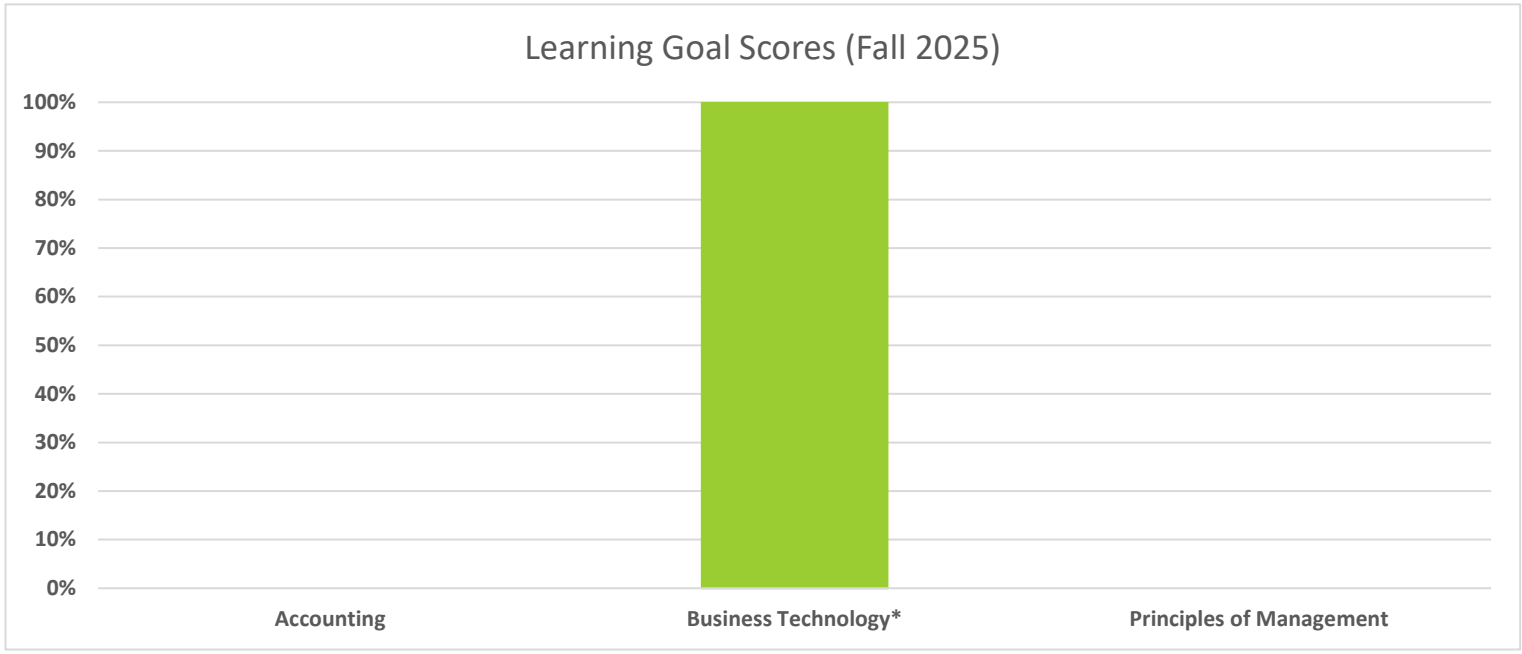
AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
BUS101-1	3.22
BUS211-1	4.40
BUS232-1	4.25
BUS241-1	2.33
BUS310-1	4.83
BUS461-1	3.58
COM101-1 (artifact 1)	3.84
COM101-1 (artifact 2)	4.11
COM101-2 (artifact 1)	3.94
COM101-2 (artifact 2)	3.95
MUB401-1H	2.82
AVERAGE SCORE ACROSS ALL BUSINESS COURSES	**3.63**



Artifact Scores by Program and Learning Goal

AS Business Administration (Fall 2025)

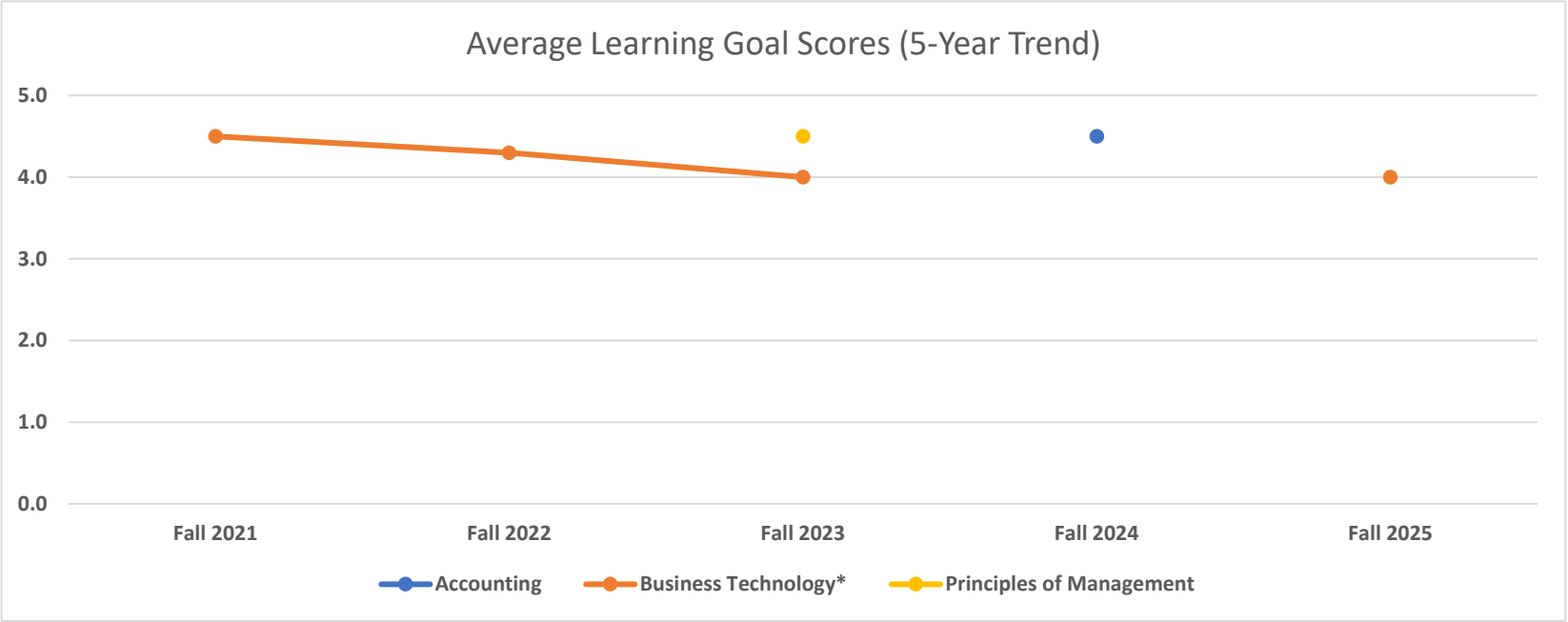
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Accounting	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Business Technology**	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**
Principles of Management	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* The Business Technology learning goal has two separate artifacts. The score listed here is the combined average score for both artifacts. Separate breakdowns for each artifact are provided on the following pages.

AS Business Administration (5-Year Trend)

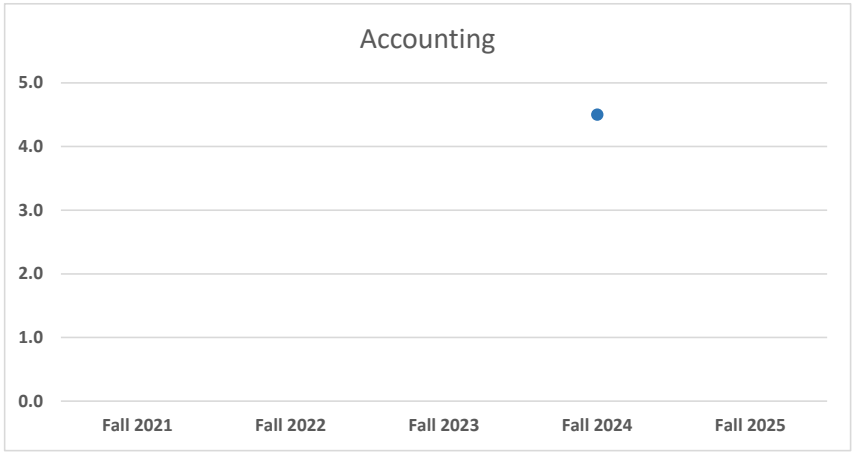
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Accounting				4.5	
*Business Technology**	4.5	4.3	4.0		**4.0**
Principles of Management			4.5		

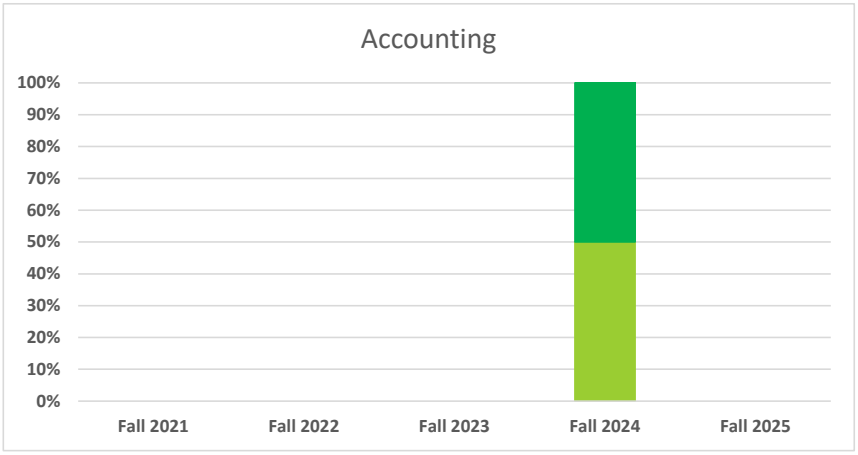


* The Business Technology learning goal has two separate artifacts. The score listed here is the combined average score for both artifacts. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Accounting (AS Business Administration Program)

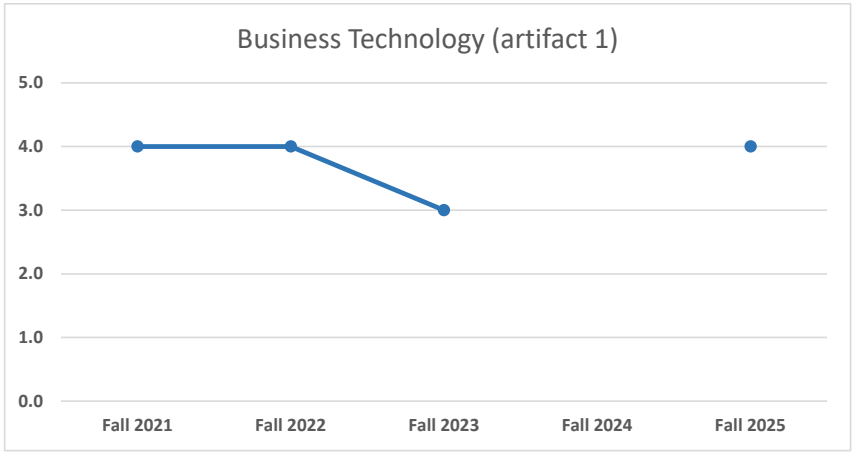
Recorded in: BUS101 - Accounting 1 Artifact: The Accounting Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrates the knowledge, skills, and applications required for basic accounting principles and techniques in an accounting cycle.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

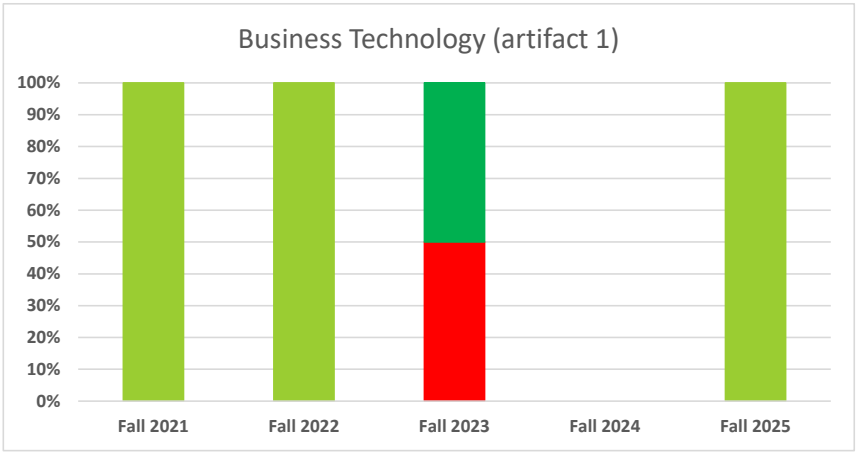




Learning Goal: Business Technology - artifact 1 (AS Business Administration Program)

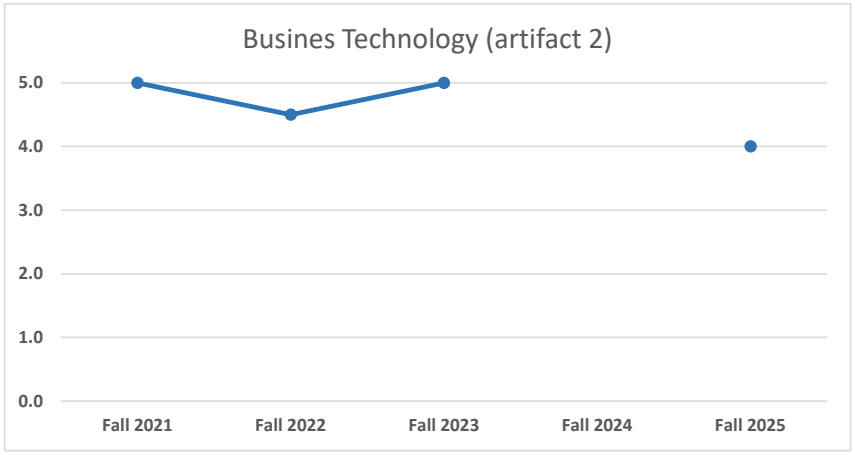
Recorded in: COM101 - Computers in Business Artifact: The Midsemester Examination Lab		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the use of basic office software applications utilized in organizations or personal productivity, include, but not limited to, spreadsheets, presentation programs, and word processing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2023	1	50.0%	0	0.0%	0	0.0%	0	0.0%	1	50.0%	2	**3.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**

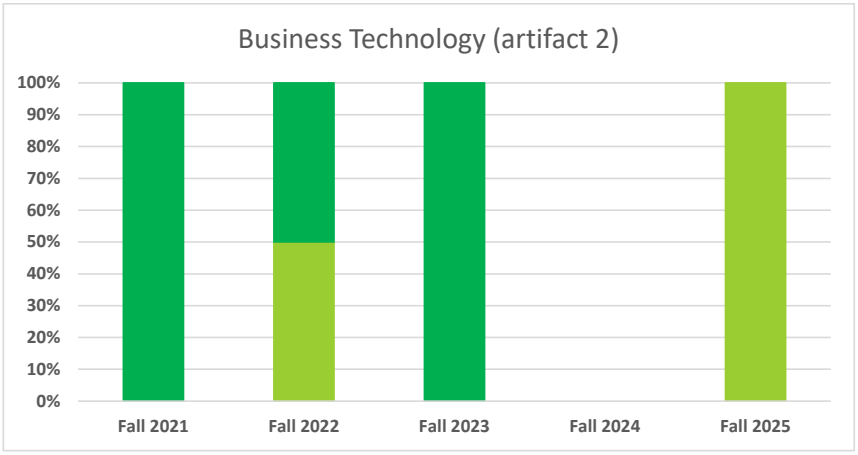




Learning Goal: Business Technology - artifact 2 (AS Business Administration Program)

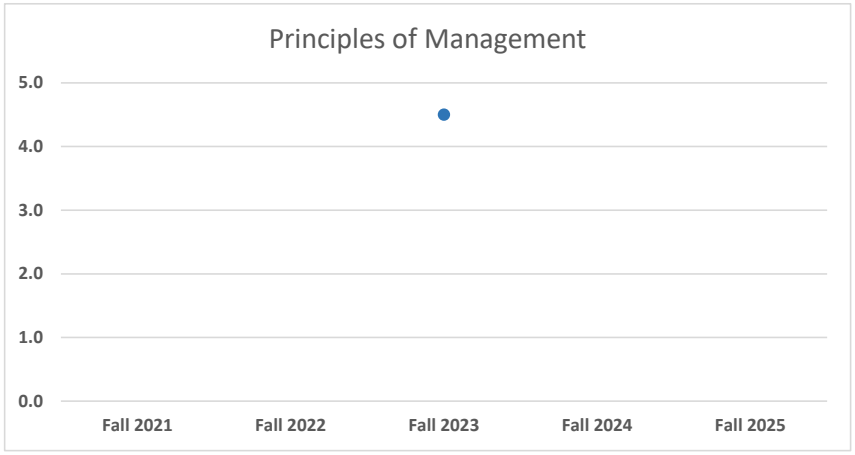
Recorded in: COM101 - Computers in Business Artifact: The Final Examination Lab		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the use of basic office software applications utilized in organizations or personal productivity, include, but not limited to, spreadsheets, presentation programs, and word processing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**

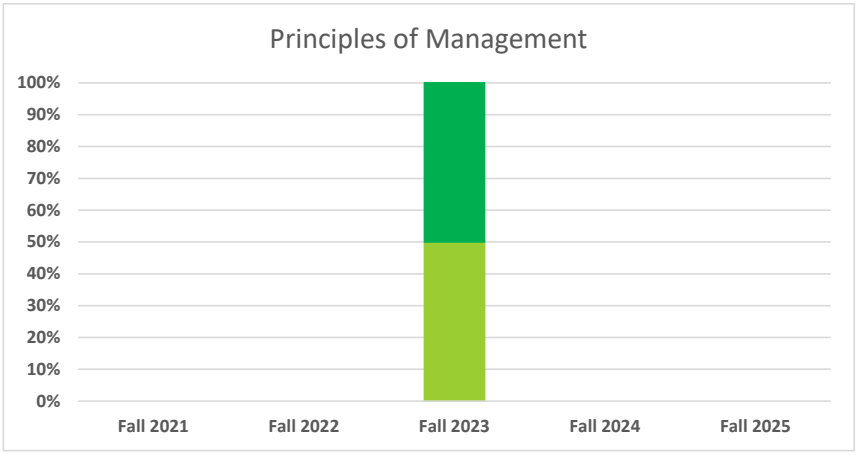




Learning Goal: Principles of Management (AS Business Administration Program)

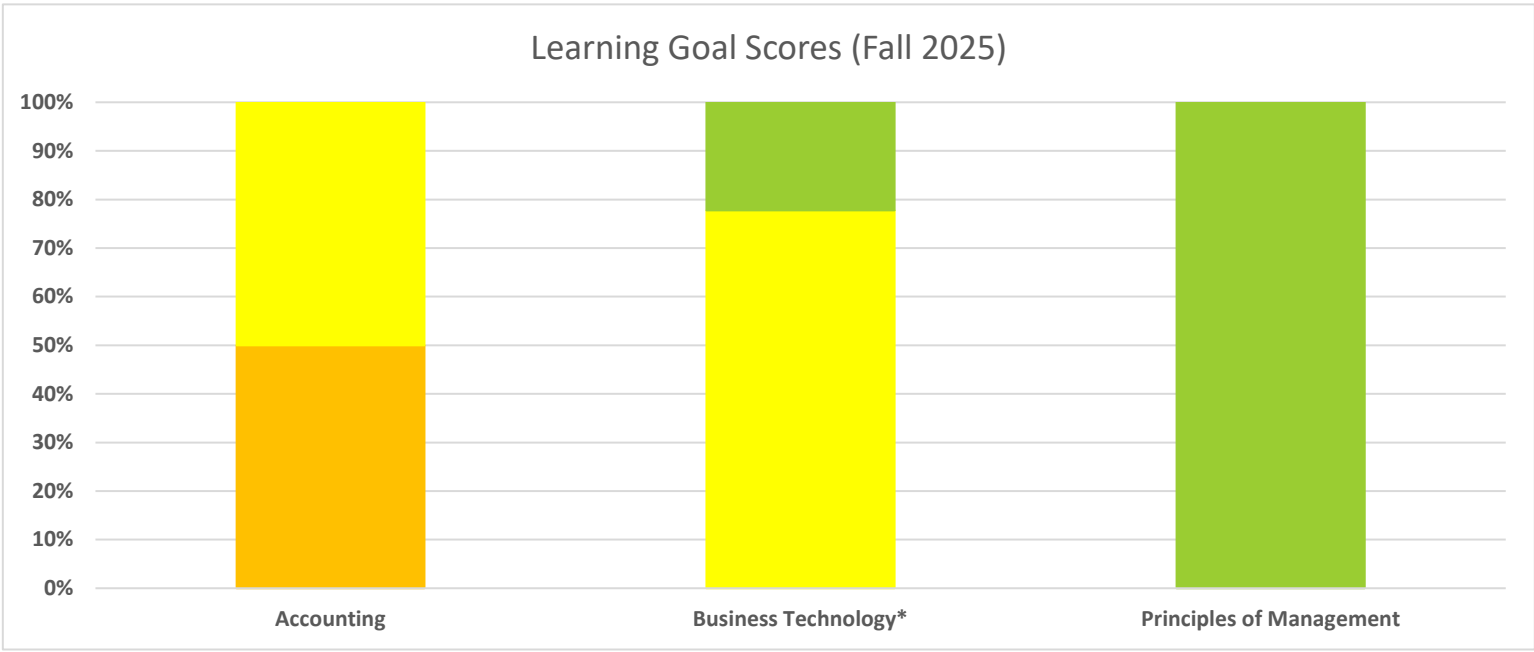
Recorded in: BUS211 - Principles of Management Artifact: The Final Management Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to use sound management principles as they relate to the planning, organizing, managing, and evaluation of managerial activities and in the decision-making process within an organization.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





AAS Business Management, Core Courses (Fall 2025)

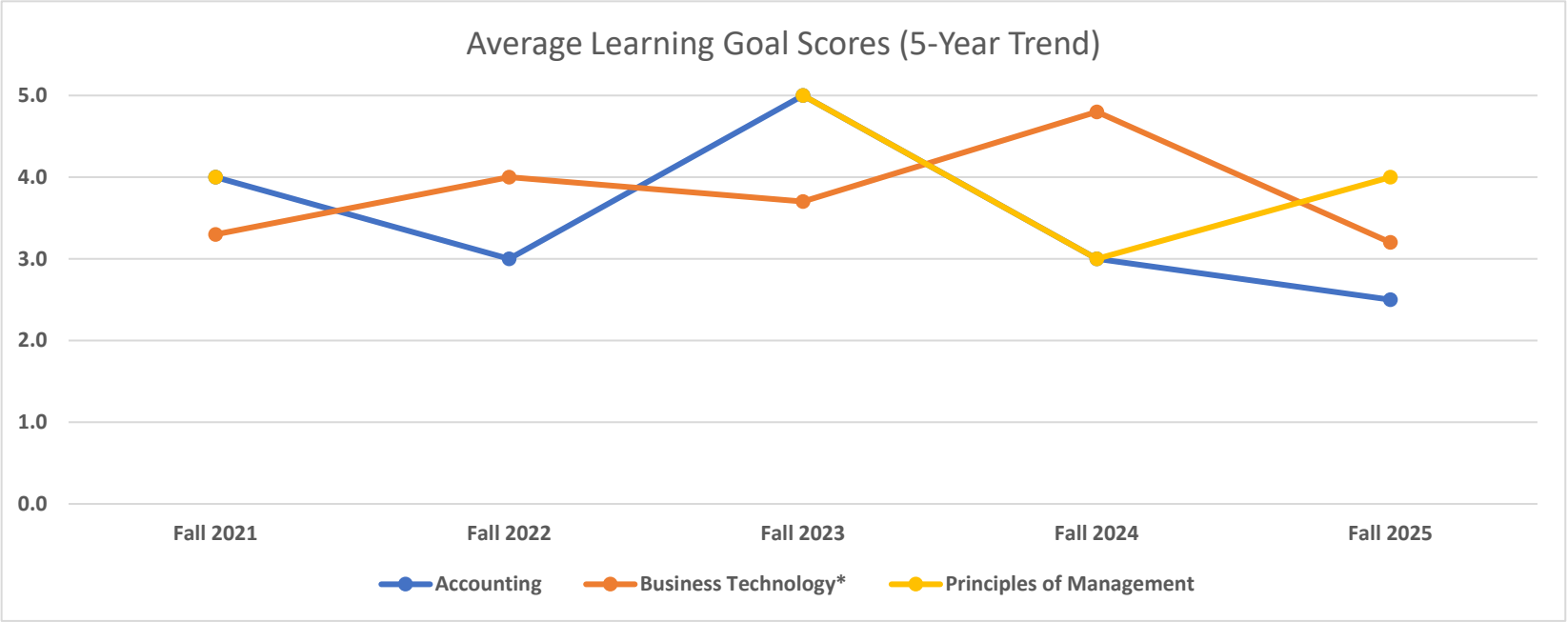
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Accounting	0	0.0%	1	50.0%	1	50.0%	0	0.0%	0	0.0%	2	**2.5**
*Business Technology**	0	0.0%	0	0.0%	7	77.8%	2	22.2%	0	0.0%	9	**3.2**
Principles of Management	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**



* The Business Technology learning goal has two separate artifacts. The score listed here is the combined average score for both artifacts. Separate breakdowns for each artifact are provided on the following pages.

AAS Business Management, Core Courses (5-Year Trend)

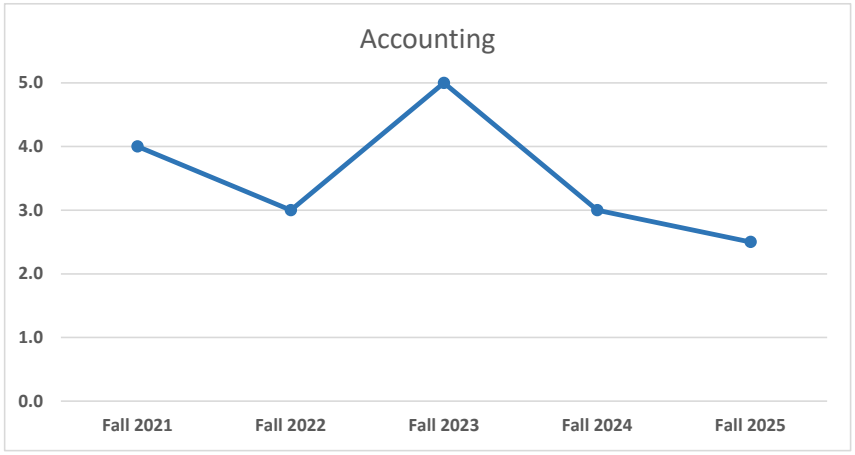
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Accounting	4.0	3.0	5.0	3.0	**2.5**
*Business Technology**	3.3	4.0	3.7	4.8	**3.2**
Principles of Management	4.0		5.0	3.0	**4.0**

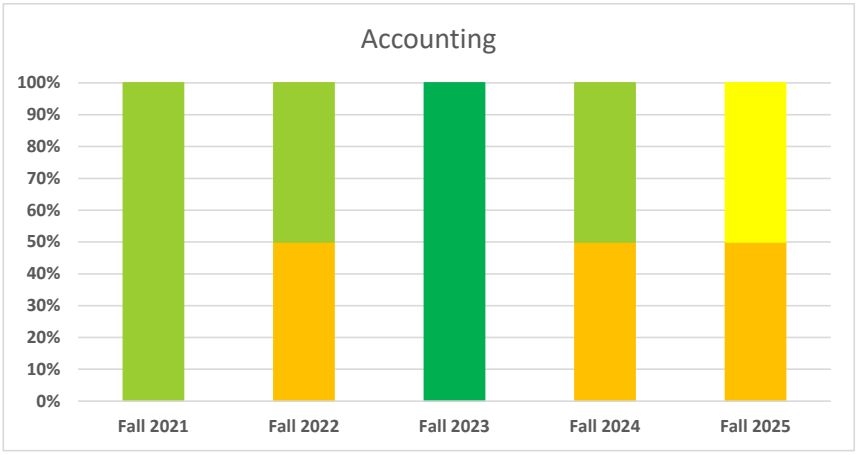


* The Business Technology learning goal has two separate artifacts. The score listed here is the combined average score for both artifacts. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Accounting (AAS Business Management Program, Core Courses)

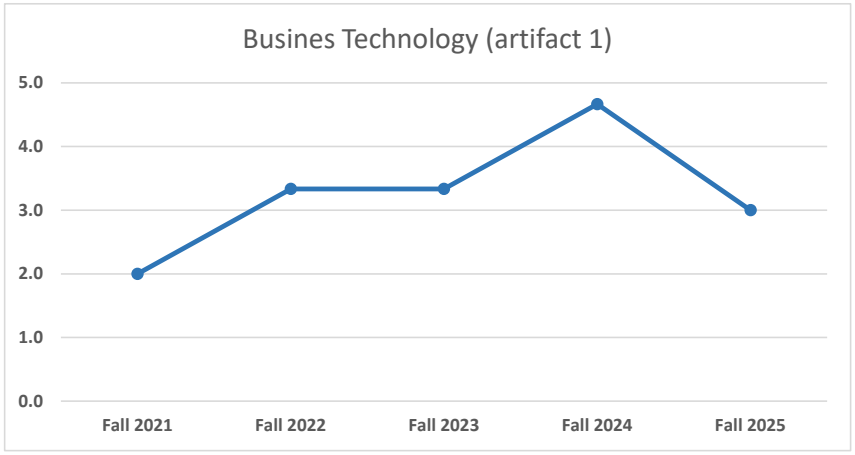
Recorded in: BUS101 - Accounting 1 Artifact: The Accounting Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrates the knowledge, skills, and applications required for basic accounting principles and techniques in an accounting cycle.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Fall 2022	0	0.0%	1	50.0%	0	0.0%	1	50.0%	0	0.0%	2	**3.0**
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Fall 2024	0	0.0%	1	50.0%	0	0.0%	1	50.0%	0	0.0%	2	**3.0**
Fall 2025	0	0.0%	1	50.0%	1	50.0%	0	0.0%	0	0.0%	2	**2.5**

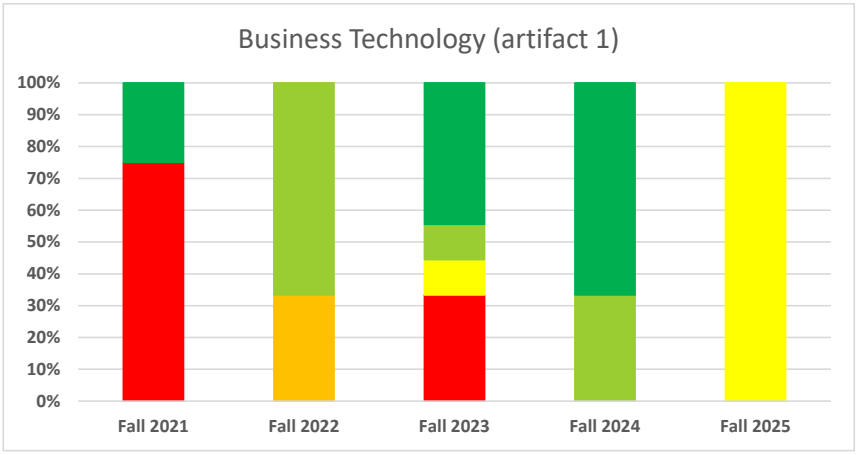




Learning Goal: Business Technology - artifact 1 (AAS Business Management Program, Core Courses)

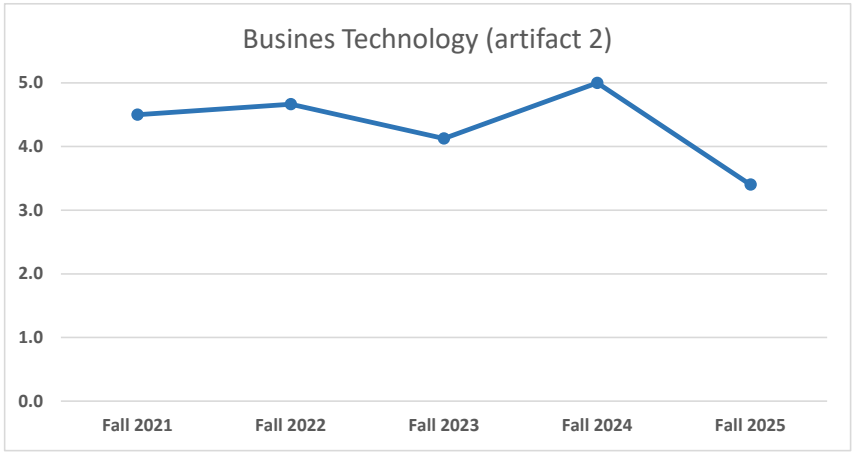
Recorded in: COM101 - Computers in Business Artifact: The Midsemester Examination Lab		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the use of basic office software applications utilized in organizations or personal productivity, include, but not limited to, spreadsheets, presentation programs, and word processing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	3	75.0%	0	0.0%	0	0.0%	0	0.0%	1	25.0%	4	**2.0**
	Fall 2022	0	0.0%	1	33.3%	0	0.0%	2	66.7%	0	0.0%	3	**3.3**
	Fall 2023	3	33.3%	0	0.0%	1	11.1%	1	11.1%	4	44.4%	9	**3.3**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Fall 2025	0	0.0%	0	0.0%	4	100.0%	0	0.0%	0	0.0%	4	**3.0**

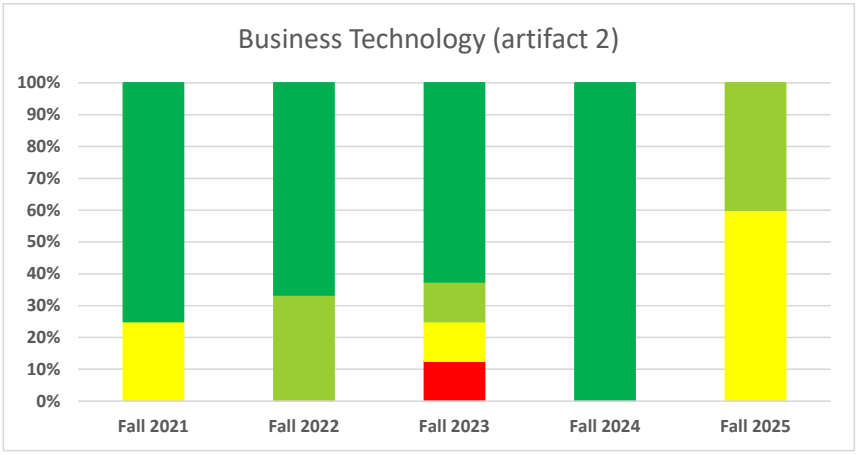




Learning Goal: Business Technology - artifact 2 (AAS Business Management Program, Core Courses)

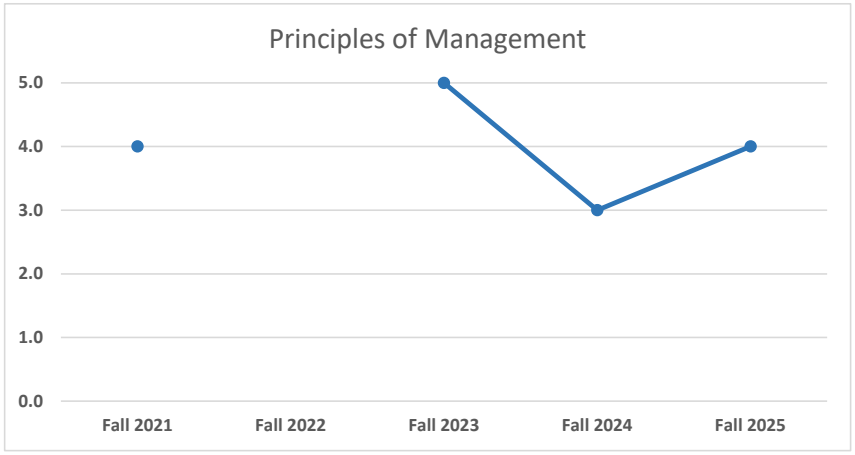
Recorded in: COM101 - Computers in Business Artifact: The Final Examination Lab		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the use of basic office software applications utilized in organizations or personal productivity, include, but not limited to, spreadsheets, presentation programs, and word processing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	1	25.0%	0	0.0%	3	75.0%	4	**4.5**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Fall 2023	1	12.5%	0	0.0%	1	12.5%	1	12.5%	5	62.5%	8	**4.1**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2025	0	0.0%	0	0.0%	3	60.0%	2	40.0%	0	0.0%	5	**3.4**

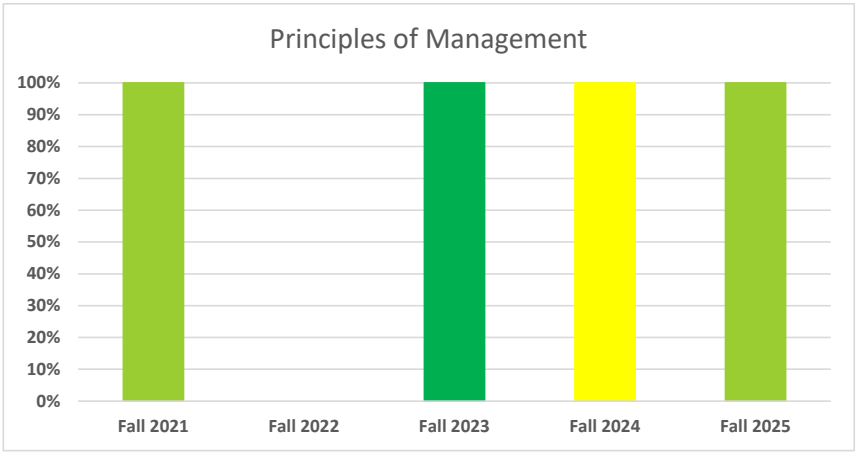




Learning Goal: Principles of Management (AAS Business Management Program, Core Courses)

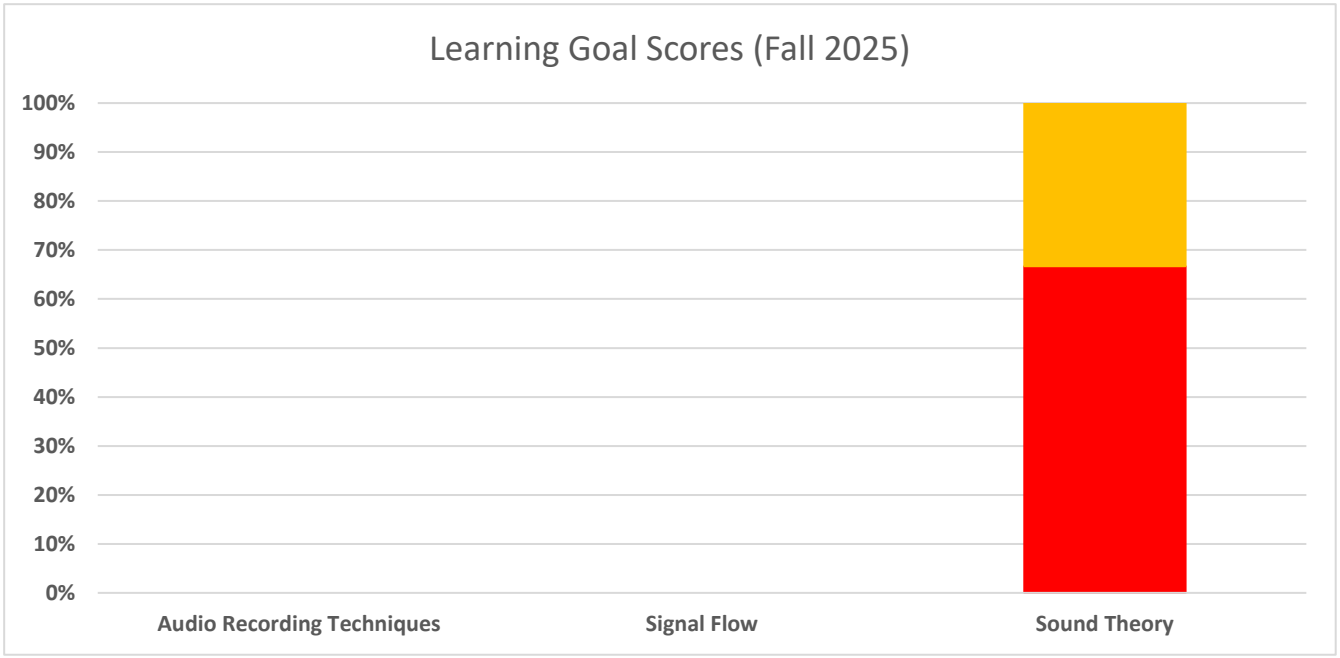
Recorded in: BUS211 - Principles of Management Artifact: The Final Management Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to use sound management principles as they relate to the planning, organizing, managing, and evaluation of managerial activities and in the decision-making process within an organization.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2024	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**





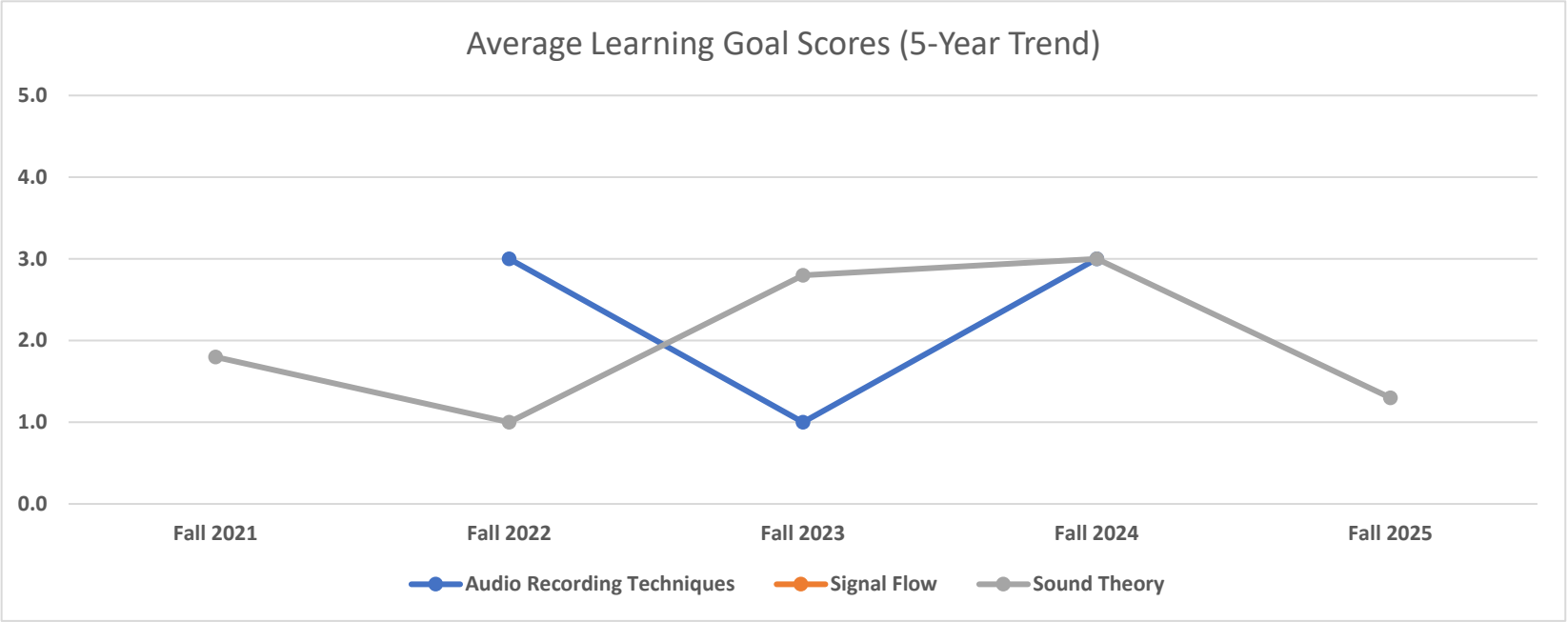
AAS Business Management, Audio Recording Technology Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Audio Recording Techniques	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Signal Flow	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Sound Theory	2	66.7%	1	33.3%	0	0.0%	0	0.0%	0	0.0%	3	**1.3**



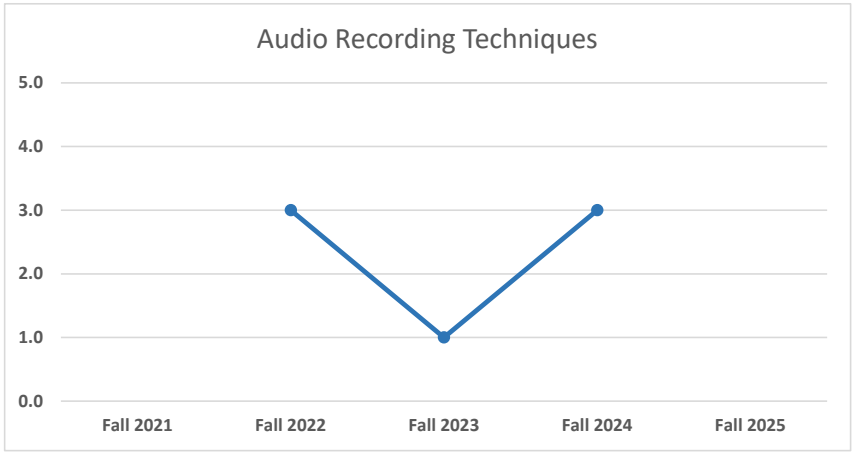
AAS Business Management, Audio Recording Technology Concentration (5-Year Trend)

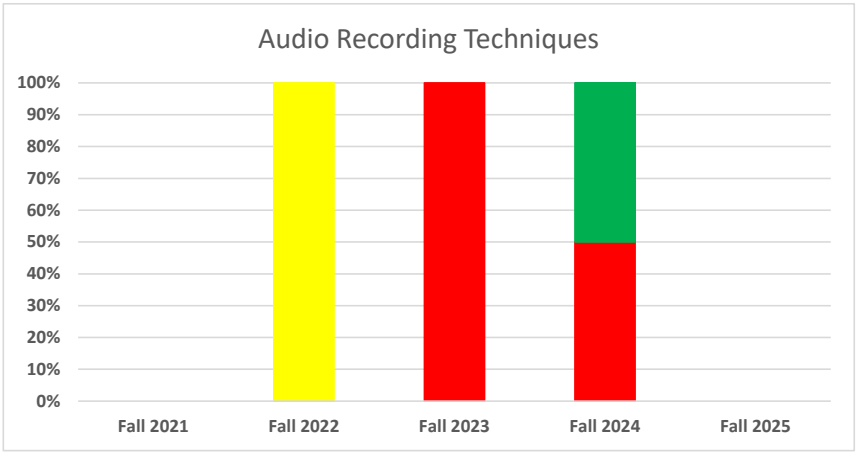
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Audio Recording Techniques		3.0	1.0	3.0	
Signal Flow					
Sound Theory	1.8	1.0	2.8	3.0	**1.3**



Learning Goal: Audio Recording Techniques (AAS Business Management Program, Audio Recording Technology Concentration)

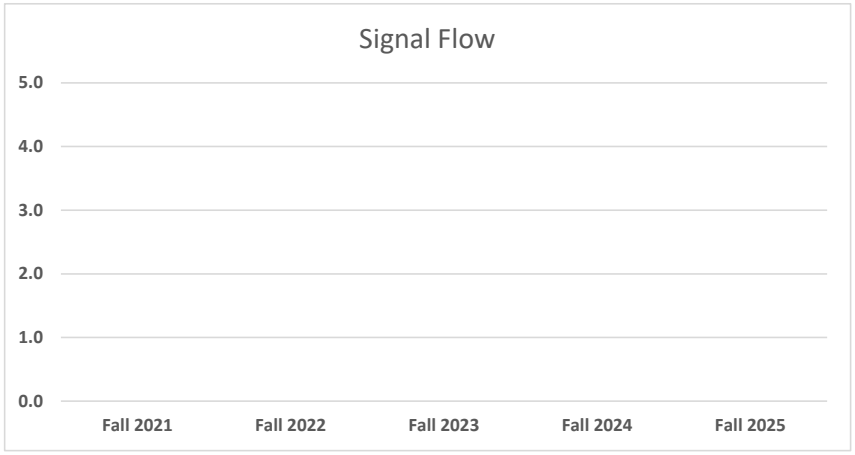
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Exam Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students also demonstrate the ability to perform proper recording procedures, set professional level with use of metering, recording compression techniques, independent headphone mixing systems, and playback mixing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Fall 2023	1	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	**1.0**
	Fall 2024	1	50.0%	0	0.0%	0	0.0%	0	0.0%	1	50.0%	2	**3.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

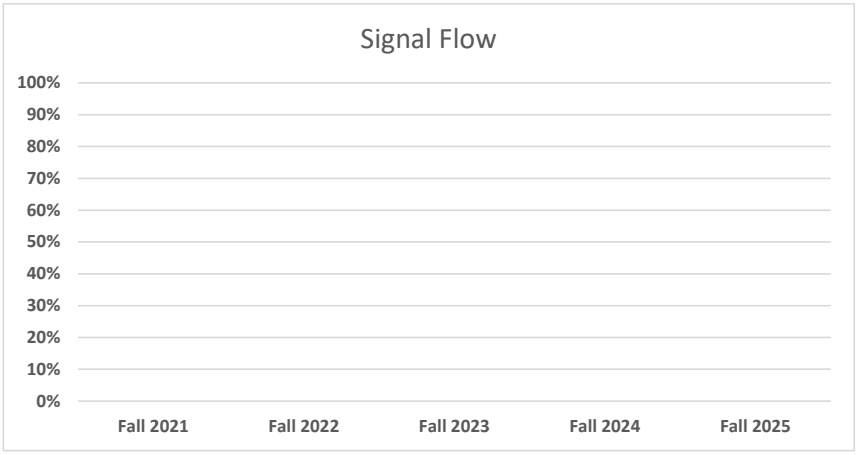




Learning Goal: Signal Flow (AAS Business Management Program, Audio Recording Technology Concentration)

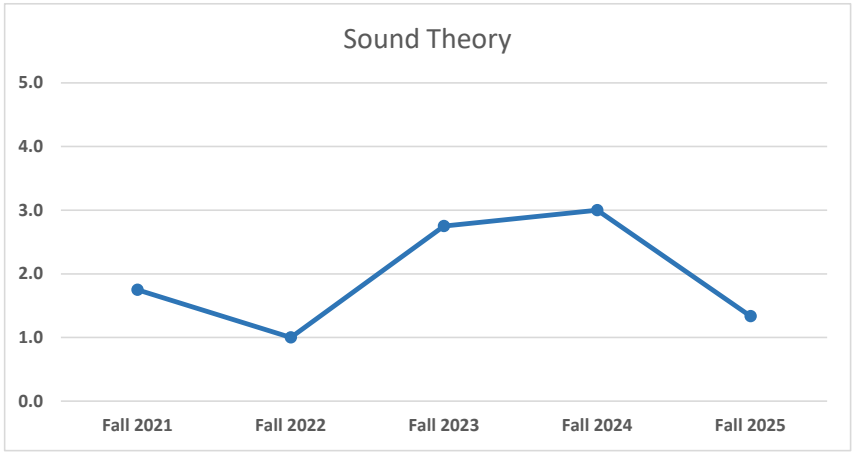
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

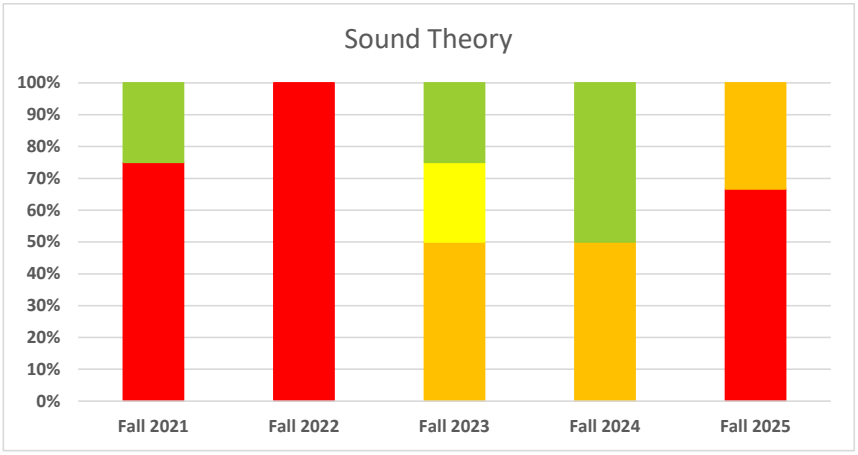




Learning Goal: Sound Theory (AAS Business Management Program, Audio Recording Technology Concentration)

Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	3	75.0%	0	0.0%	0	0.0%	1	25.0%	0	0.0%	4	**1.8**
	Fall 2022	3	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	3	**1.0**
	Fall 2023	0	0.0%	2	50.0%	1	25.0%	1	25.0%	0	0.0%	4	**2.8**
	Fall 2024	0	0.0%	1	50.0%	0	0.0%	1	50.0%	0	0.0%	2	**3.0**
	Fall 2025	2	66.7%	1	33.3%	0	0.0%	0	0.0%	0	0.0%	3	**1.3**





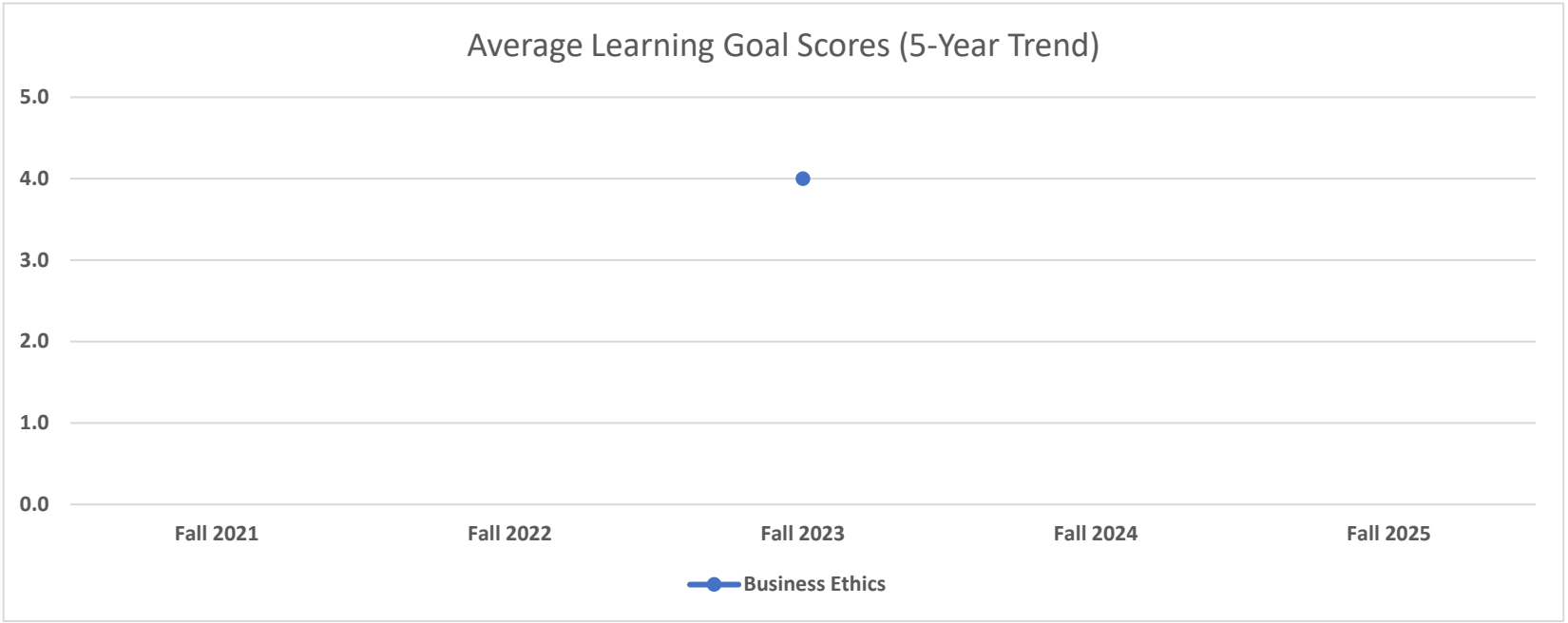
AAS Business Management, Business Management Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Business Ethics	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



AAS Business Management, Business Management Concentration (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Business Ethics			4.0		



Learning Goal: Business Ethics (AAS Business Management Program, Business Management Concentration)

Recorded in: BUS232 - Business Ethics Artifact: An Ethical Dilemma, Paper	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of ethical issues in the context of organizational ethics.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





AAS Business Management, Business Marketing Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Principles of Marketing	1	50.0%	1	50.0%	0	0.0%	0	0.0%	0	0.0%	2	**1.5**



AAS Business Management, Business Marketing Concentration (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Principles of Marketing					**1.5**



Learning Goal: Principles of Marketing (AAS Business Management Program, Business Marketing Concentration)

Recorded in: BUS241 - Principles of Marketing Artifact: Mid-semester Exam Essay Question		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of market segmentation and describing the four major categories of variable that can be used to segment the consumer markets.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	1	50.0%	1	50.0%	0	0.0%	0	0.0%	0	0.0%	2	**1.5**





AAS Business Management, MEIS Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Music Business Contracts	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



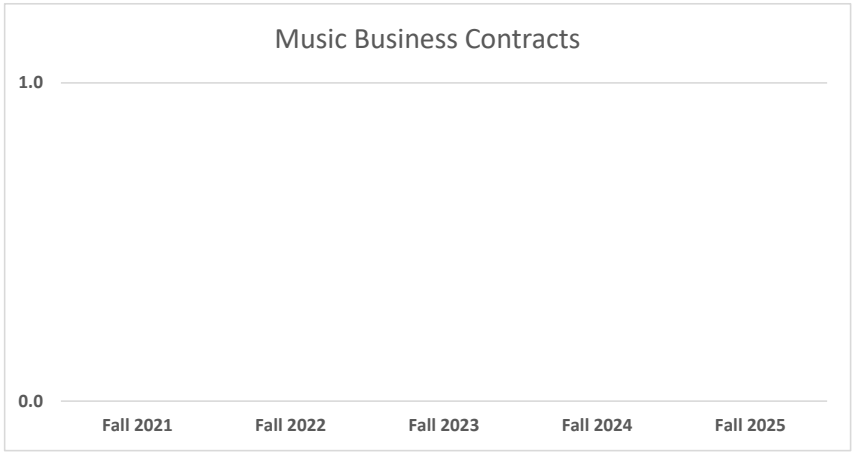
AAS Business Management, MEIS Concentration (5-Year Trend)

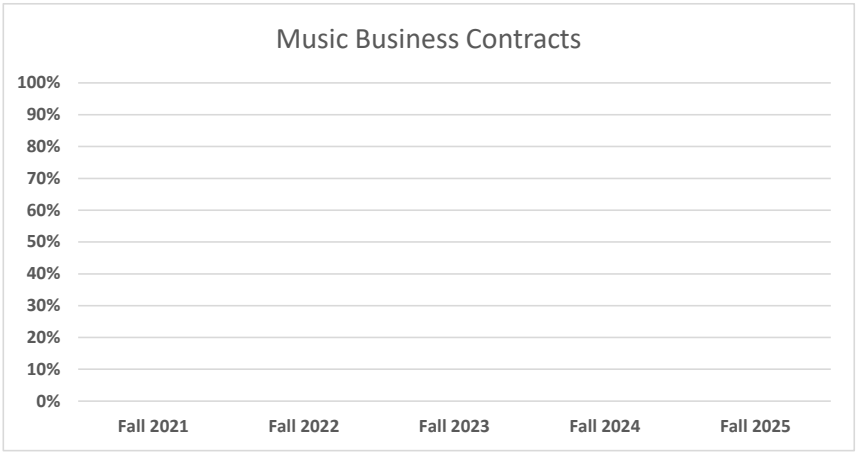
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Music Business Contracts					



Learning Goal: Music Business Contracts (AAS Business Management Program, MEIS Concentration)

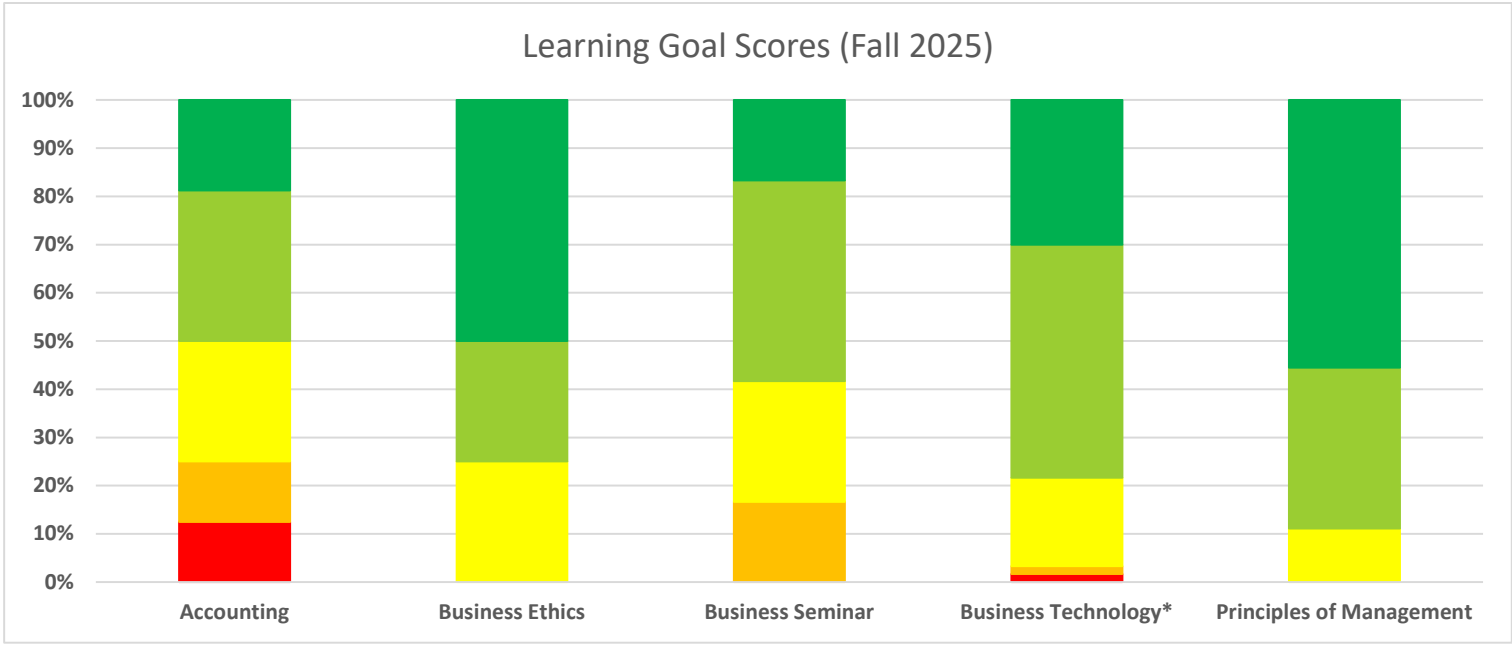
Recorded in: MUB202 - Music Business Contracts Artifact: The Music Business Contracts Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Review and discuss the major elements of business agreements and contracts commonly used in the music and entertainment industry.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





BBA Business Management, Core Courses (Fall 2025)

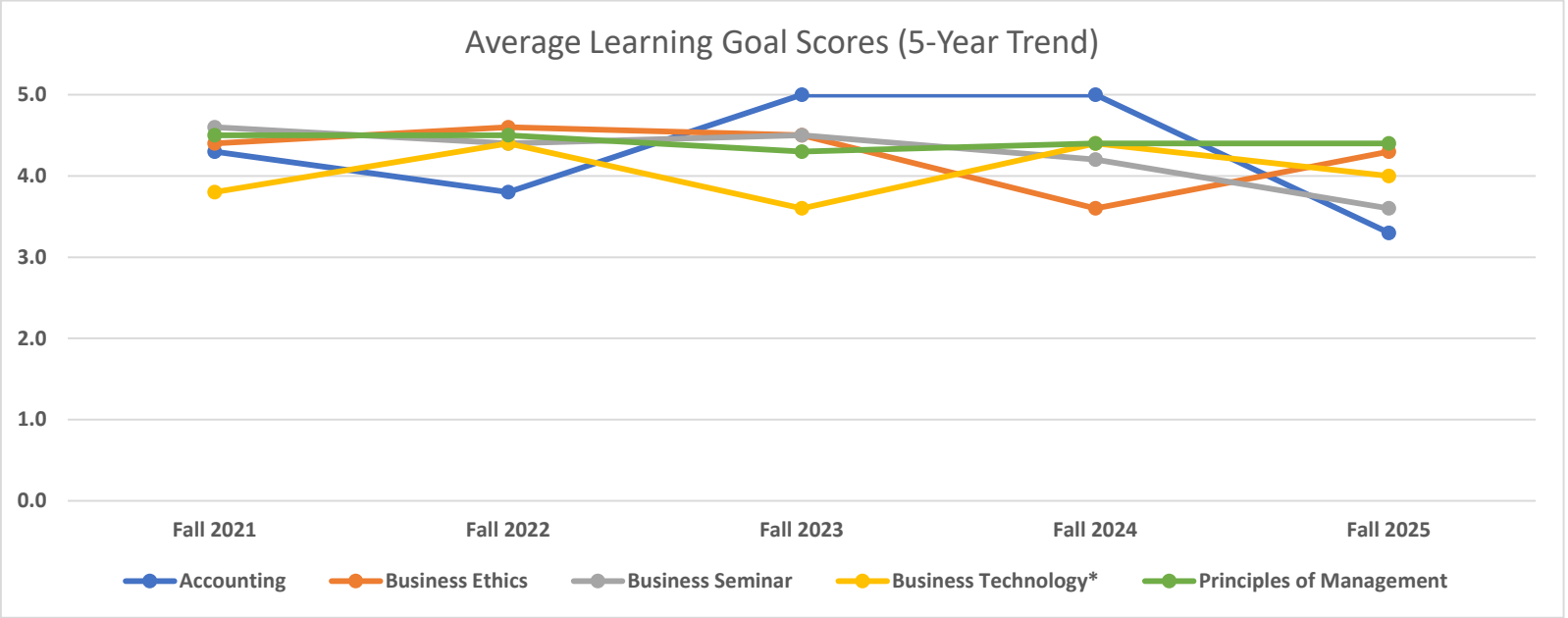
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Accounting	2	12.5%	2	12.5%	4	25.0%	5	31.3%	3	18.8%	16	**3.3**
Business Ethics	0	0.0%	0	0.0%	2	25.0%	2	25.0%	4	50.0%	8	**4.3**
Business Seminar	0	0.0%	2	16.7%	3	25.0%	5	41.7%	2	16.7%	12	**3.6**
*Business Technology**	1	1.7%	1	1.7%	11	18.3%	29	48.3%	18	30.0%	60	**4.0**
Principles of Management	0	0.0%	0	0.0%	1	11.1%	3	33.3%	5	55.6%	9	**4.4**



* The Business Technology learning goal has two separate artifacts. The score listed here is the combined average score for both artifacts. Separate breakdowns for each artifact are provided on the following pages.

BBA Business Management, Core Courses (5-Year Trend)

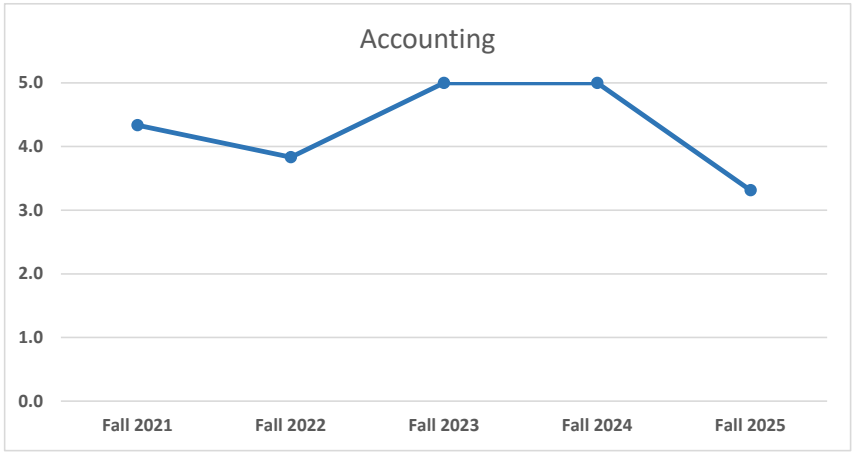
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Accounting	4.3	3.8	5.0	5.0	**3.3**
Business Ethics	4.4	4.6	4.5	3.6	**4.3**
Business Seminar	4.6	4.4	4.5	4.2	**3.6**
*Business Technology**	3.8	4.4	3.6	4.4	**4.0**
Principles of Management	4.5	4.5	4.3	4.4	**4.4**

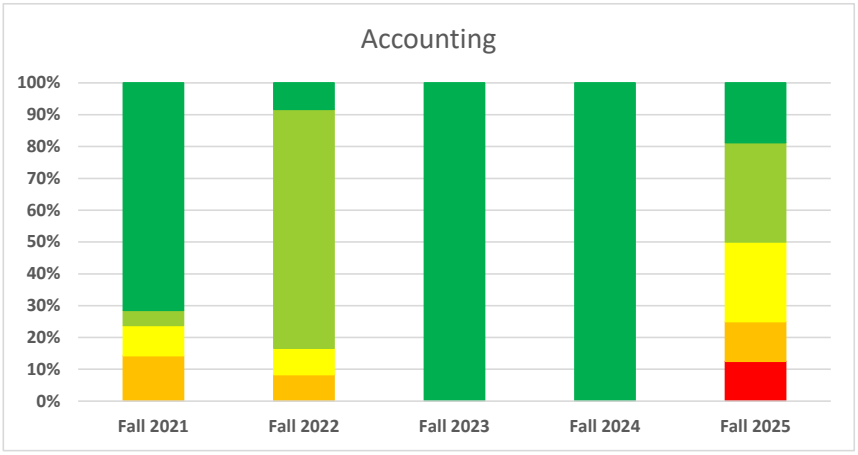


* The Business Technology learning goal has two separate artifacts. The score listed here is the combined average score for both artifacts. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Accounting (BBA Business Management Program, Core Courses)

Recorded in: BUS101 - Accounting 1 Artifact: The Accounting Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrates the knowledge, skills, and applications required for basic accounting principles and techniques in an accounting cycle.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	3	14.3%	2	9.5%	1	4.8%	15	71.4%	21	**4.3**
Fall 2022	0	0.0%	1	8.3%	1	8.3%	9	75.0%	1	8.3%	12	**3.8**
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	9	100.0%	9	**5.0**
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	19	100.0%	19	**5.0**
Fall 2025	2	12.5%	2	12.5%	4	25.0%	5	31.3%	3	18.8%	16	**3.3**

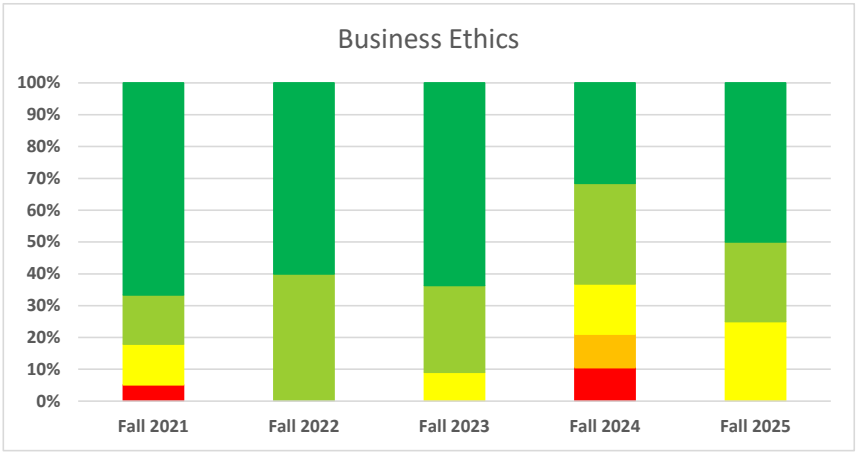




Learning Goal: Business Ethics (BBA Business Management Program, Core Courses)

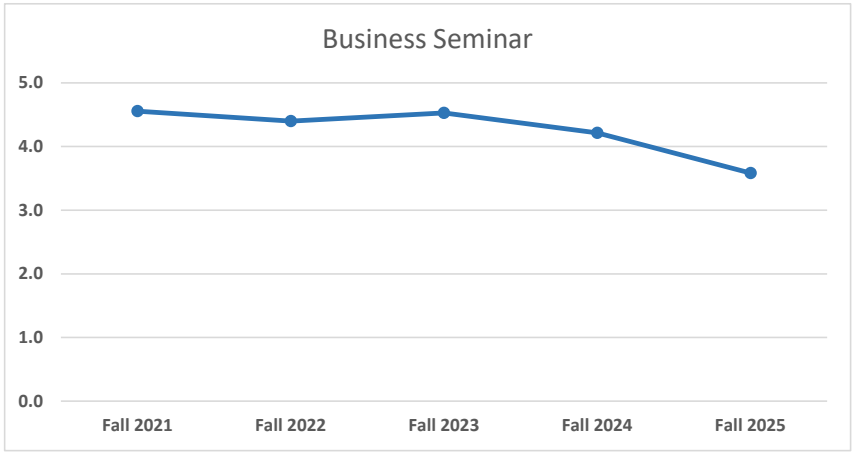
Recorded in: BUS232 - Business Ethics Artifact: An Ethical Dilemma, Paper	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of ethical issues in the context of organizational ethics.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	2	5.1%	0	0.0%	5	12.8%	6	15.4%	26	66.7%	39	**4.4**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	4	40.0%	6	60.0%	10	**4.6**
Fall 2023	0	0.0%	0	0.0%	1	9.1%	3	27.3%	7	63.6%	11	**4.5**
Fall 2024	2	10.5%	2	10.5%	3	15.8%	6	31.6%	6	31.6%	19	**3.6**
Fall 2025	0	0.0%	0	0.0%	2	25.0%	2	25.0%	4	50.0%	8	**4.3**

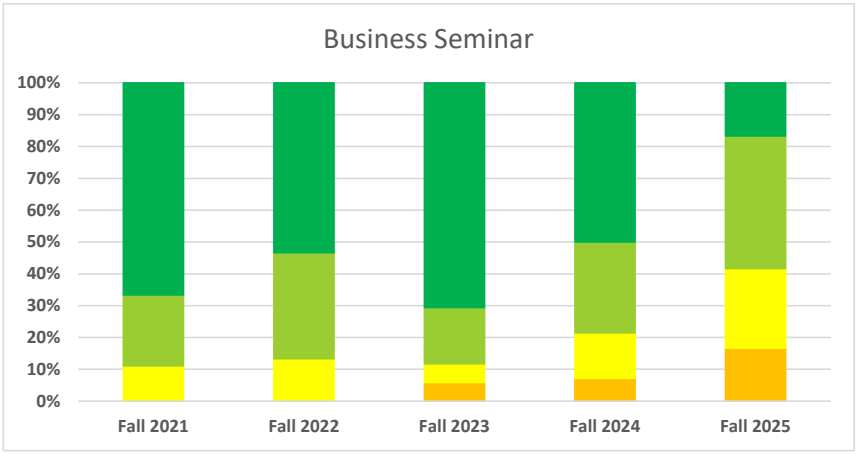




Learning Goal: Business Seminar (BBA Business Management Program, Core Courses)

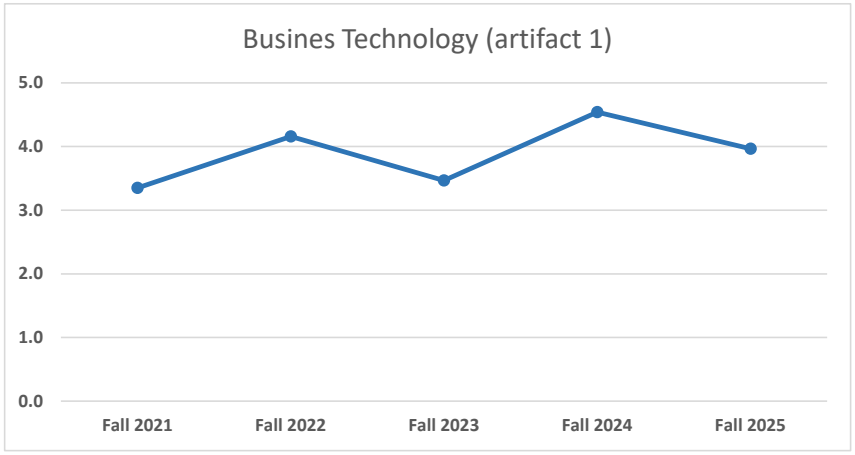
Recorded in: BUS461 - Business Seminar Artifact: Entrepreneurial Quiz	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Recognize the importance of entrepreneurship and identify an entrepreneur and their impact within their industry.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	2	11.1%	4	22.2%	12	66.7%	18	**4.6**
Fall 2022	0	0.0%	0	0.0%	2	13.3%	5	33.3%	8	53.3%	15	**4.4**
Fall 2023	0	0.0%	1	5.9%	1	5.9%	3	17.6%	12	70.6%	17	**4.5**
Fall 2024	0	0.0%	1	7.1%	2	14.3%	4	28.6%	7	50.0%	14	**4.2**
Fall 2025	0	0.0%	2	16.7%	3	25.0%	5	41.7%	2	16.7%	12	**3.6**

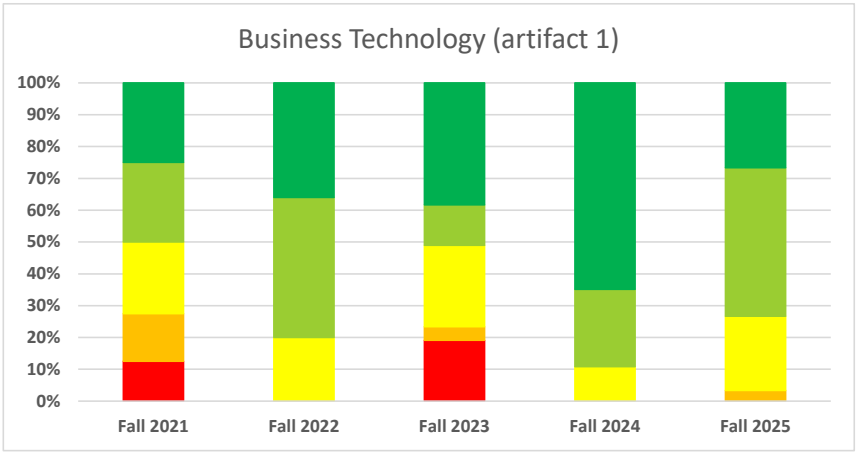




Learning Goal: Business Technology - artifact 1 (BBA Business Management Program, Core Courses)

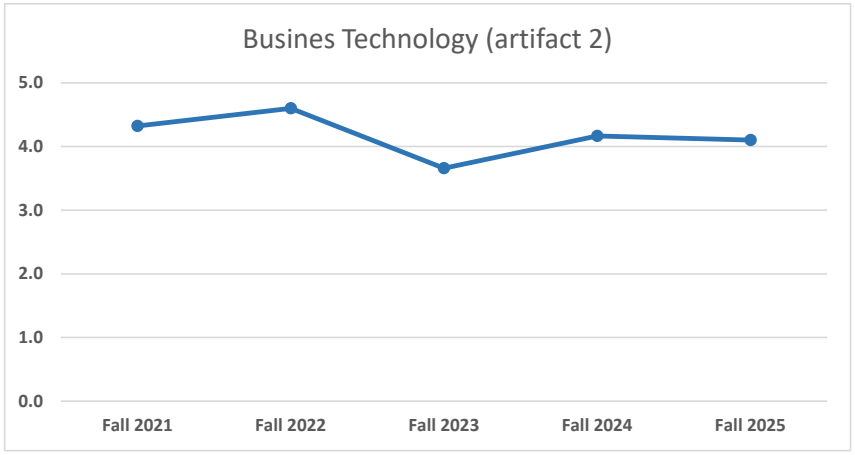
Recorded in: COM101 - Computers in Business Artifact: The Midsemester Examination Lab		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the use of basic office software applications utilized in organizations or personal productivity, include, but not limited to, spreadsheets, presentation programs, and word processing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	5	12.5%	6	15.0%	9	22.5%	10	25.0%	10	25.0%	40	**3.4**
	Fall 2022	0	0.0%	0	0.0%	5	20.0%	11	44.0%	9	36.0%	25	**4.2**
	Fall 2023	9	19.1%	2	4.3%	12	25.5%	6	12.8%	18	38.3%	47	**3.5**
	Fall 2024	0	0.0%	0	0.0%	4	10.8%	9	24.3%	24	64.9%	37	**4.5**
	Fall 2025	0	0.0%	1	3.3%	7	23.3%	14	46.7%	8	26.7%	30	**4.0**

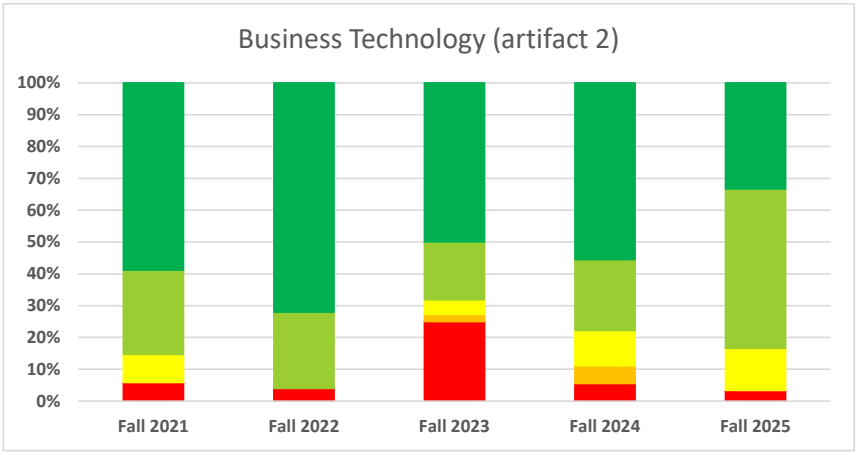




Learning Goal: Business Technology - artifact 2 (BBA Business Management Program, Core Courses)

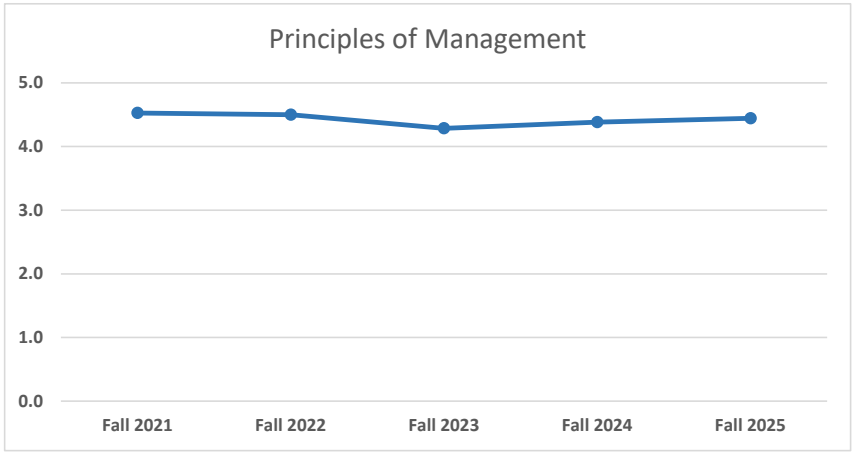
Recorded in: COM101 - Computers in Business Artifact: The Final Examination Lab		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the use of basic office software applications utilized in organizations or personal productivity, include, but not limited to, spreadsheets, presentation programs, and word processing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	2	5.9%	0	0.0%	3	8.8%	9	26.5%	20	58.8%	34	**4.3**
	Fall 2022	1	4.0%	0	0.0%	0	0.0%	6	24.0%	18	72.0%	25	**4.6**
	Fall 2023	11	25.0%	1	2.3%	2	4.5%	8	18.2%	22	50.0%	44	**3.7**
	Fall 2024	2	5.6%	2	5.6%	4	11.1%	8	22.2%	20	55.6%	36	**4.2**
	Fall 2025	1	3.3%	0	0.0%	4	13.3%	15	50.0%	10	33.3%	30	**4.1**

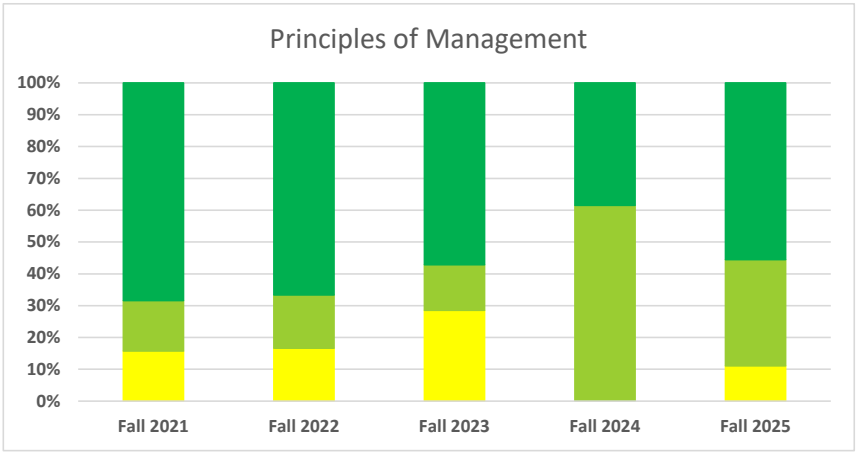




Learning Goal: Principles of Management (BBA Business Management Program, Core Courses)

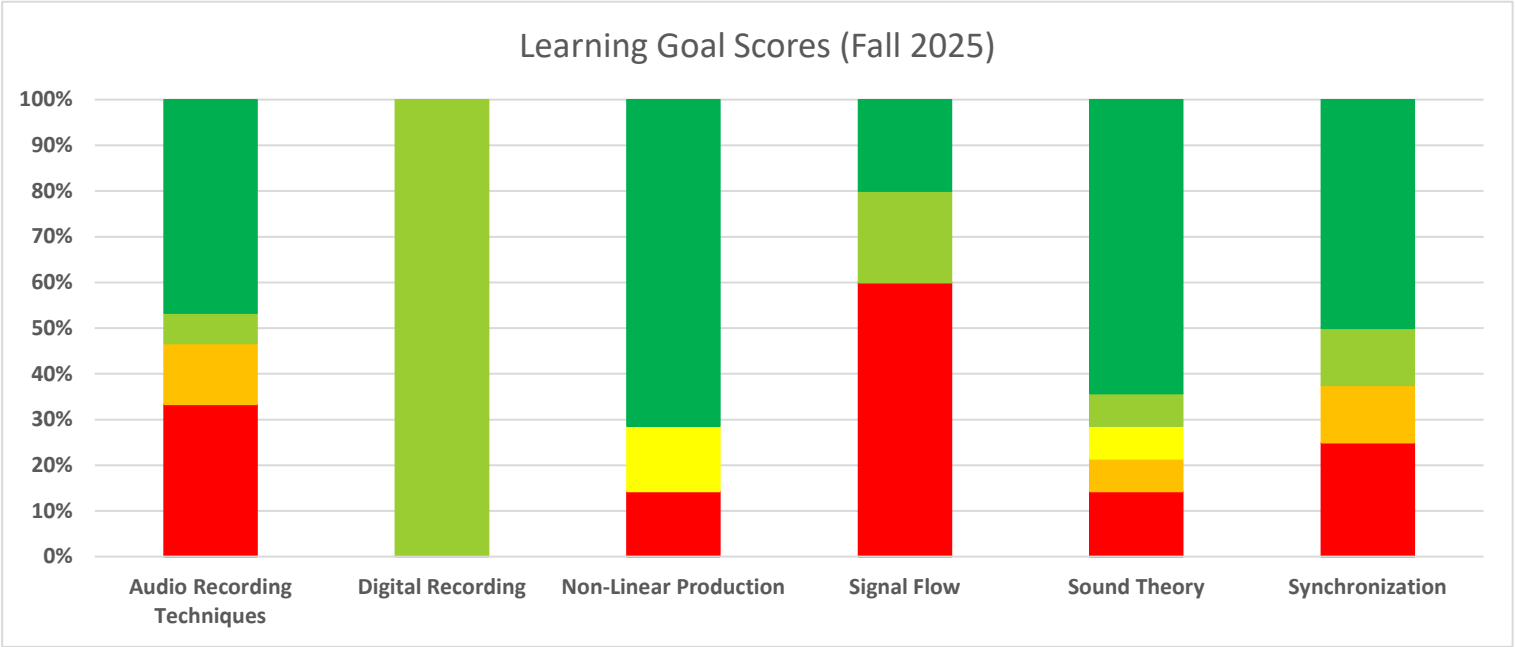
Recorded in: BUS211 - Principles of Management Artifact: The Final Management Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to use sound management principles as they relate to the planning, organizing, managing, and evaluation of managerial activities and in the decision-making process within an organization.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	3	15.8%	3	15.8%	13	68.4%	19	**4.5**
	Fall 2022	0	0.0%	0	0.0%	1	16.7%	1	16.7%	4	66.7%	6	**4.5**
	Fall 2023	0	0.0%	0	0.0%	2	28.6%	1	14.3%	4	57.1%	7	**4.3**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	8	61.5%	5	38.5%	13	**4.4**
	Fall 2025	0	0.0%	0	0.0%	1	11.1%	3	33.3%	5	55.6%	9	**4.4**





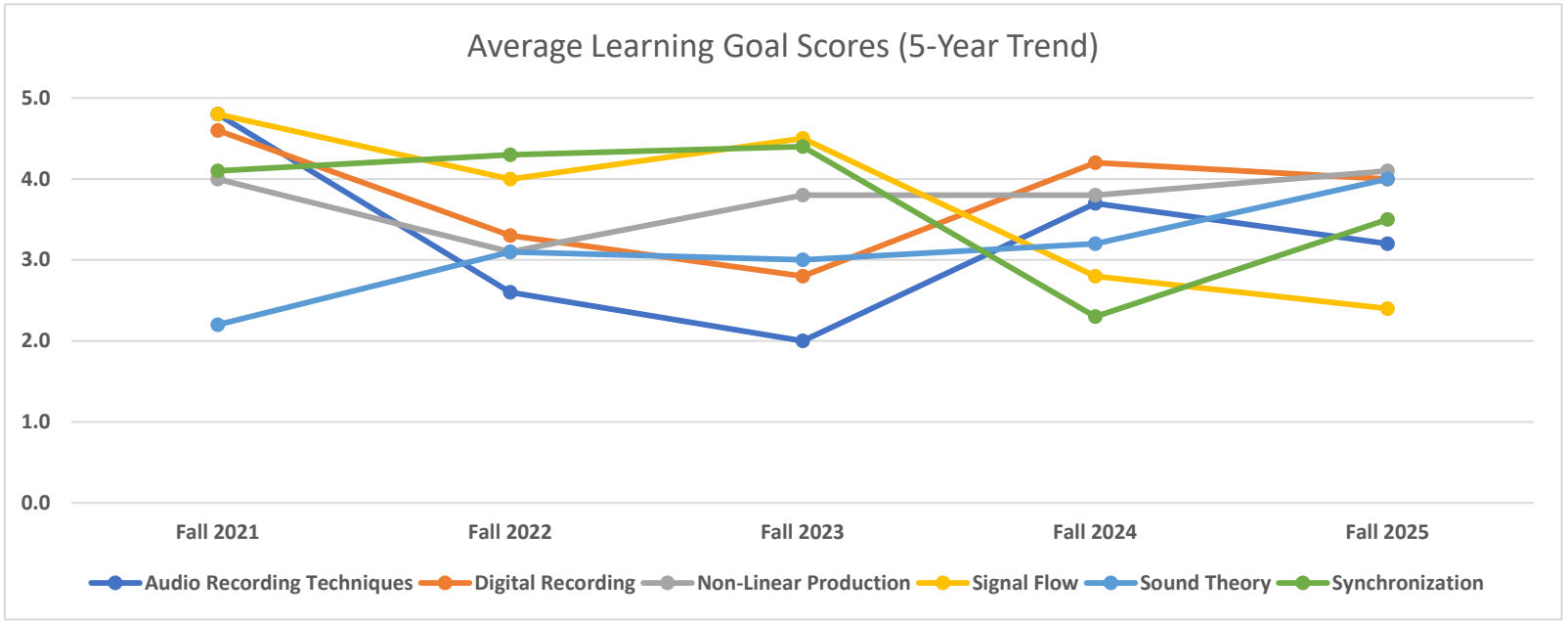
BBA Business Management, Audio Recording Technology Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Audio Recording Techniques	5	33.3%	2	13.3%	0	0.0%	1	6.7%	7	46.7%	15	**3.2**
Digital Recording	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**
Non-Linear Production	1	14.3%	0	0.0%	1	14.3%	0	0.0%	5	71.4%	7	**4.1**
Signal Flow	3	60.0%	0	0.0%	0	0.0%	1	20.0%	1	20.0%	5	**2.4**
Sound Theory	2	14.3%	1	7.1%	1	7.1%	1	7.1%	9	64.3%	14	**4.0**
Synchronization	2	25.0%	1	12.5%	0	0.0%	1	12.5%	4	50.0%	8	**3.5**



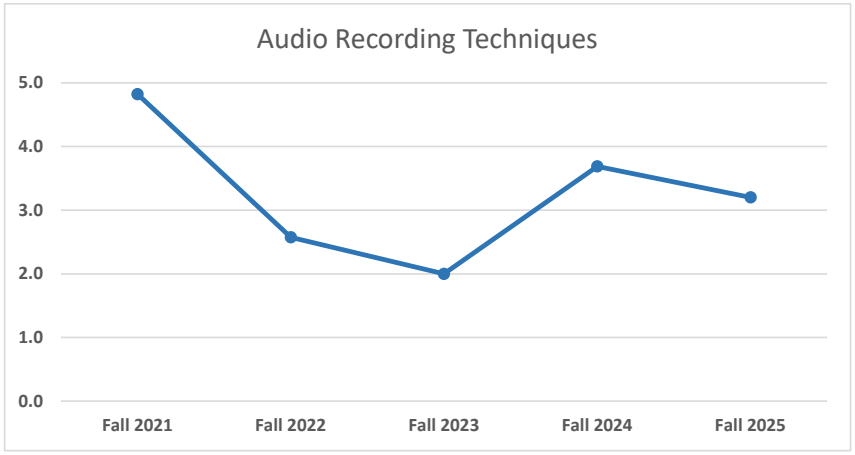
BBA Business Management, Audio Recording Technology Concentration (5-Year Trend)

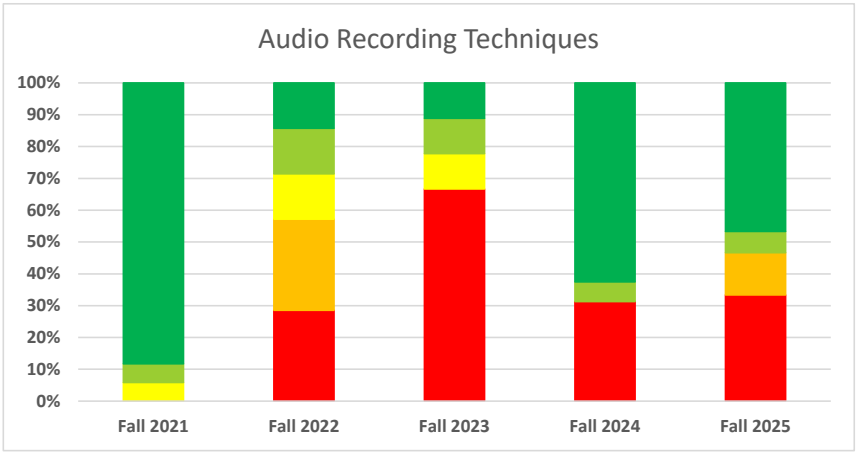
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Audio Recording Techniques	4.8	2.6	2.0	3.7	**3.2**
Digital Recording	4.6	3.3	2.8	4.2	**4.0**
Non-Linear Production	4.0	3.1	3.8	3.8	**4.1**
Signal Flow	4.8	4.0	4.5	2.8	**2.4**
Sound Theory	2.2	3.1	3.0	3.2	**4.0**
Synchronization	4.1	4.3	4.4	2.3	**3.5**



Learning Goal: Audio Recording Techniques (BBA Business Management Program, Audio Recording Technology Concentration)

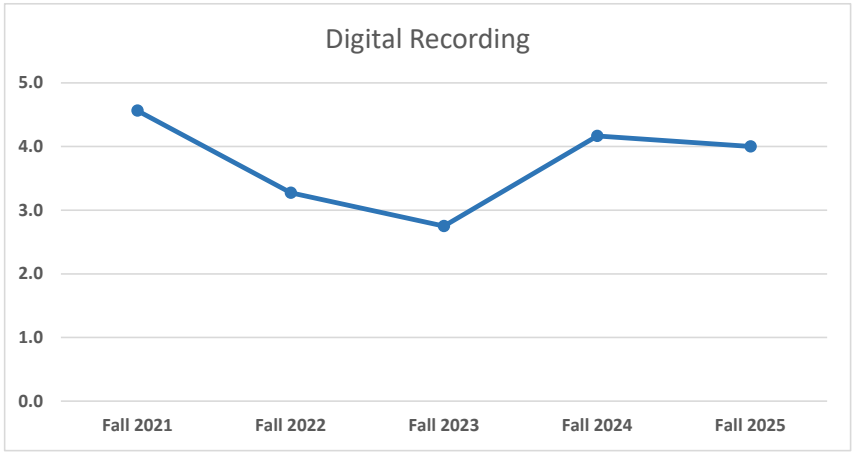
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Exam Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students also demonstrate the ability to perform proper recording procedures, set professional level with use of metering, recording compression techniques, independent headphone mixing systems, and playback mixing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	1	5.9%	1	5.9%	15	88.2%	17	**4.8**
	Fall 2022	4	28.6%	4	28.6%	2	14.3%	2	14.3%	2	14.3%	14	**2.6**
	Fall 2023	6	66.7%	0	0.0%	1	11.1%	1	11.1%	1	11.1%	9	**2.0**
	Fall 2024	5	31.3%	0	0.0%	0	0.0%	1	6.3%	10	62.5%	16	**3.7**
	Fall 2025	5	33.3%	2	13.3%	0	0.0%	1	6.7%	7	46.7%	15	**3.2**

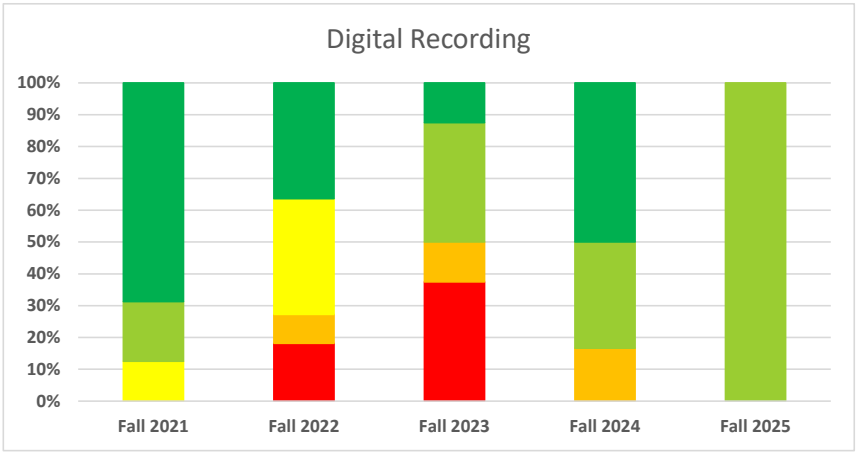




Learning Goal: Digital Recording (BBA Business Management Program, Audio Recording Technology Concentration)

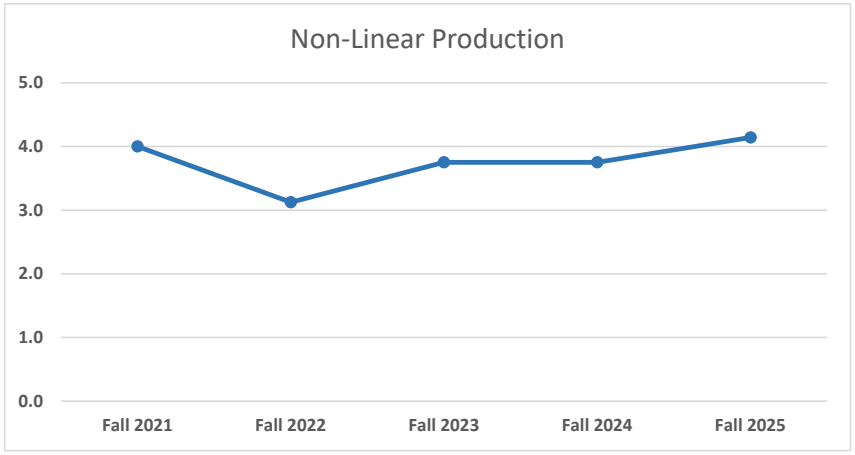
Recorded in: AUD303 - MIDI Applications Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to record and manipulate Musical Instrument Digital Interface (MIDI) data for music sequencing and composition.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	2	12.5%	3	18.8%	11	68.8%	16	**4.6**
	Fall 2022	2	18.2%	1	9.1%	4	36.4%	0	0.0%	4	36.4%	11	**3.3**
	Fall 2023	3	37.5%	1	12.5%	0	0.0%	3	37.5%	1	12.5%	8	**2.8**
	Fall 2024	0	0.0%	1	16.7%	0	0.0%	2	33.3%	3	50.0%	6	**4.2**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**

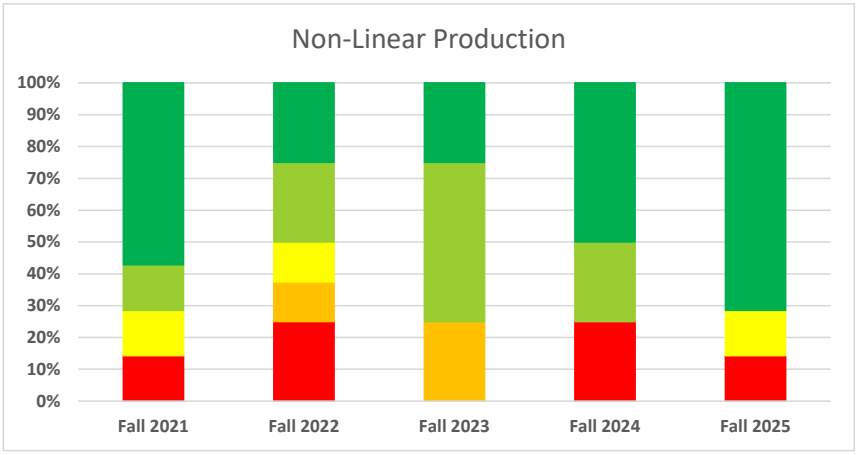




Learning Goal: Non-Linear Production (BBA Business Management Program, Audio Recording Technology Concentration)

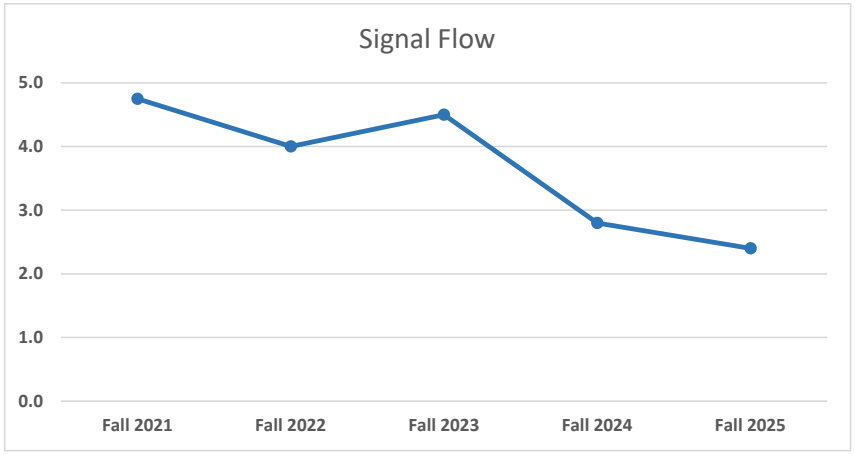
Recorded in: AUD304 - Nonlinear Recording Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate digital audio recording workstations, including plug-ins and control surfaces, to record, mix, edit, and store a production into a tangible medium of expression.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	1	14.3%	0	0.0%	1	14.3%	1	14.3%	4	57.1%	7	**4.0**
	Fall 2022	2	25.0%	1	12.5%	1	12.5%	2	25.0%	2	25.0%	8	**3.1**
	Fall 2023	0	0.0%	1	25.0%	0	0.0%	2	50.0%	1	25.0%	4	**3.8**
	Fall 2024	1	25.0%	0	0.0%	0	0.0%	1	25.0%	2	50.0%	4	**3.8**
	Fall 2025	1	14.3%	0	0.0%	1	14.3%	0	0.0%	5	71.4%	7	**4.1**

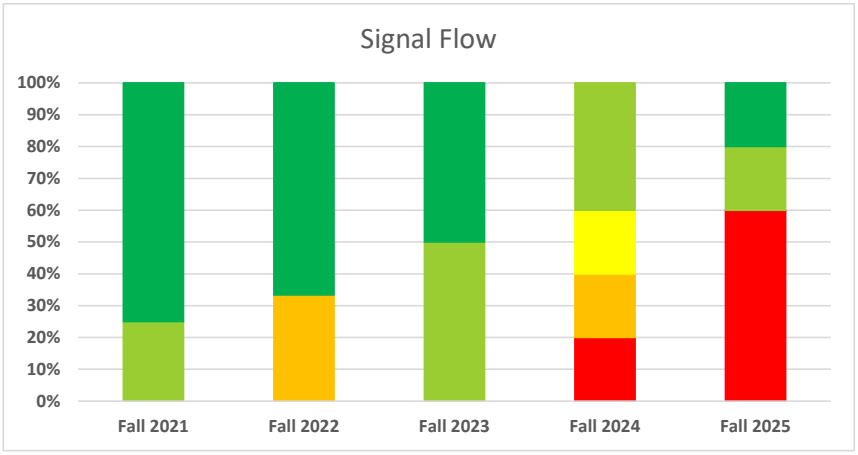




Learning Goal: Signal Flow (BBA Business Management Program, Audio Recording Technology Concentration)

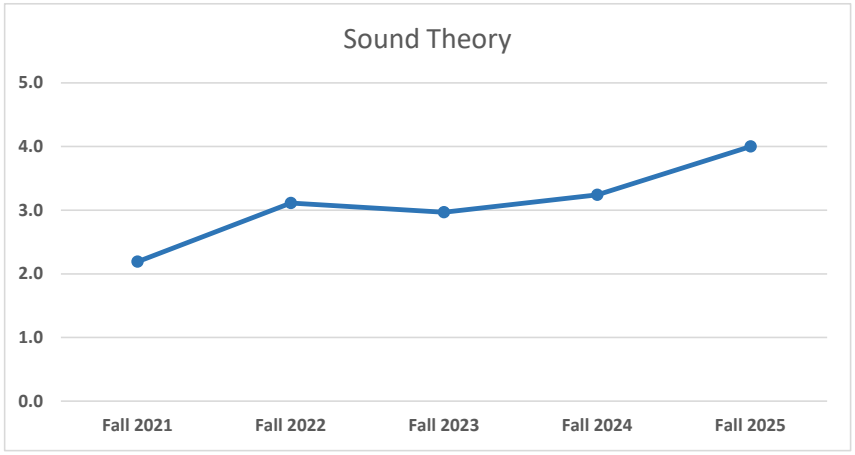
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	25.0%	3	75.0%	4	**4.8**
	Fall 2022	0	0.0%	2	33.3%	0	0.0%	0	0.0%	4	66.7%	6	**4.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Fall 2024	1	20.0%	1	20.0%	1	20.0%	2	40.0%	0	0.0%	5	**2.8**
	Fall 2025	3	60.0%	0	0.0%	0	0.0%	1	20.0%	1	20.0%	5	**2.4**

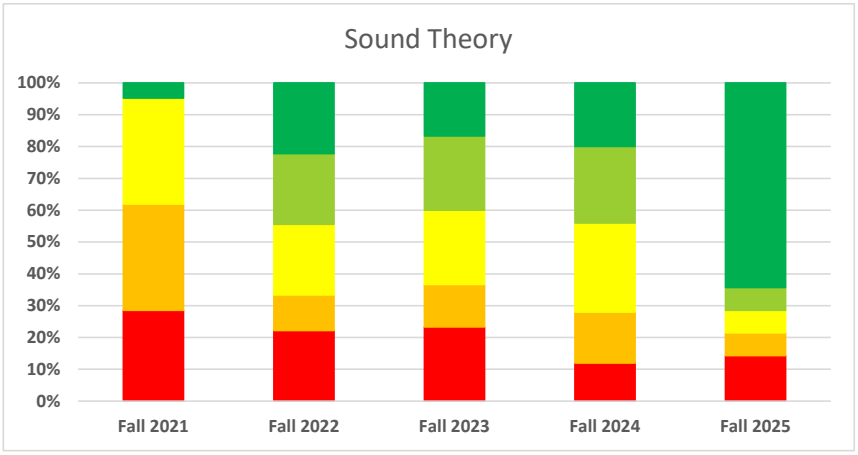




Learning Goal: Sound Theory (BBA Business Management Program, Audio Recording Technology Concentration)

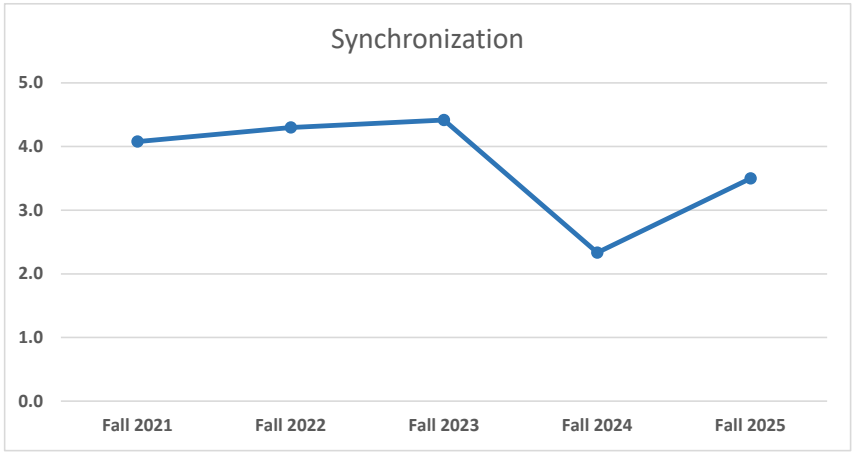
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	6	28.6%	7	33.3%	7	33.3%	0	0.0%	1	4.8%	21	**2.2**
	Fall 2022	2	22.2%	1	11.1%	2	22.2%	2	22.2%	2	22.2%	9	**3.1**
	Fall 2023	7	23.3%	4	13.3%	7	23.3%	7	23.3%	5	16.7%	30	**3.0**
	Fall 2024	3	12.0%	4	16.0%	7	28.0%	6	24.0%	5	20.0%	25	**3.2**
	Fall 2025	2	14.3%	1	7.1%	1	7.1%	1	7.1%	9	64.3%	14	**4.0**

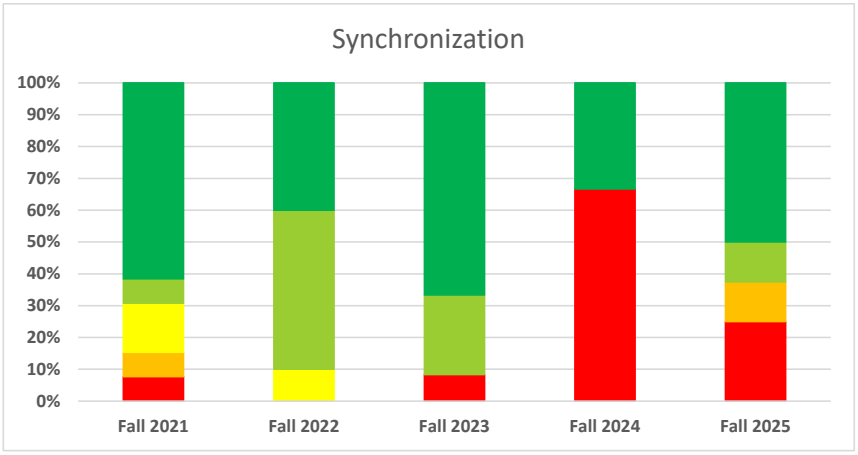




Learning Goal: Synchronization (BBA Business Management Program, Audio Recording Technology Concentration)

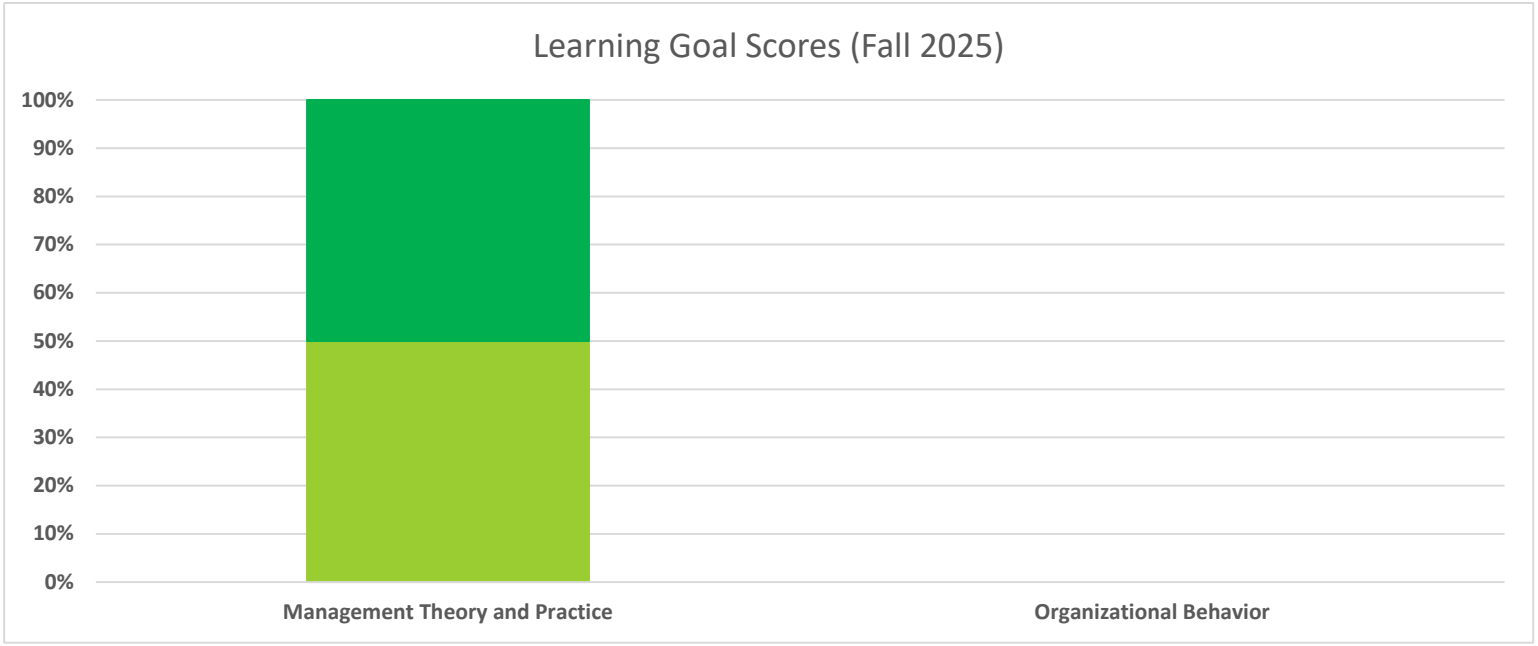
Recorded in: AUD401 - Audio/Video Post-Production Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to create and synch a soundtrack to motion pictures.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	1	7.7%	1	7.7%	2	15.4%	1	7.7%	8	61.5%	13	**4.1**
	Fall 2022	0	0.0%	0	0.0%	1	10.0%	5	50.0%	4	40.0%	10	**4.3**
	Fall 2023	1	8.3%	0	0.0%	0	0.0%	3	25.0%	8	66.7%	12	**4.4**
	Fall 2024	4	66.7%	0	0.0%	0	0.0%	0	0.0%	2	33.3%	6	**2.3**
	Fall 2025	2	25.0%	1	12.5%	0	0.0%	1	12.5%	4	50.0%	8	**3.5**





BBA Business Management, Business Management Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Management Theory and Practice	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
Organizational Behavior	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



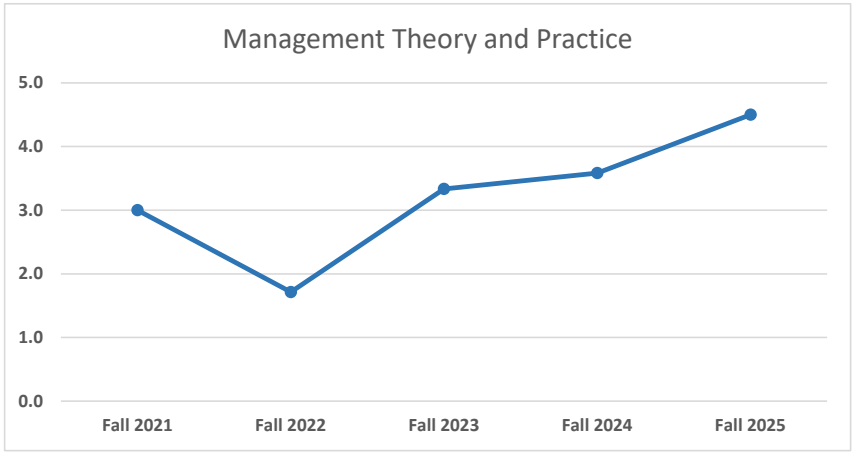
BBA Business Management, Business Management Concentration (5-Year Trend)

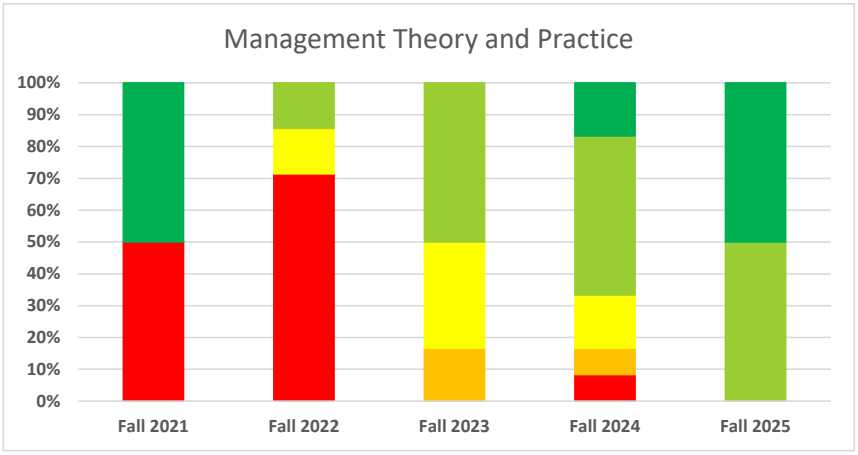
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Management Theory and Practice	3.0	1.7	3.3	3.6	**4.5**
Organizational Behavior					



Learning Goal: Management Theory and Practice (BBA Business Management Program, Business Management Concentration)

Recorded in: BUS310 - Management Theory and Practice Artifact: Essay Questions Final Exam	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Describe the changes that take place in a business's organizational structure as it grows in size, geographical dispersion, and complexity.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	1	50.0%	0	0.0%	0	0.0%	0	0.0%	1	50.0%	2	**3.0**
Fall 2022	5	71.4%	0	0.0%	1	14.3%	1	14.3%	0	0.0%	7	**1.7**
Fall 2023	0	0.0%	1	16.7%	2	33.3%	3	50.0%	0	0.0%	6	**3.3**
Fall 2024	1	8.3%	1	8.3%	2	16.7%	6	50.0%	2	16.7%	12	**3.6**
Fall 2025	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**





Learning Goal: Organizational Behavior (BBA Business Management Program, Business Management Concentration)

Recorded in: BUS312 - Organizational Behavior Artifact: Research paper	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of the theories of organizational behavior.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





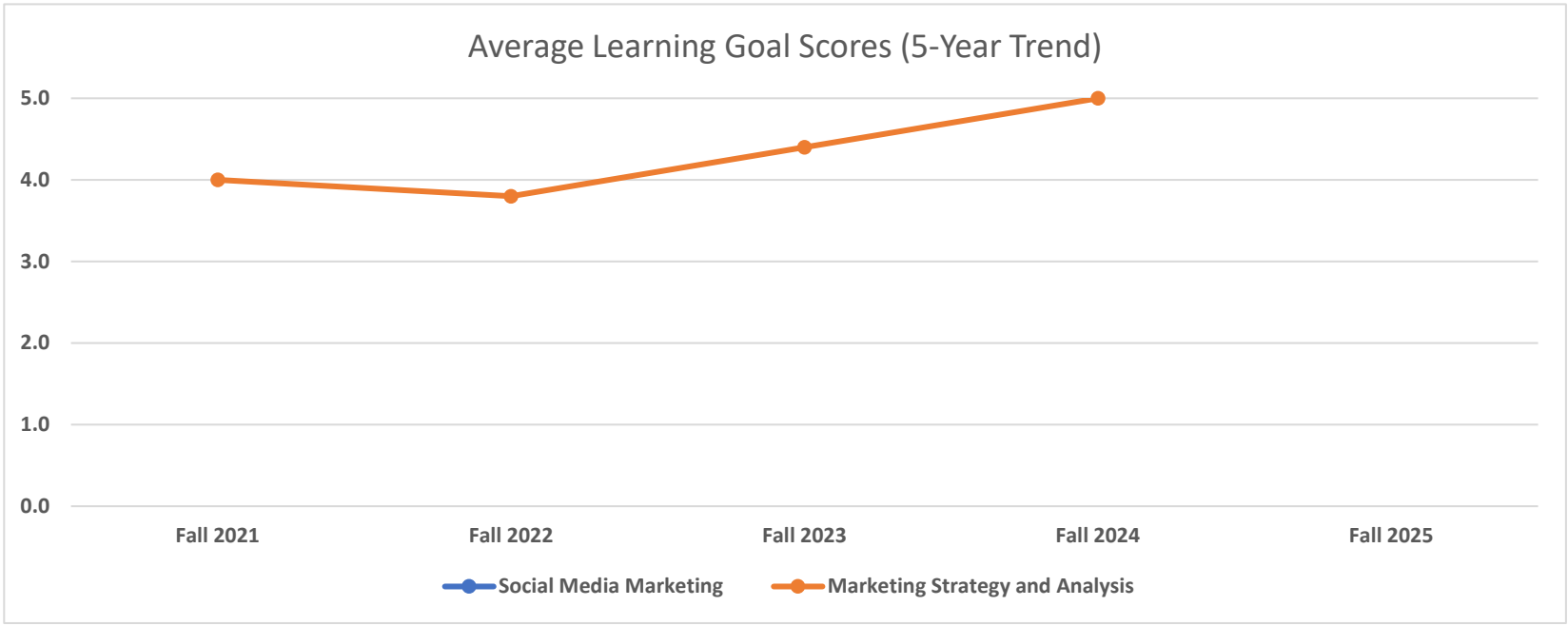
BBA Business Management, Business Marketing Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Social Media Marketing	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Marketing Strategy and Analysis	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



BBA Business Management, Business Marketing Concentration (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Social Media Marketing					
Marketing Strategy and Analysis	4.0	3.8	4.4	5.0	



Learning Goal: Social Media Marketing (BBA Business Management Program, Business Marketing Concentration)

Recorded in: BUS375 - Social Media Marketing Artifact: Social Media Marketing plan	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of the effects of social media in a marketing plan.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





Learning Goal: Marketing Strategy and Analysis (BBA Business Management Program, Business Marketing Concentration)

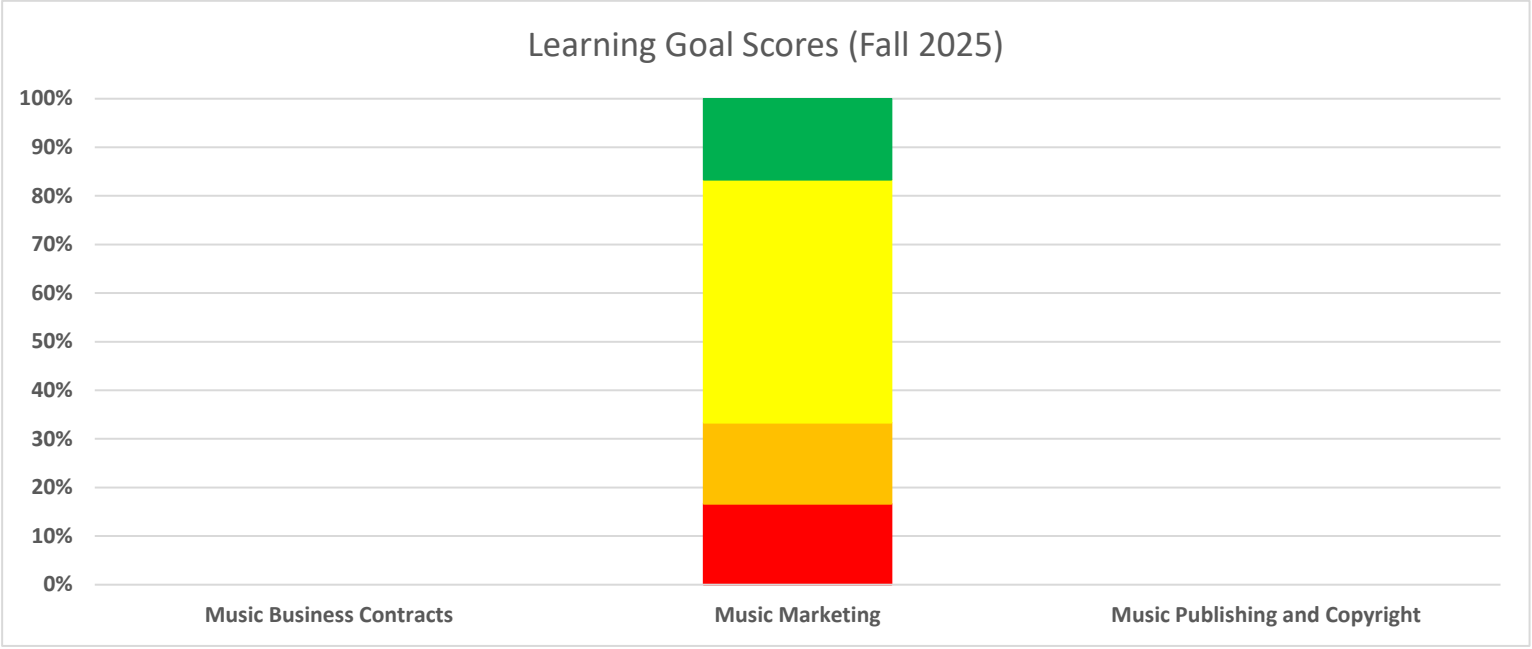
Recorded in: MKT420 - Marketing Strategy and Analytics Artifact: Marketing Strategy Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of marketing strategies and resource allocation decisions drive by quantitative analysis.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
Fall 2022	0	0.0%	0	0.0%	4	50.0%	2	25.0%	2	25.0%	8	**3.8**
Fall 2023	0	0.0%	0	0.0%	1	20.0%	1	20.0%	3	60.0%	5	**4.4**
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





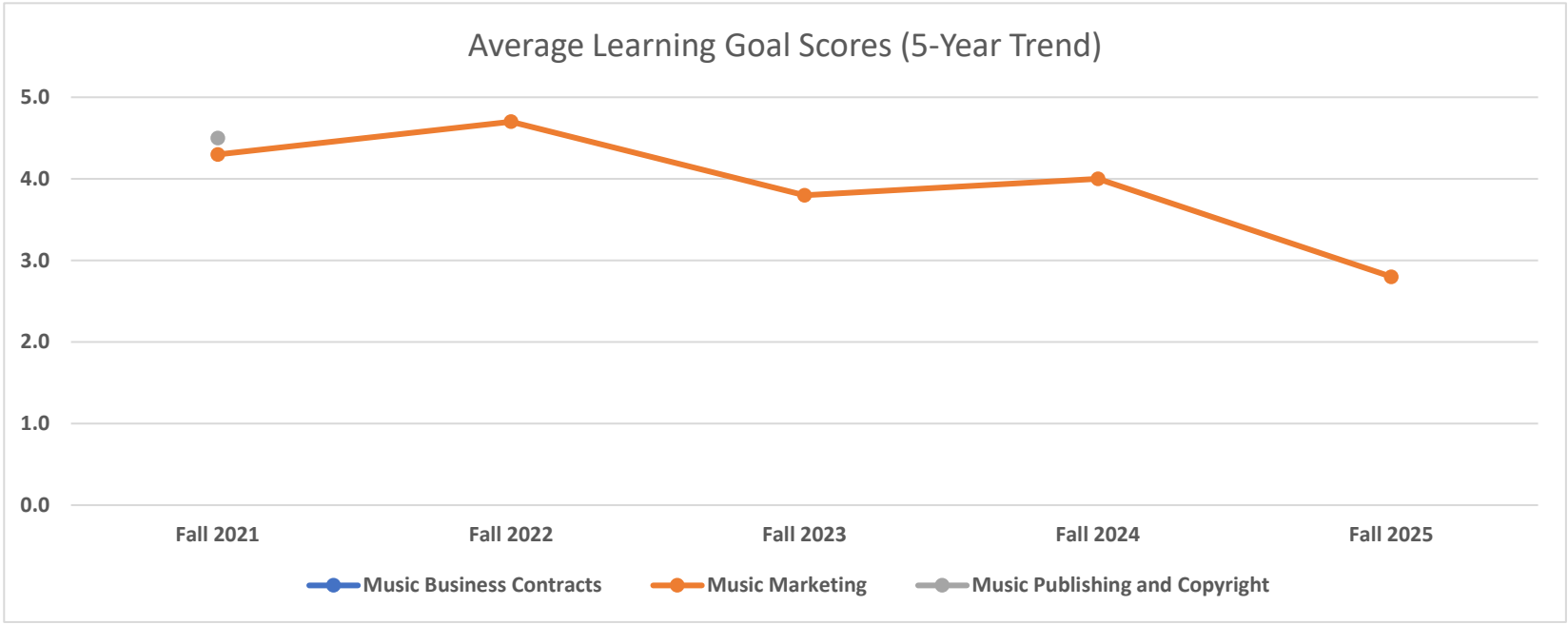
BBA Business Management, MEIS Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Music Business Contracts	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Music Marketing	1	16.7%	1	16.7%	3	50.0%	0	0.0%	1	16.7%	6	**2.8**
Music Publishing and Copyright	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



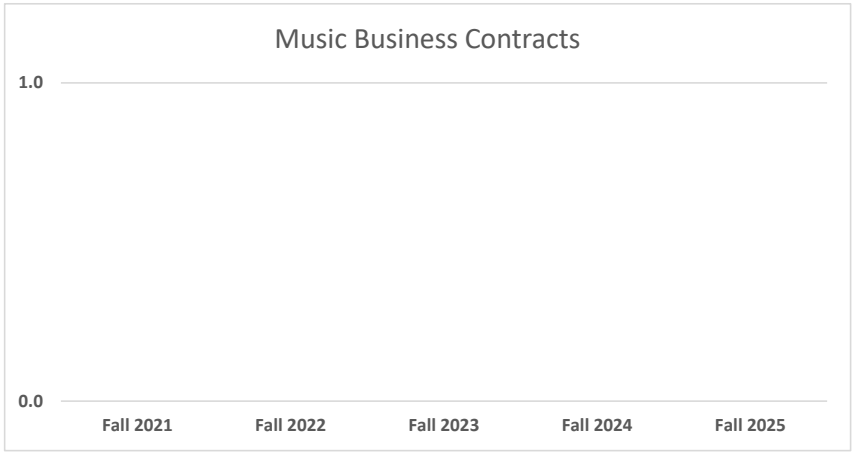
BBA Business Management, MEIS Concentration (5-Year Trend)

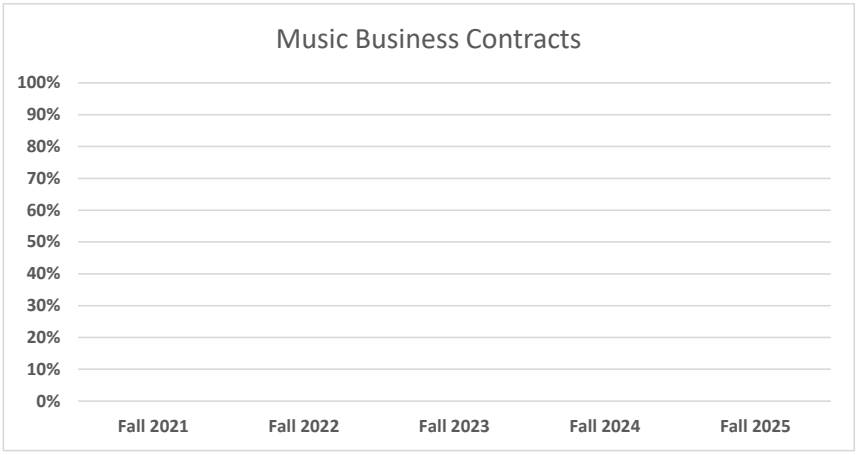
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Music Business Contracts					
Music Marketing	4.3	4.7	3.8	4.0	**2.8**
Music Publishing and Copyright	4.5				



Learning Goal: Music Business Contracts (BBA Business Management Program, MEIS Concentration)

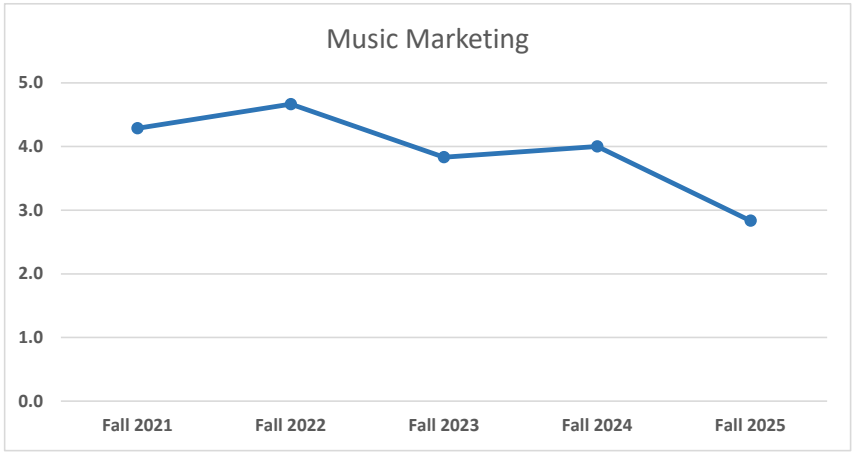
Recorded in: MUB202 - Music Business Contracts Artifact: The Music Business Contracts Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Review and discuss the major elements of business agreements and contracts commonly used in the music and entertainment industry.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

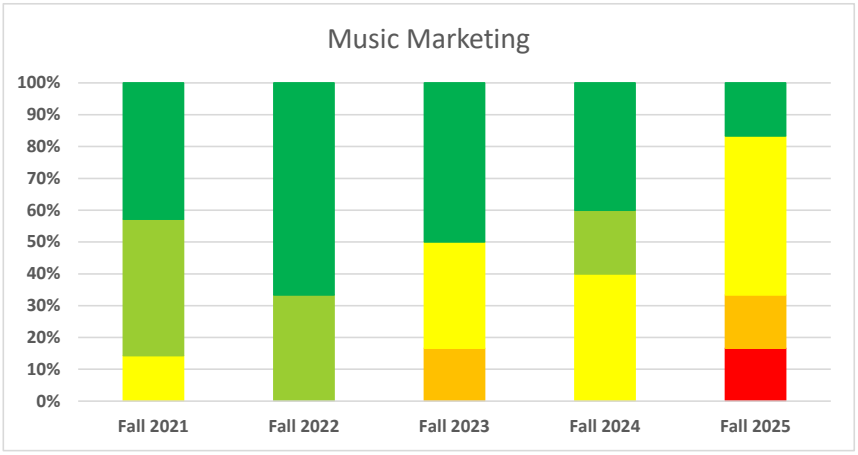




Learning Goal: Music Marketing (BBA Business Management Program, MEIS Concentration)

Recorded in: MUB401 - Music Marketing Artifact: The Research Paper	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Identify and describe the basic processes by which music in all its forms (tangible and intangible) are professionally promoted and marketed.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	1	14.3%	3	42.9%	3	42.9%	7	**4.3**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
Fall 2023	0	0.0%	1	16.7%	2	33.3%	0	0.0%	3	50.0%	6	**3.8**
Fall 2024	0	0.0%	0	0.0%	2	40.0%	1	20.0%	2	40.0%	5	**4.0**
Fall 2025	1	16.7%	1	16.7%	3	50.0%	0	0.0%	1	16.7%	6	**2.8**





Learning Goal: Music Publishing and Copyright (BBA Business Management Program, MEIS Concentration)

Recorded in: MUB403 - Advanced Music Publishing Artifact: The Research Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Identify and describe how the major collaborative songwriters and publishers utilize an understanding of basic copyright law and music licenses to generate value from the rights they control.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



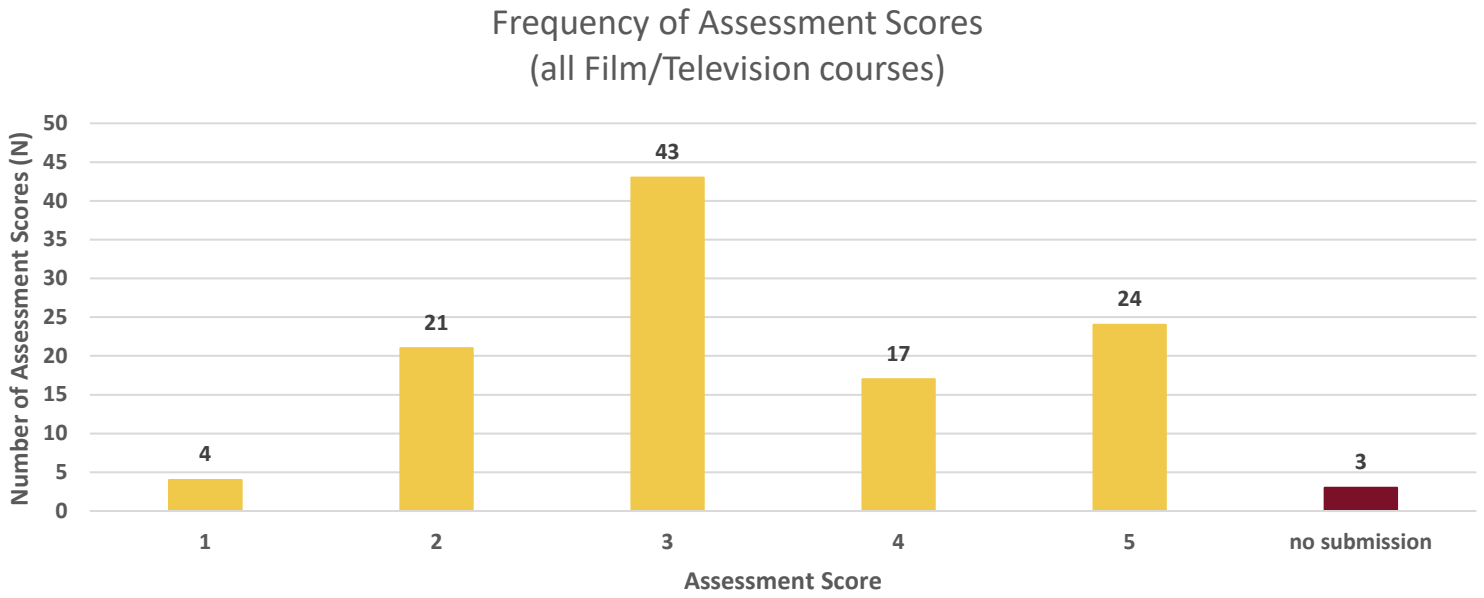


Film/Television

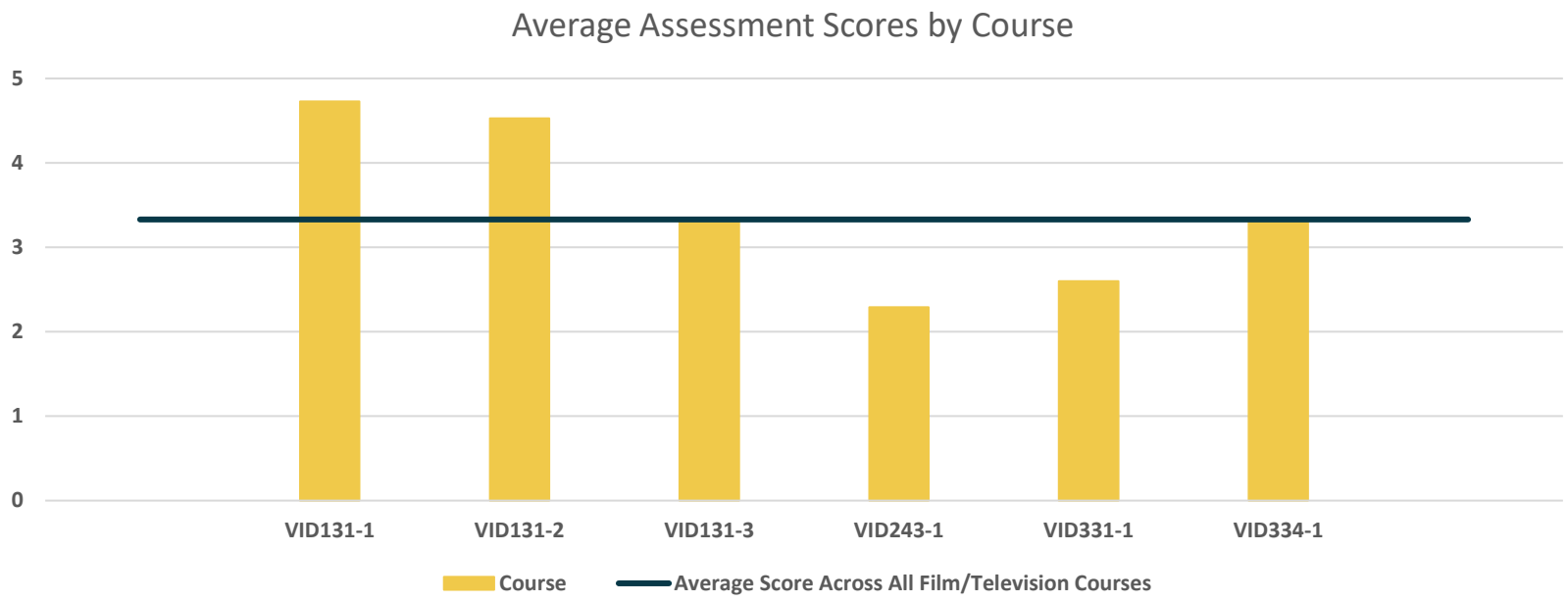
Artifact Scores by Course

FALL 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Film/Television courses)	
SCORE	**N**
1	4
2	21
3	43
4	17
5	24
no submission	3
Total	112
Submissions Scored (Total minus No Submissions)	109
AVERAGE SCORE	**3.33**



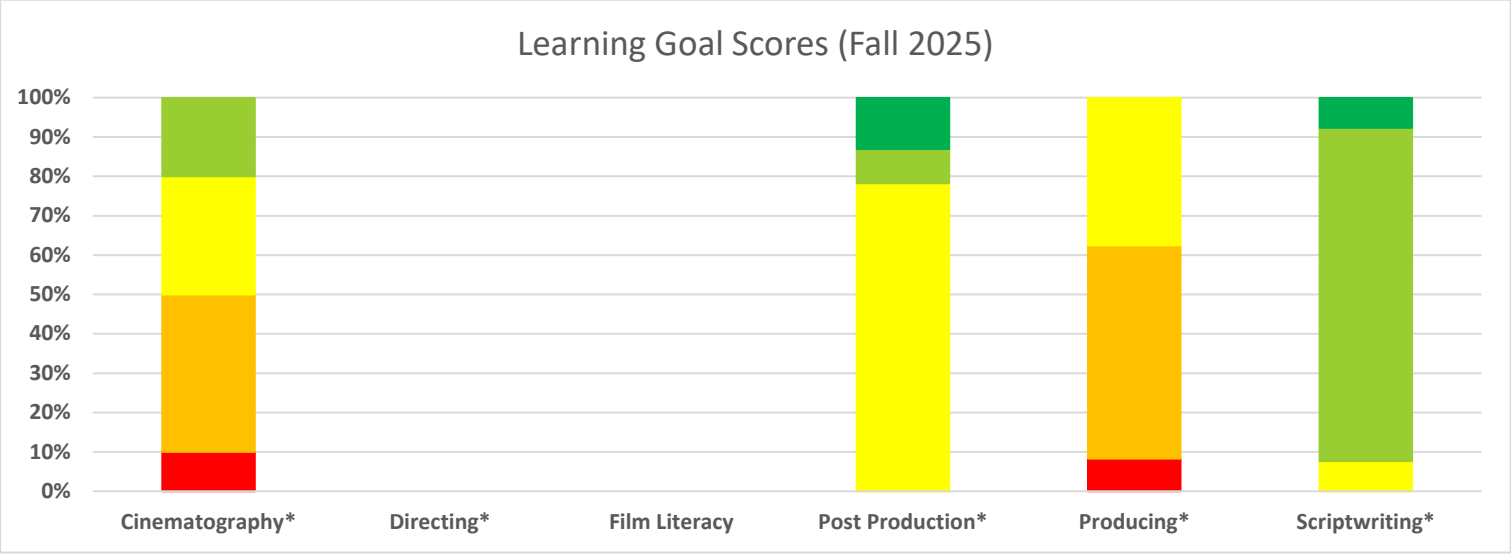
AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
VID131-1	4.73
VID131-2	4.53
VID131-3	3.33
VID243-1	2.29
VID331-1	2.60
VID334-1	3.35
AVERAGE SCORE ACROSS ALL FILM/TELEVISION COURSES	**3.33**



Artifact Scores by Program and Learning Goal

BFA Film/Television (Fall 2025)

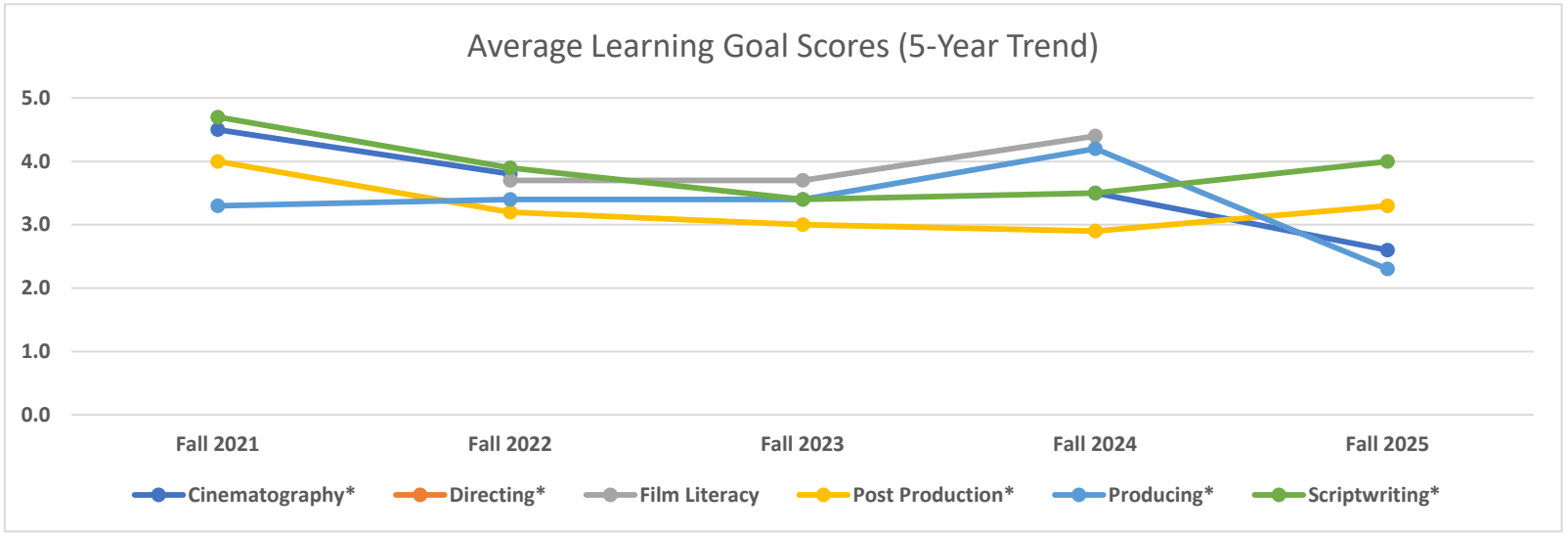
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Cinematography**	2	10.0%	8	40.0%	6	30.0%	4	20.0%	0	0.0%	20	**2.6**
*Directing**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Film Literacy	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Post Production**	0	0.0%	0	0.0%	18	78.3%	2	8.7%	3	13.0%	23	**3.3**
*Producing**	2	8.3%	13	54.2%	9	37.5%	0	0.0%	0	0.0%	24	**2.3**
*Scriptwriting**	0	0.0%	0	0.0%	1	7.7%	11	84.6%	1	7.7%	13	**4.0**



* The Cinematography, Directing, Post Production, Producing, and Scriptwriting learning goals can be assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following pages.

BFA Film/Television (5-Year Trend)

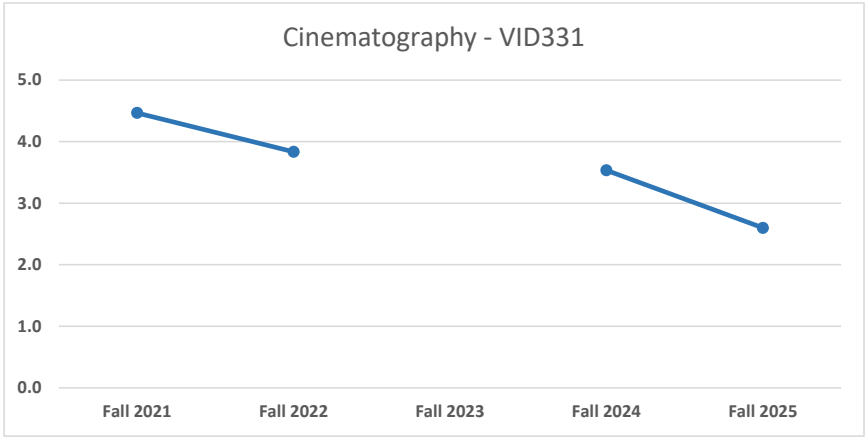
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
*Cinematography**	4.5	3.8		3.5	**2.6**
*Directing**					
Film Literacy		3.7	3.7	4.4	
*Post Production**	4.0	3.2	3.0	2.9	**3.3**
*Producing**	3.3	3.4	3.4	4.2	**2.3**
*Scriptwriting**	4.7	3.9	3.4	3.5	**4.0**

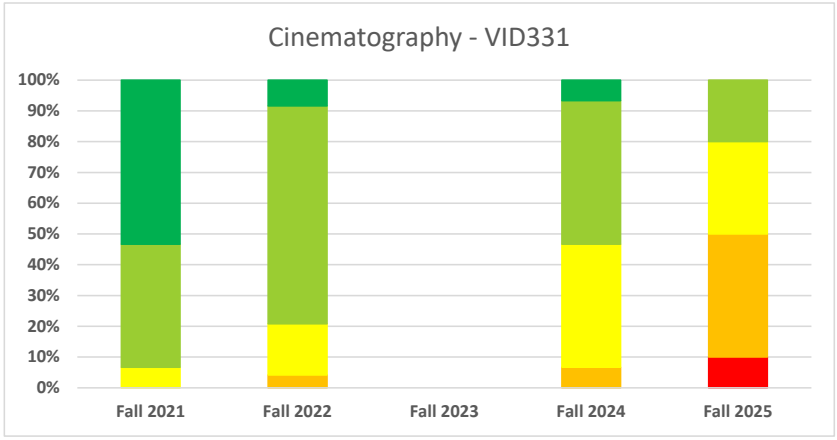


* The Cinematography, Directing, Post Production, Producing, and Scriptwriting learning goals can be assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Cinematography - VID331 (BFA Film/Television Program)

Recorded in: VID331 - Cinematography 2 Artifact: Individual Project as Cinematographer		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to select camera, codec, or film stock, light and expose scenes effectively, execute camera movements smoothly, and determine and utilize workflow for post production.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	1	6.7%	6	40.0%	8	53.3%	15	**4.5**
	Fall 2022	0	0.0%	1	4.2%	4	16.7%	17	70.8%	2	8.3%	24	**3.8**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	1	6.7%	6	40.0%	7	46.7%	1	6.7%	15	**3.5**
	Fall 2025	2	10.0%	8	40.0%	6	30.0%	4	20.0%	0	0.0%	20	**2.6**

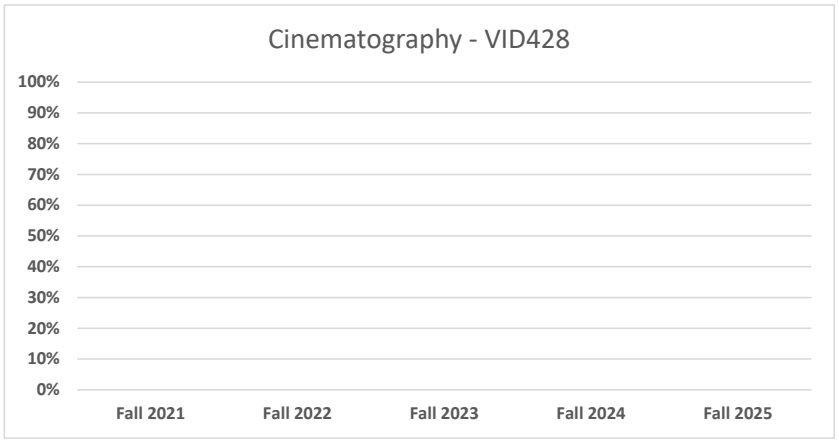




Learning Goal: Cinematography - VID428 (BFA Film/Television Program)

Recorded in: VID428 - Senior Project Artifact: Complete Production Package + Scenes from Film Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to select camera, codec, or film stock, light and expose scenes effectively, execute camera movements smoothly, and determine and utilize workflow for post production.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

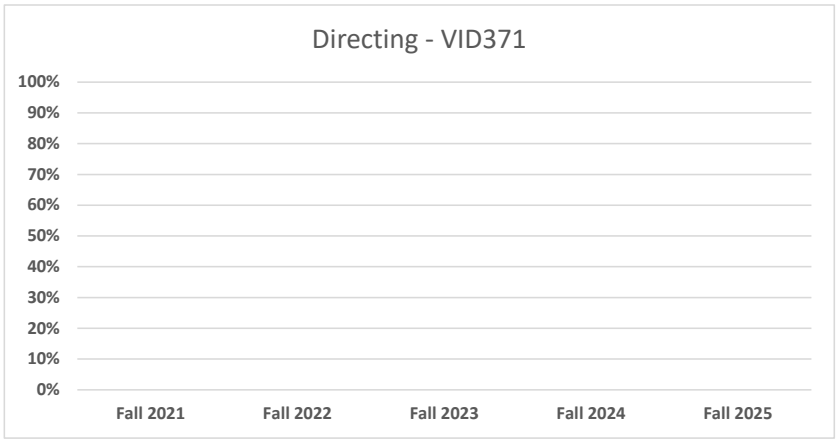




Learning Goal: Directing - VID371 (BFA Film/Television Program)

Recorded in: VID371 - Directing I Artifact: Individual Project as Director	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to develop, articulate, and execute the vision of a film from script to screen.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

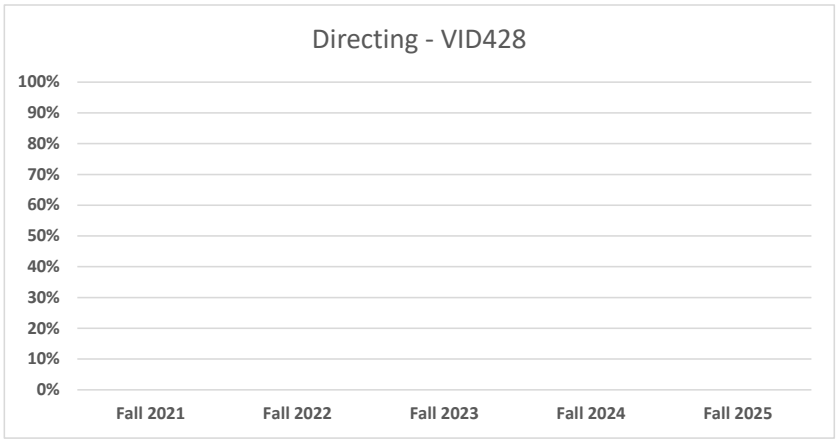




Learning Goal: Directing - VID428 (BFA Film/Television Program)

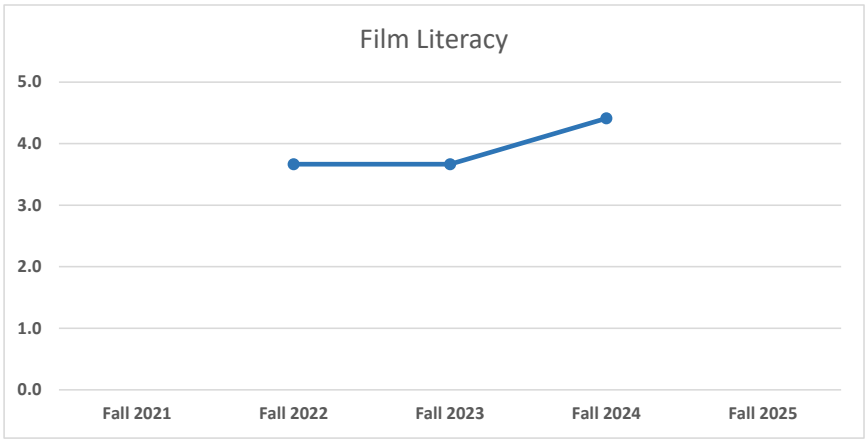
Recorded in: VID428 - Senior Project Artifact: Complete Production Package + Scenes from Film Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to develop, articulate, and execute the vision of a film from script to screen.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

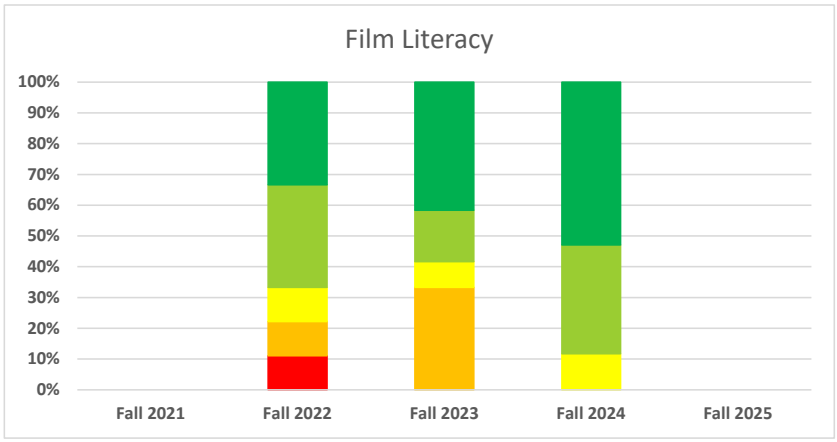




Learning Goal: Film Literacy (BFA Film/Television Program)

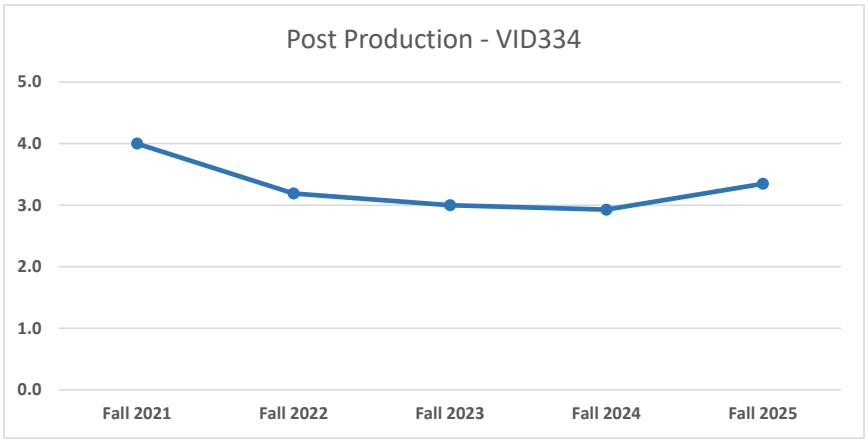
Recorded in: HIS202 - Film History Artifact: Final Exam Written Response	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
By applying logical reasoning skills, the student will be able to understand, critique, categorize, and evaluate films.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	1	11.1%	1	11.1%	1	11.1%	3	33.3%	3	33.3%	9	**3.7**
Fall 2023	0	0.0%	4	33.3%	1	8.3%	2	16.7%	5	41.7%	12	**3.7**
Fall 2024	0	0.0%	0	0.0%	2	11.8%	6	35.3%	9	52.9%	17	**4.4**
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

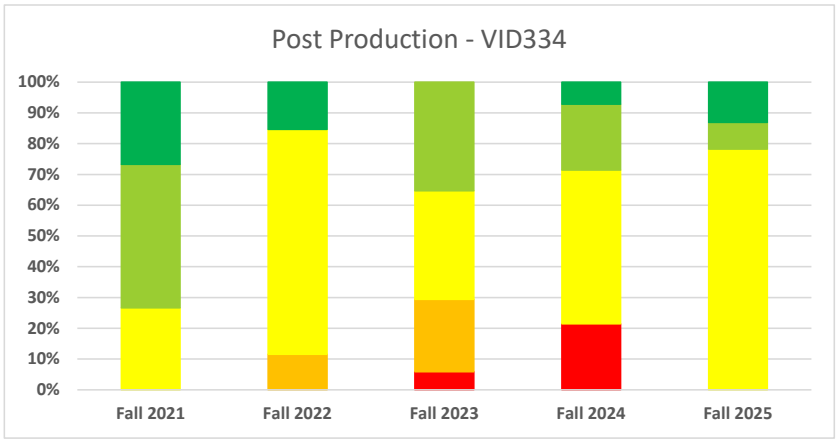




Learning Goal: Post Production - VID334 (BFA Film/Television Program)

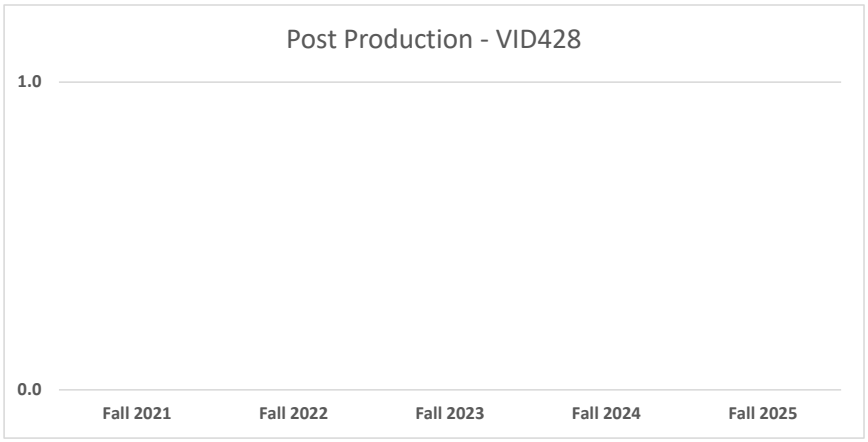
Recorded in: VID334 - Motion Picture Editing 2 Artifact: Individual Project as Editor		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to utilize post production software and apply techniques in workflow, narrative editing, sound design, and visual effects to carry a project from production to delivery.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	4	26.7%	7	46.7%	4	26.7%	15	**4.0**
	Fall 2022	0	0.0%	3	11.5%	19	73.1%	0	0.0%	4	15.4%	26	**3.2**
	Fall 2023	1	5.9%	4	23.5%	6	35.3%	6	35.3%	0	0.0%	17	**3.0**
	Fall 2024	3	21.4%	0	0.0%	7	50.0%	3	21.4%	1	7.1%	14	**2.9**
	Fall 2025	0	0.0%	0	0.0%	18	78.3%	2	8.7%	3	13.0%	23	**3.3**

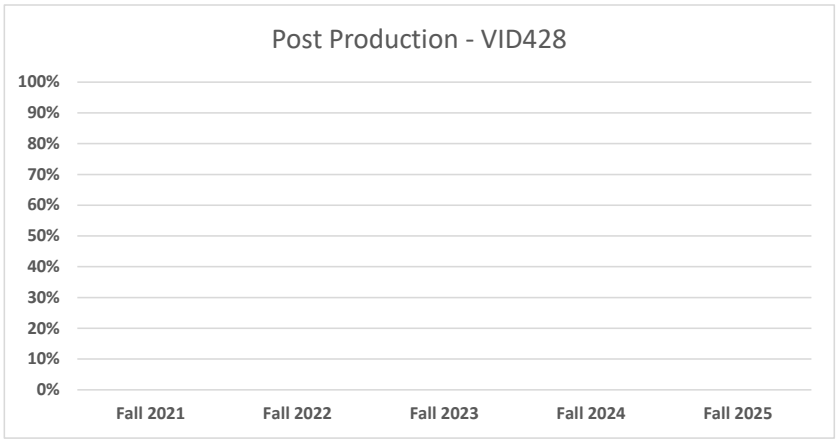




Learning Goal: Post Production - VID428 (BFA Film/Television Program)

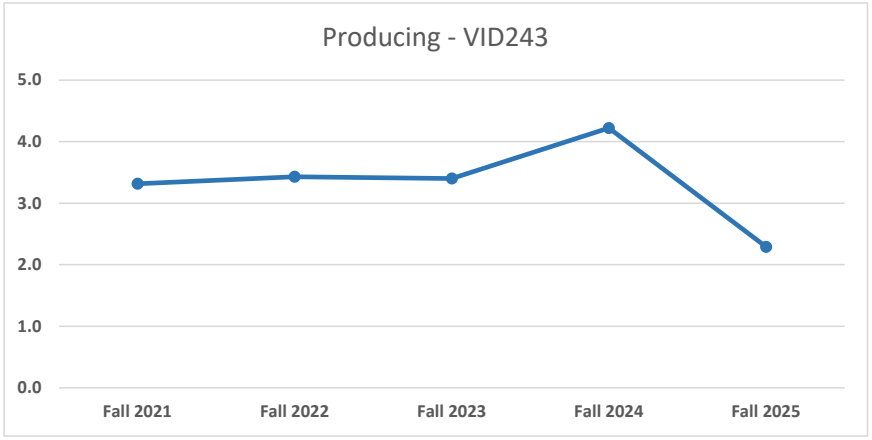
Recorded in: VID428 - Senior Project Artifact: Complete Production Package + Scenes from Film Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to utilize post production software and apply techniques in workflow, narrative editing, sound design, and visual effects to carry a project from production to delivery.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

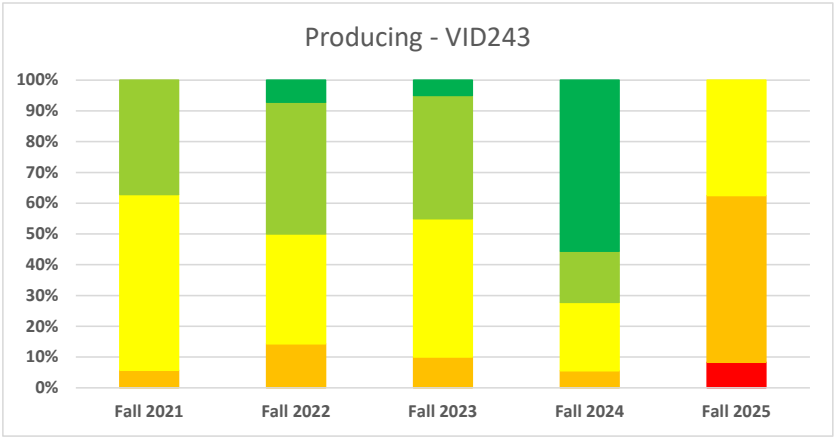




Learning Goal: Producing - VID243 (BFA Film/Television Program)

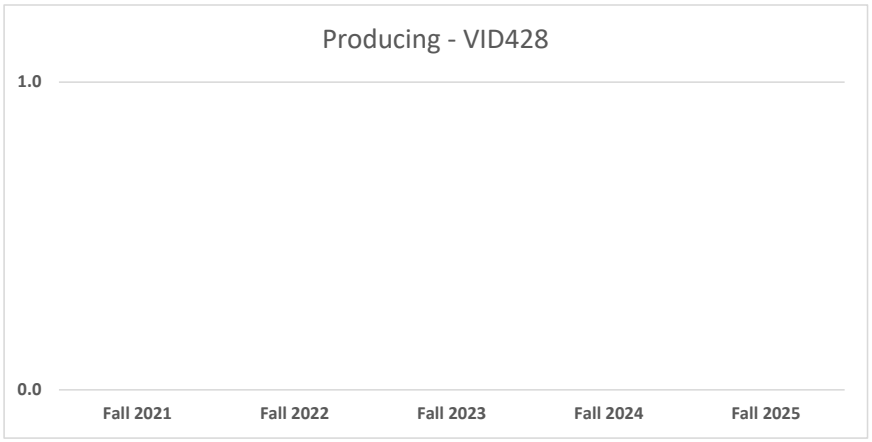
Recorded in: VID243 - Producing Artifact: Pitch Deck	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to organize the complete production and completion of a film from concept to distribution.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	2	5.7%	20	57.1%	13	37.1%	0	0.0%	35	**3.3**
Fall 2022	0	0.0%	4	14.3%	10	35.7%	12	42.9%	2	7.1%	28	**3.4**
Fall 2023	0	0.0%	2	10.0%	9	45.0%	8	40.0%	1	5.0%	20	**3.4**
Fall 2024	0	0.0%	1	5.6%	4	22.2%	3	16.7%	10	55.6%	18	**4.2**
Fall 2025	2	8.3%	13	54.2%	9	37.5%	0	0.0%	0	0.0%	24	**2.3**

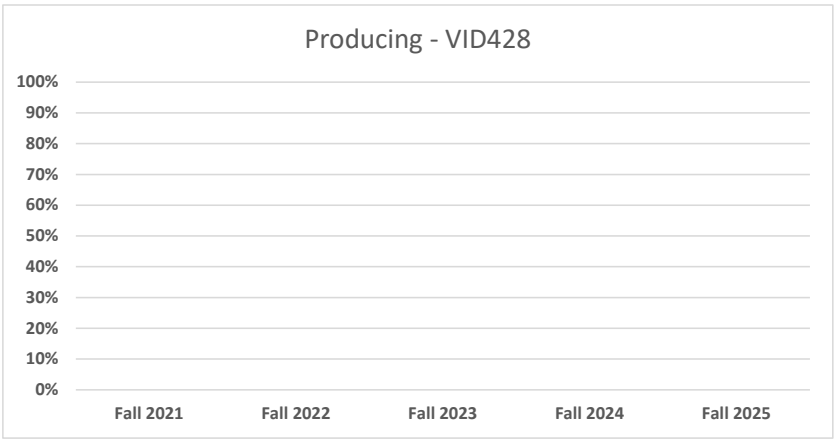




Learning Goal: Producing - VID428 (BFA Film/Television Program)

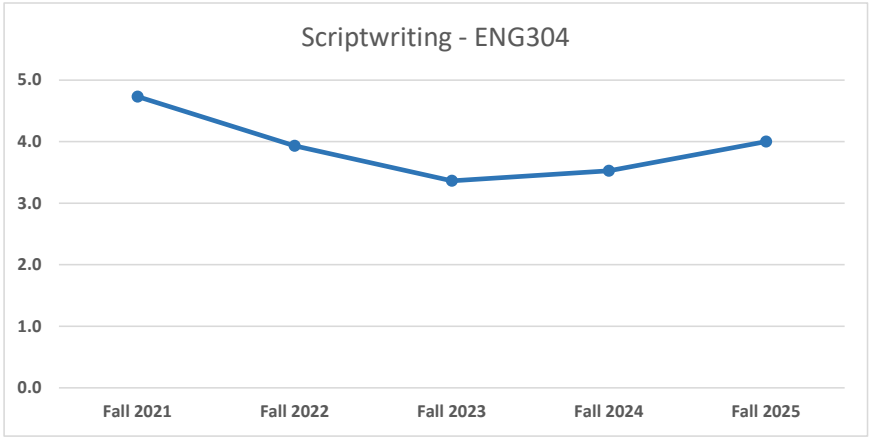
Recorded in: VID428 - Senior Project Artifact: Complete Production Package + Scenes from Film Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to organize the complete production and completion of a film from concept to distribution.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

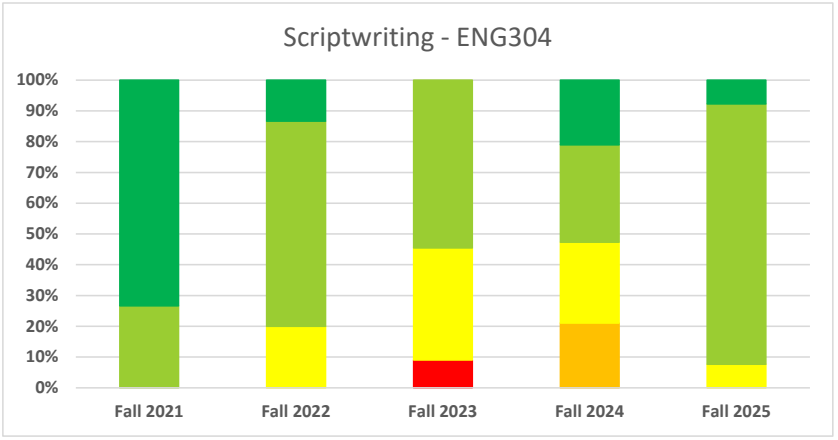




Learning Goal: Scriptwriting - ENG304 (BFA Film/Television Program)

Recorded in: ENG304 - Screenwriting Artifact: Final Draft of Script		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to express themselves and work creatively through the key concepts of screenwriting craft, most importantly theme, tone, setting, conflict, plot, and character development.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	4	26.7%	11	73.3%	15	**4.7**
	Fall 2022	0	0.0%	0	0.0%	6	20.0%	20	66.7%	4	13.3%	30	**3.9**
	Fall 2023	1	9.1%	0	0.0%	4	36.4%	6	54.5%	0	0.0%	11	**3.4**
	Fall 2024	0	0.0%	4	21.1%	5	26.3%	6	31.6%	4	21.1%	19	**3.5**
	Fall 2025	0	0.0%	0	0.0%	1	7.7%	11	84.6%	1	7.7%	13	**4.0**

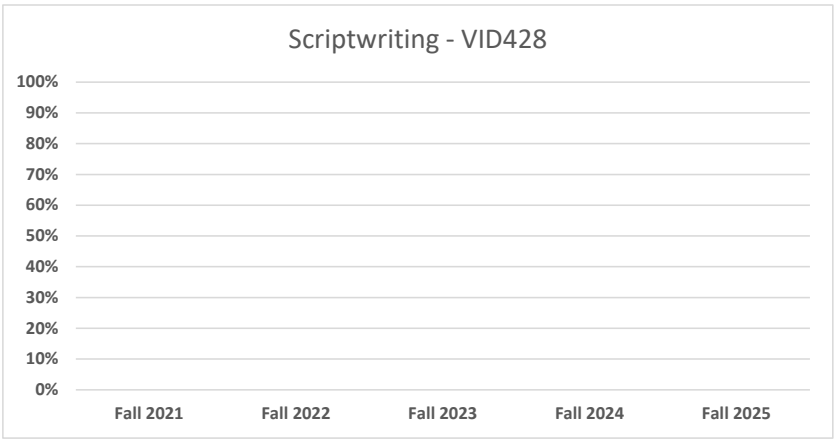




Learning Goal: Scriptwriting - VID428 (BFA Film/Television Program)

Recorded in: VID428 - Senior Project Artifact: Complete Production Package + Scenes from Film Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to express themselves and work creatively through the key concepts of screenwriting craft, most importantly theme, tone, setting, conflict, plot, and character development.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



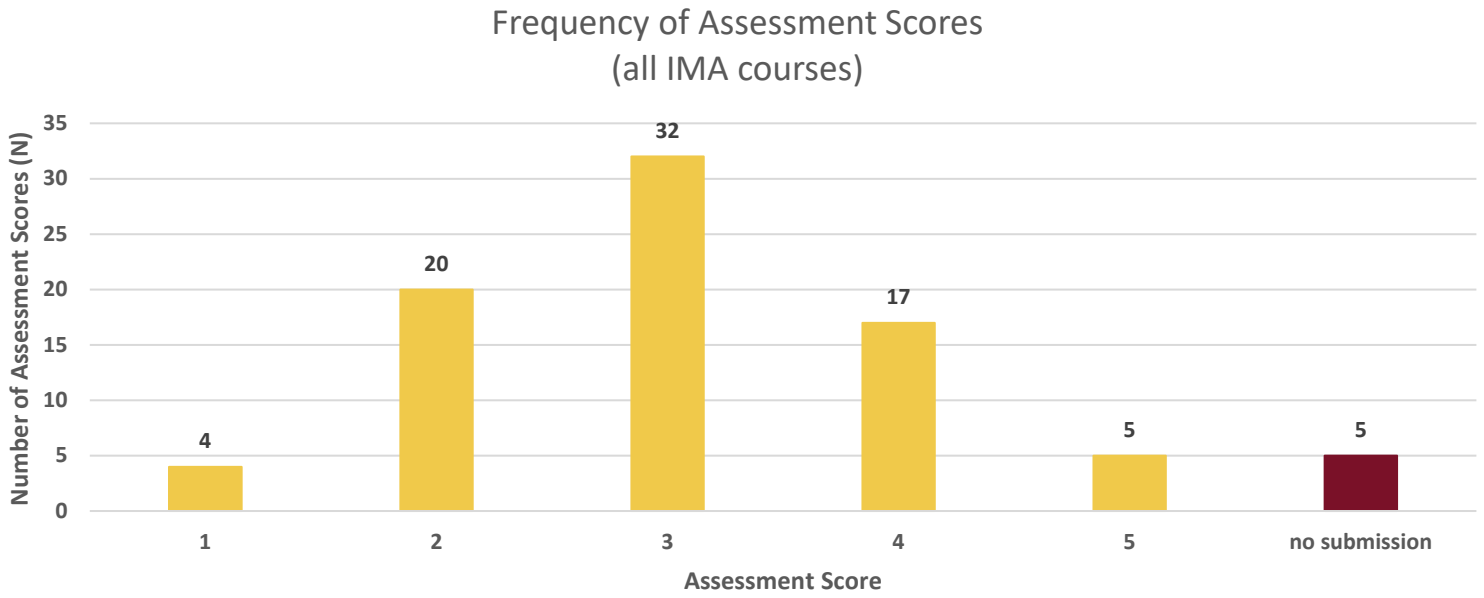


Interactive Media Arts

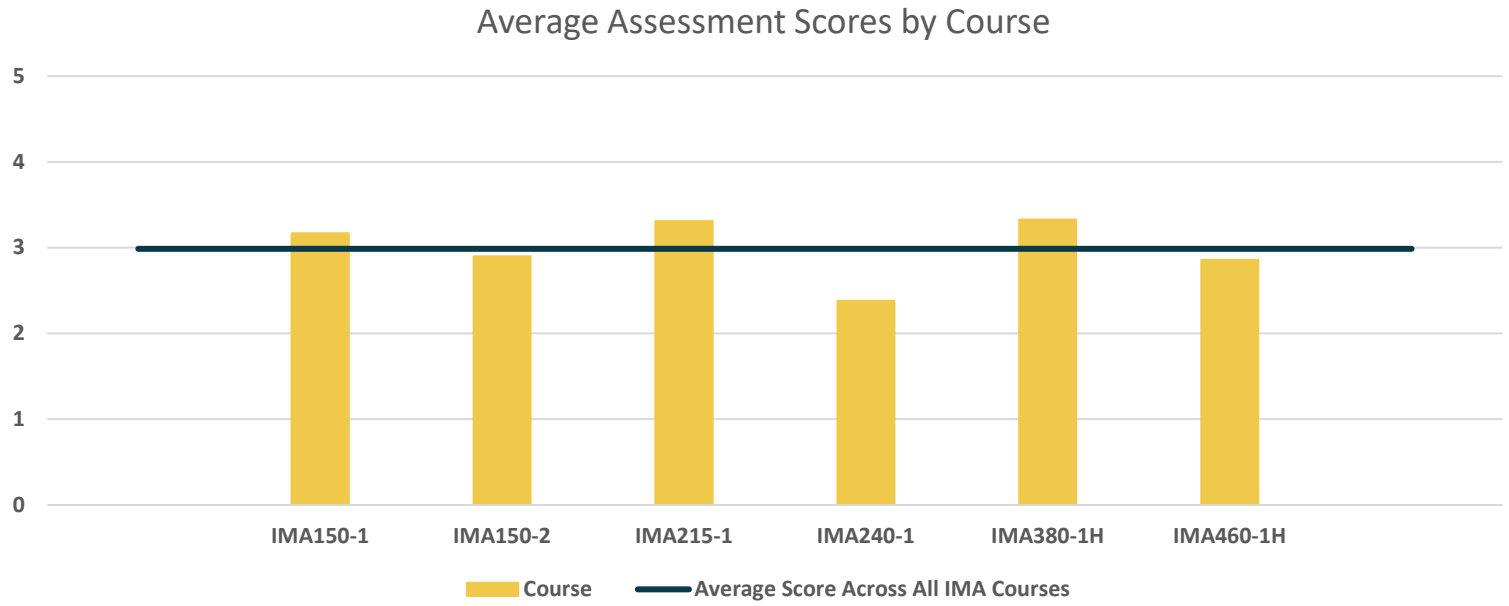
Artifact Scores by Course

FALL 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all IMA courses)	
SCORE	**N**
1	4
2	20
3	32
4	17
5	5
no submission	5
Total	83
Submissions Scored (Total minus No Submissions)	78
AVERAGE SCORE	**2.99**



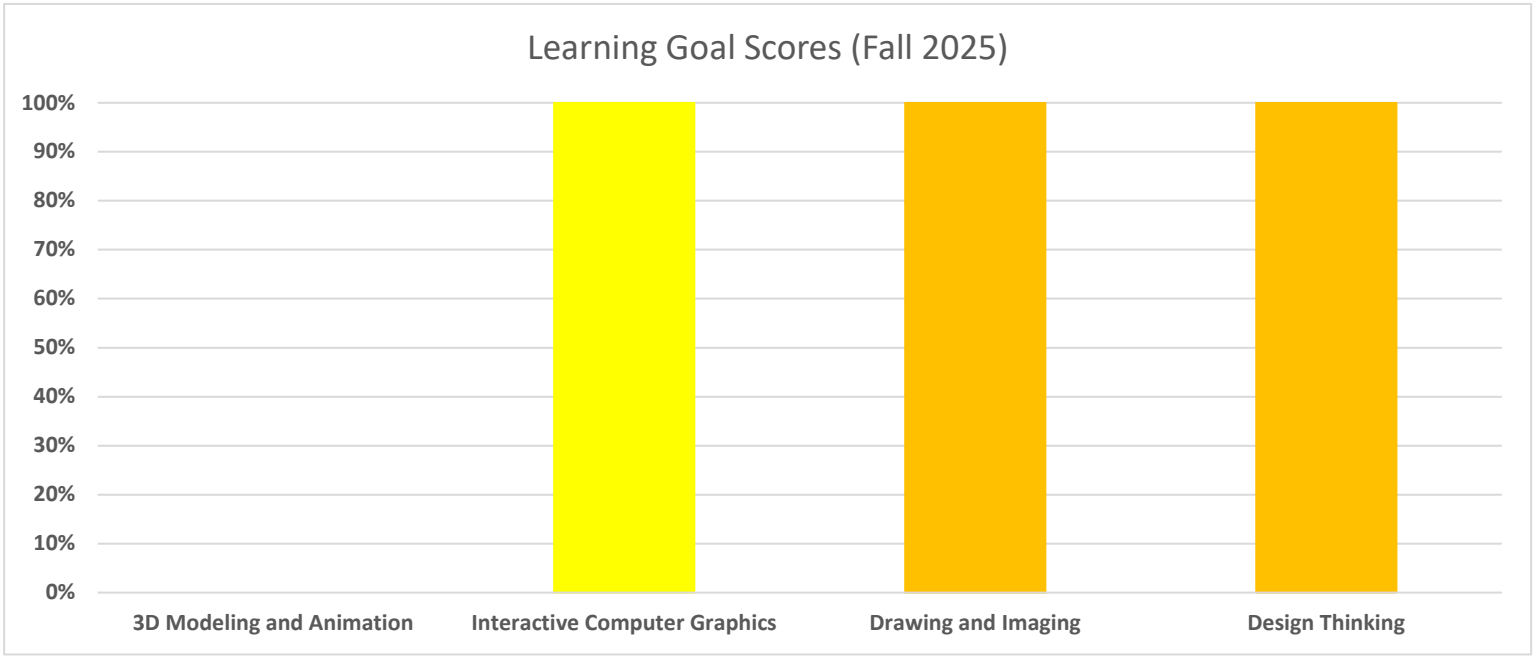
AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
IMA150-1	3.17
IMA150-2	2.90
IMA215-1	3.31
IMA240-1	2.38
IMA380-1H	3.33
IMA460-1H	2.86
AVERAGE SCORE ACROSS ALL IMA COURSES	**2.99**



Artifact Scores by Program and Learning Goal

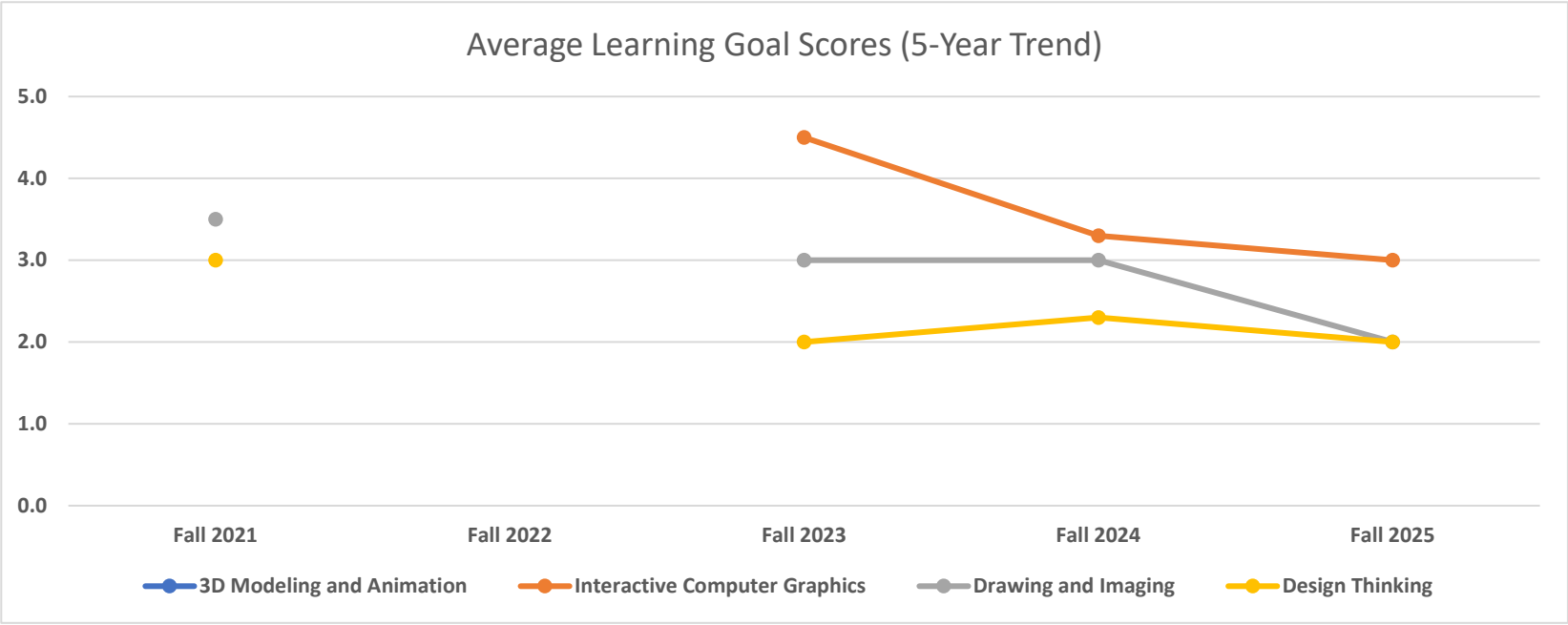
AAS Interactive Media Arts (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
3D Modeling and Animation	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Interactive Computer Graphics	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
Drawing and Imaging	0	0.0%	2	100.0%	0	0.0%	0	0.0%	0	0.0%	2	**2.0**
Design Thinking	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**



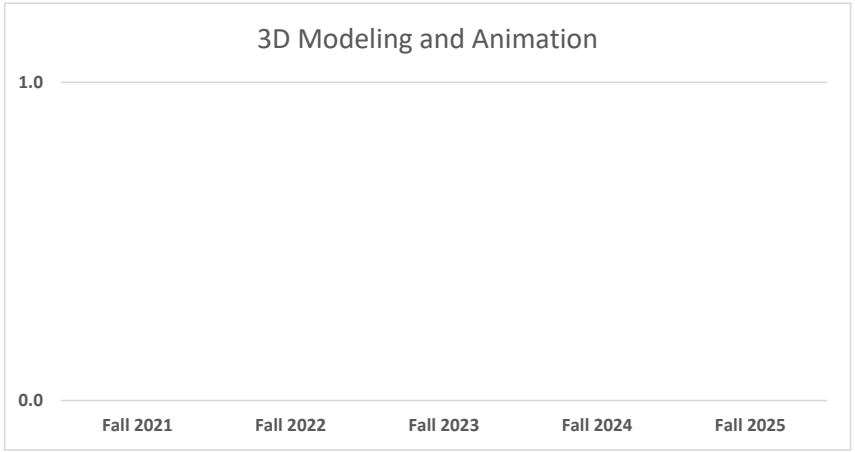
AAS Interactive Media Arts (5-Year Trend)

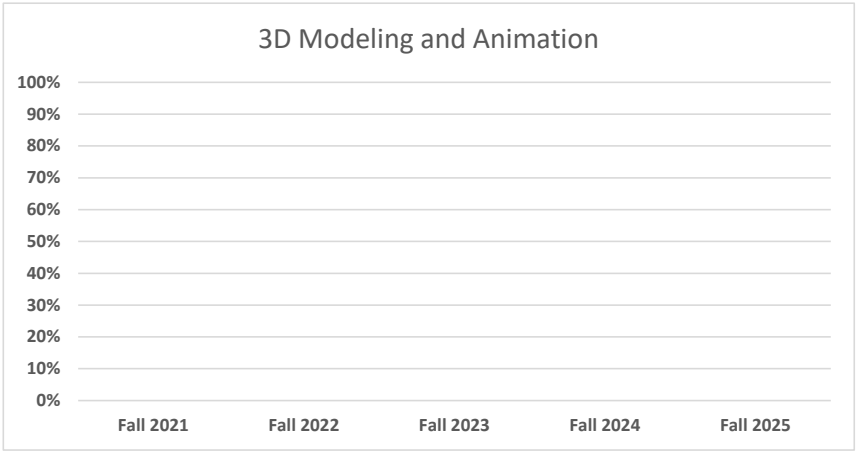
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
3D Modeling and Animation					
Interactive Computer Graphics			4.5	3.3	**3.0**
Drawing and Imaging	3.5		3.0	3.0	**2.0**
Design Thinking	3.0		2.0	2.3	**2.0**



Learning Goal: 3D Modeling and Animation (AAS Interactive Media Arts Program)

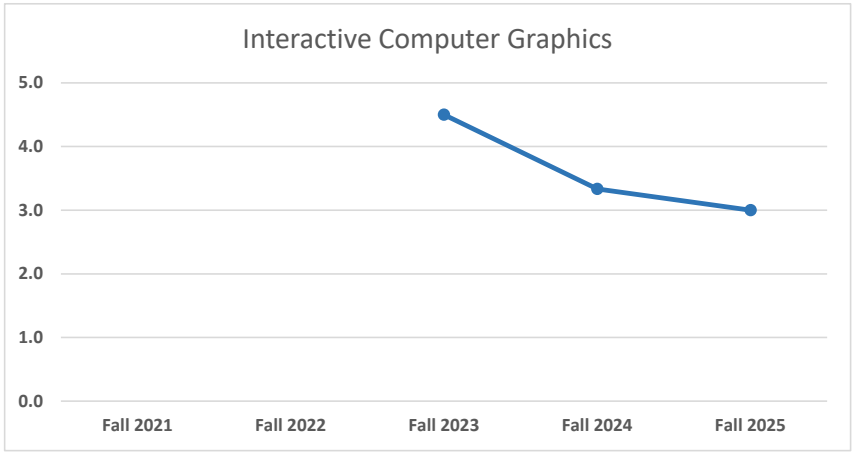
Recorded in: IMA220 - Motion Design 2 Artifact: Students will create an After Effects animation to convey a social message using multiple layers to include background elements, shapes, effects, presets, and keyframes and animation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Students will create custom 3D models with materials, lights, and animation. Students will use compositing and animation tools such as Adobe After Effects and 3ds Max to create motion graphics projects for broadcast and film.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

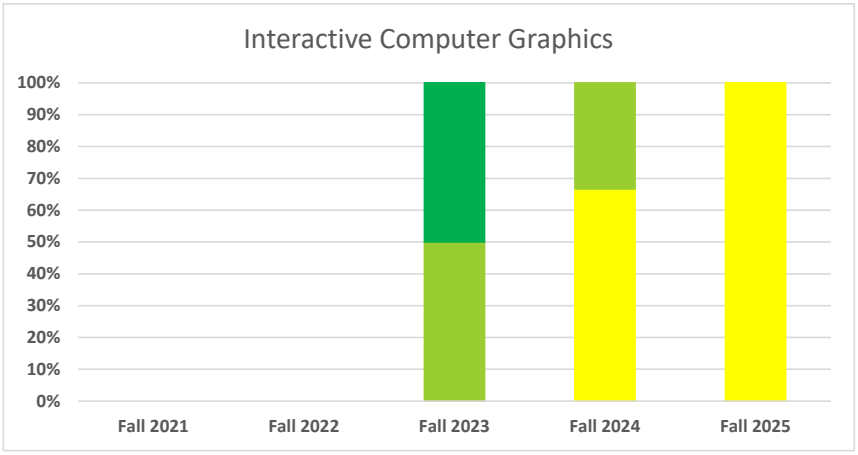




Learning Goal: Interactive Computer Graphics (AAS Interactive Media Arts Program)

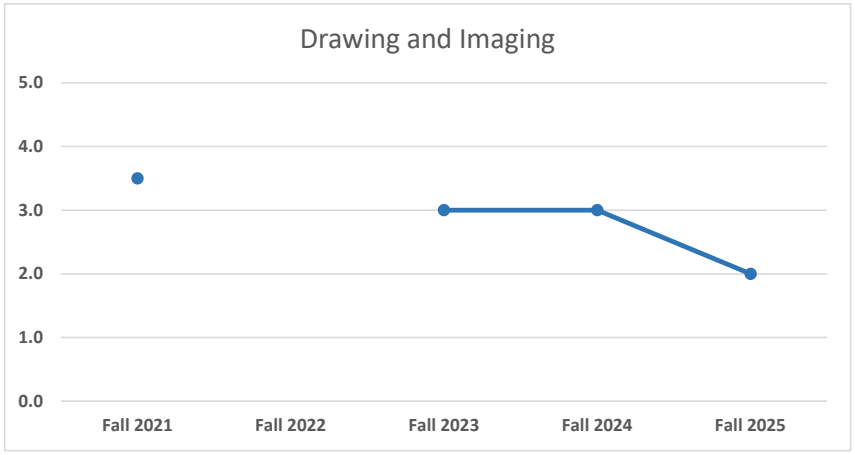
Recorded in: IMA150 - Interactive Computer Graphics 1 Artifact: Students will create an interface capable of traversing information visually	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Students will use industry standard coding software to create an interface capable of traversing information visually.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	3	50.0%	3	50.0%	6	**4.5**
Fall 2024	0	0.0%	0	0.0%	2	66.7%	1	33.3%	0	0.0%	3	**3.3**
Fall 2025	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**

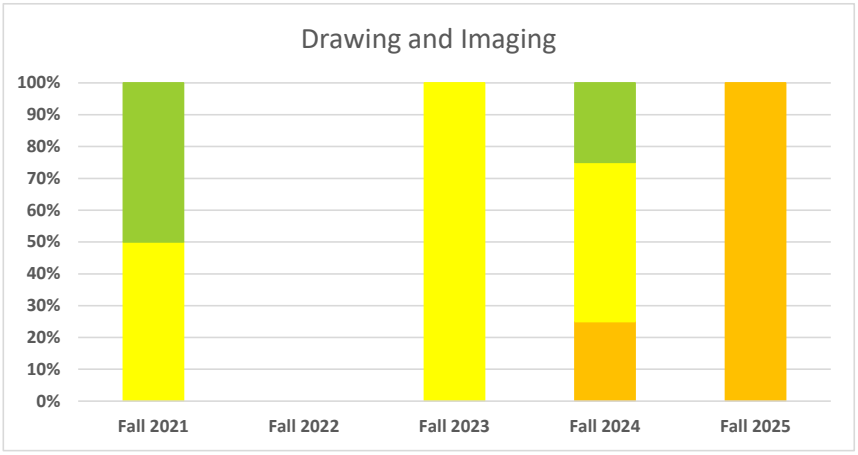




Learning Goal: Drawing and Imaging (AAS Interactive Media Arts Program)

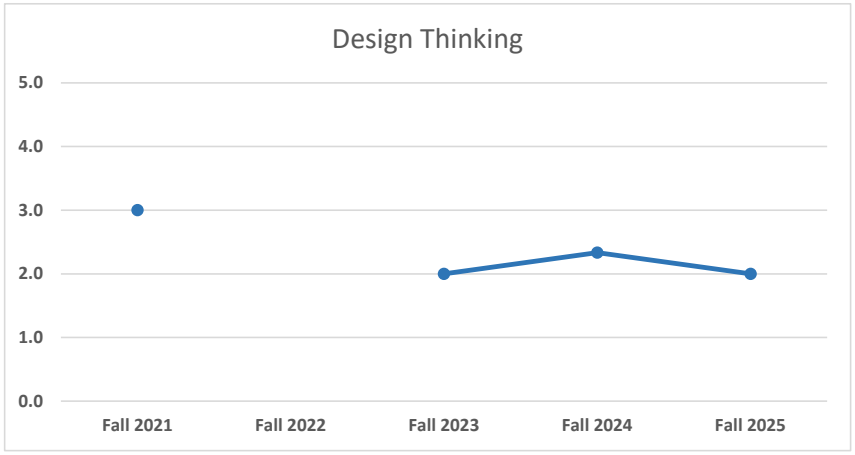
Recorded in: IMA215 - Drawing and Imaging 2 Artifact: Students will render an object in full color from observation using digital tools	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Based on ideation and sketches using digital and analog tools, students will accurately render objects in full color from observation using digital software.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	2	100.0%	0	0.0%	0	0.0%	2	**3.0**
Fall 2024	0	0.0%	1	25.0%	2	50.0%	1	25.0%	0	0.0%	4	**3.0**
Fall 2025	0	0.0%	2	100.0%	0	0.0%	0	0.0%	0	0.0%	2	**2.0**

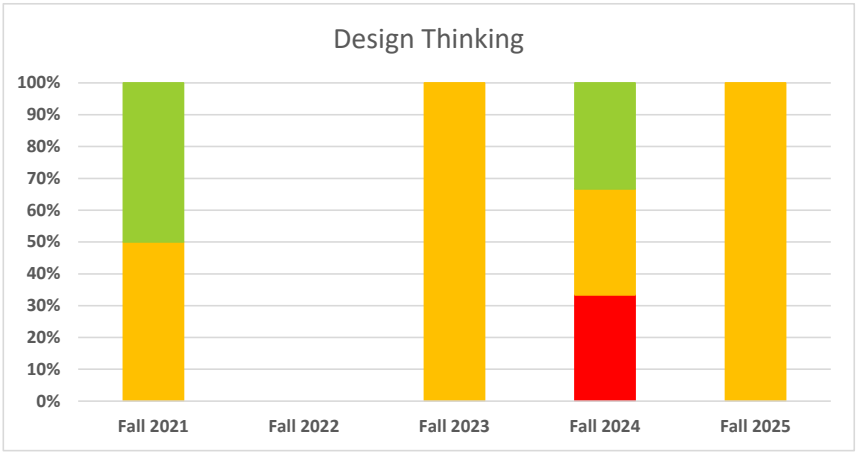




Learning Goal: Design Thinking (AAS Interactive Media Arts Program)

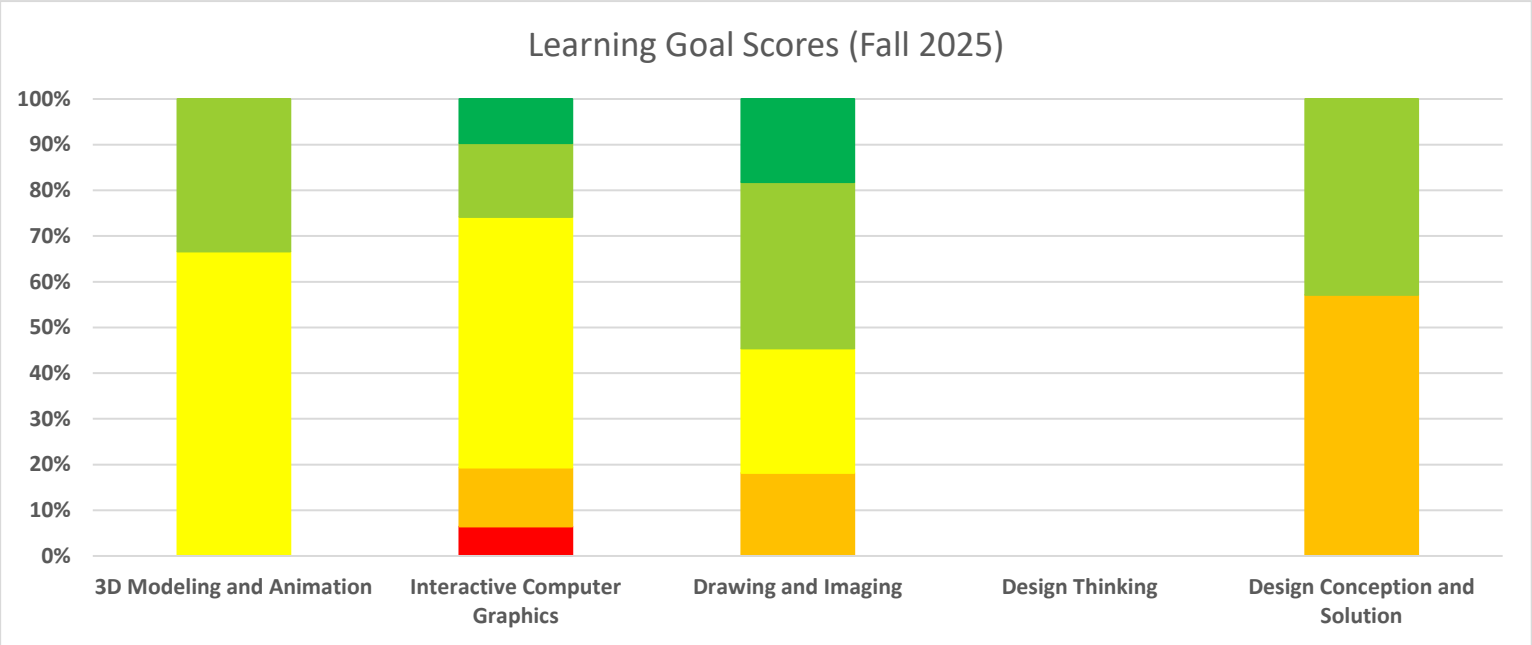
Recorded in: IMA240 - Design Thinking 1 Artifact: Students wil employ the design process and thinking to design a mobile app that is user-friendly and effectively supports a business		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Students will employ the design thinking process and incorporate the principles of human-centered design to create digital, interactive experiences that focus on the end-user.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	1	50.0%	0	0.0%	1	50.0%	0	0.0%	2	**3.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	2	100.0%	0	0.0%	0	0.0%	0	0.0%	2	**2.0**
	Fall 2024	1	33.3%	1	33.3%	0	0.0%	1	33.3%	0	0.0%	3	**2.3**
	Fall 2025	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**





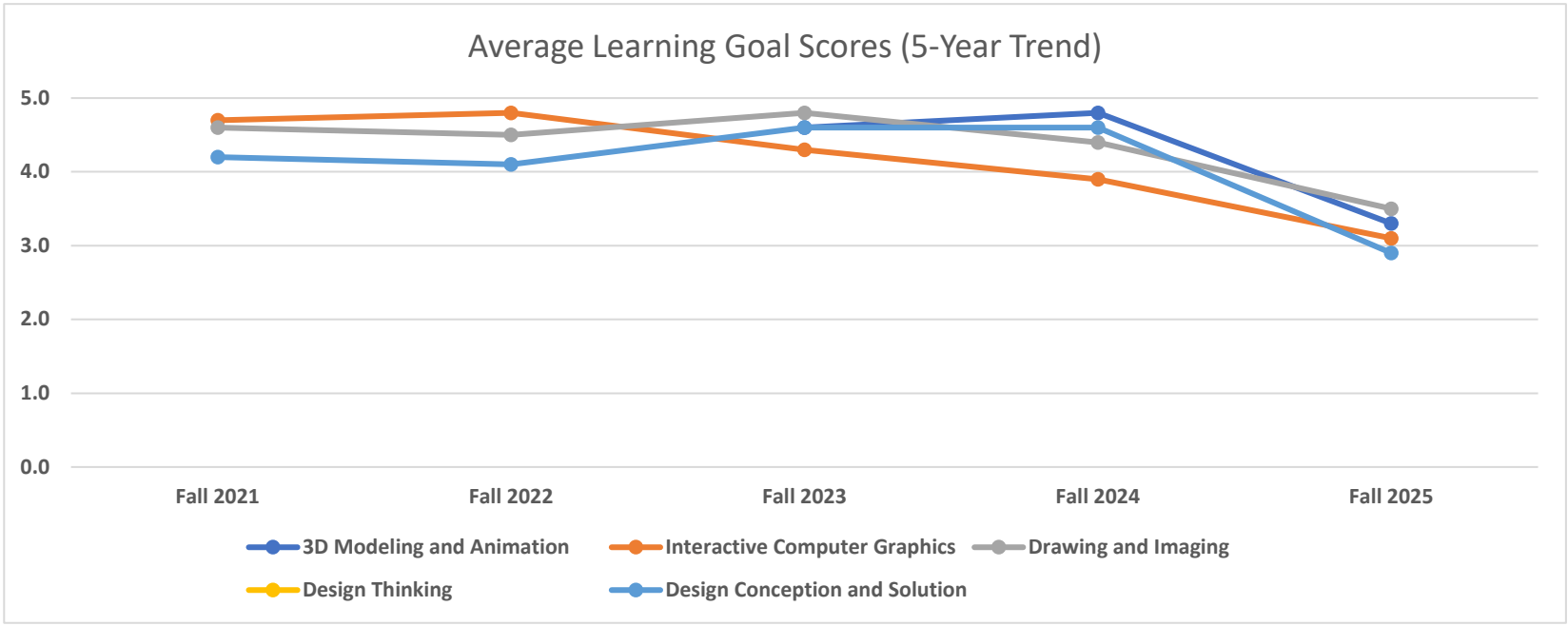
BFA Interactive Media Arts (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
3D Modeling and Animation	0	0.0%	0	0.0%	6	66.7%	3	33.3%	0	0.0%	9	**3.3**
Interactive Computer Graphics	2	6.5%	4	12.9%	17	54.8%	5	16.1%	3	9.7%	31	**3.1**
Drawing and Imaging	0	0.0%	2	18.2%	3	27.3%	4	36.4%	2	18.2%	11	**3.5**
Design Thinking	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Design Conception and Solution	0	0.0%	4	57.1%	0	0.0%	3	42.9%	0	0.0%	7	**2.9**



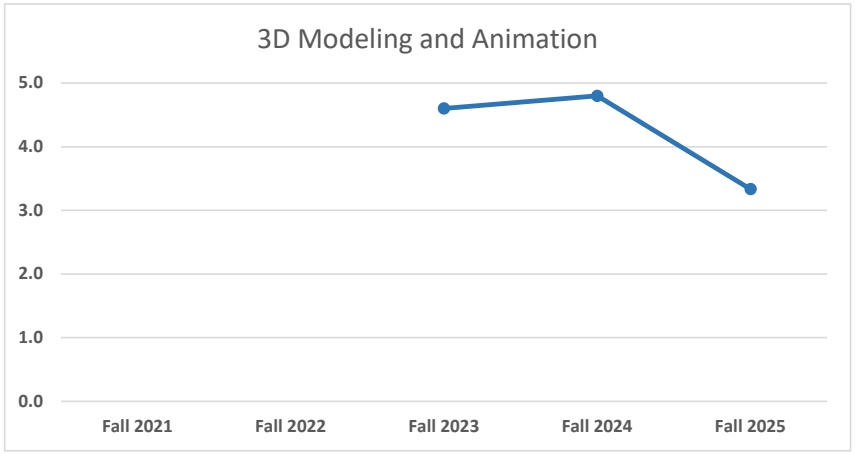
BFA Interactive Media Arts (5-Year Trend)

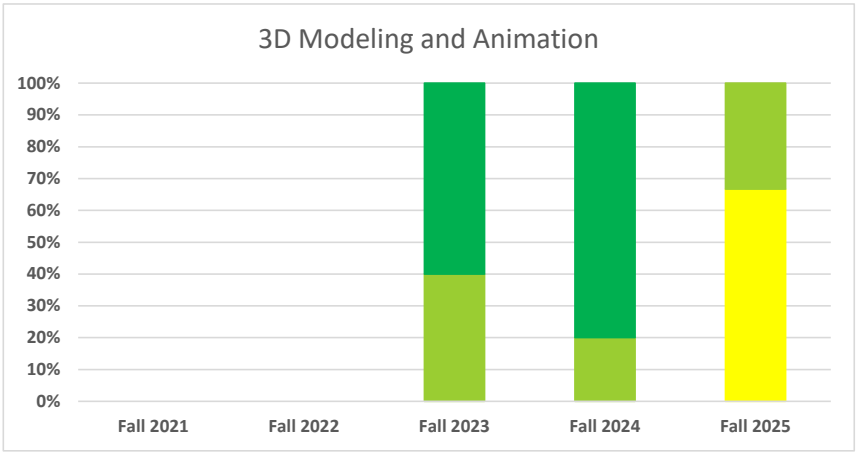
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
3D Modeling and Animation			4.6	4.8	**3.3**
Interactive Computer Graphics	4.7	4.8	4.3	3.9	**3.1**
Drawing and Imaging	4.6	4.5	4.8	4.4	**3.5**
Design Thinking					
Design Conception and Solution	4.2	4.1	4.6	4.6	**2.9**



Learning Goal: 3D Modeling and Animation (BFA Interactive Media Arts Program)

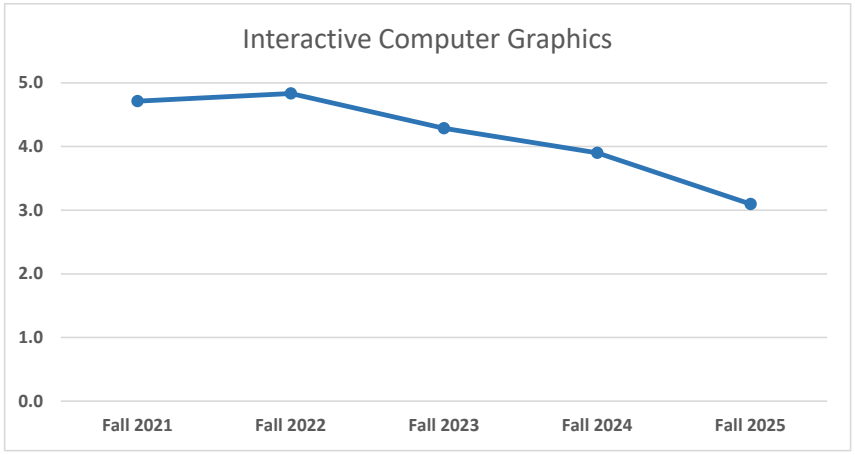
Recorded in: IMA380 - Apprenticeship - Experience Lab Artifact: Students will work independently and as a team to create a 3D model, an animated walk through, mood boards, texture maps, logo treatments, branded advertisements, and motion design for a fictitious company product and project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Students will create custom 3D models with materials, lights, and animation based on physical reality or fantasy environments for use in architecture, engineering, games and movies. They will use compositing and animation tools such as Adobe After Effects and 3ds Max to create motion graphics projects for broadcast, web and film.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	2	40.0%	3	60.0%	5	**4.6**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	1	20.0%	4	80.0%	5	**4.8**
	Fall 2025	0	0.0%	0	0.0%	6	66.7%	3	33.3%	0	0.0%	9	**3.3**

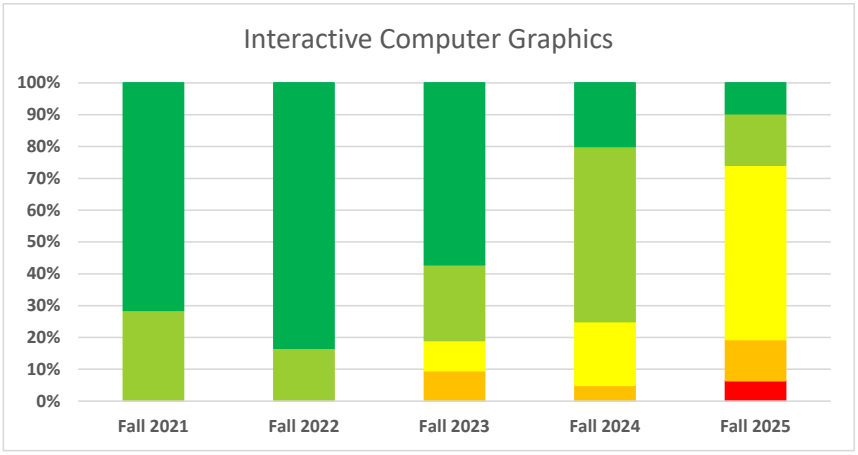




Learning Goal: Interactive Computer Graphics (BFA Interactive Media Arts Program)

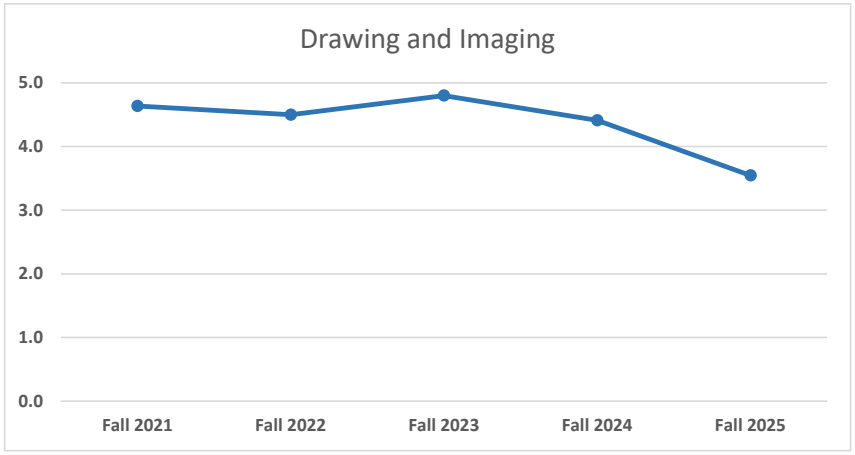
Recorded in: IMA150 - Interactive Computer Graphics 1 Artifact: Students will create an interface capable of traversing information visually	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Students will use industry standard coding software to create an interface capable of traversing information visually.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	2	28.6%	5	71.4%	7	**4.7**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	16.7%	5	83.3%	6	**4.8**
Fall 2023	0	0.0%	2	9.5%	2	9.5%	5	23.8%	12	57.1%	21	**4.3**
Fall 2024	0	0.0%	1	5.0%	4	20.0%	11	55.0%	4	20.0%	20	**3.9**
Fall 2025	2	6.5%	4	12.9%	17	54.8%	5	16.1%	3	9.7%	31	**3.1**

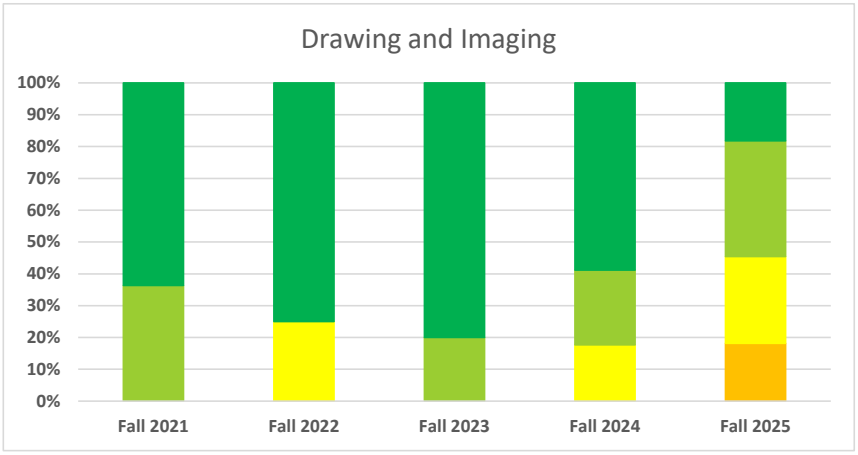




Learning Goal: Drawing and Imaging (BFA Interactive Media Arts Program)

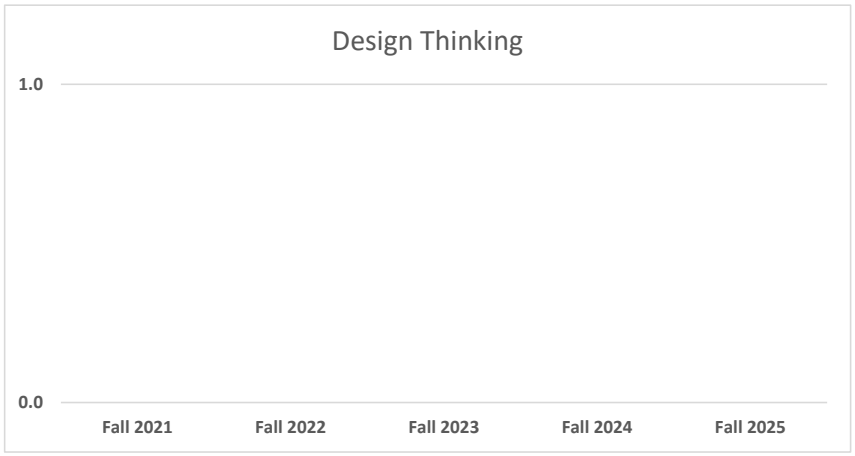
Recorded in: IMA215 - Drawing and Imaging 2 Artifact: Students will render an object in full color from observation using digital tools	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Based on ideation and sketches using digital and analog tools, students will accurately render objects in full color from observation using digital software.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	4	36.4%	7	63.6%	11	**4.6**
Fall 2022	0	0.0%	0	0.0%	1	25.0%	0	0.0%	3	75.0%	4	**4.5**
Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	20.0%	4	80.0%	5	**4.8**
Fall 2024	0	0.0%	0	0.0%	3	17.6%	4	23.5%	10	58.8%	17	**4.4**
Fall 2025	0	0.0%	2	18.2%	3	27.3%	4	36.4%	2	18.2%	11	**3.5**

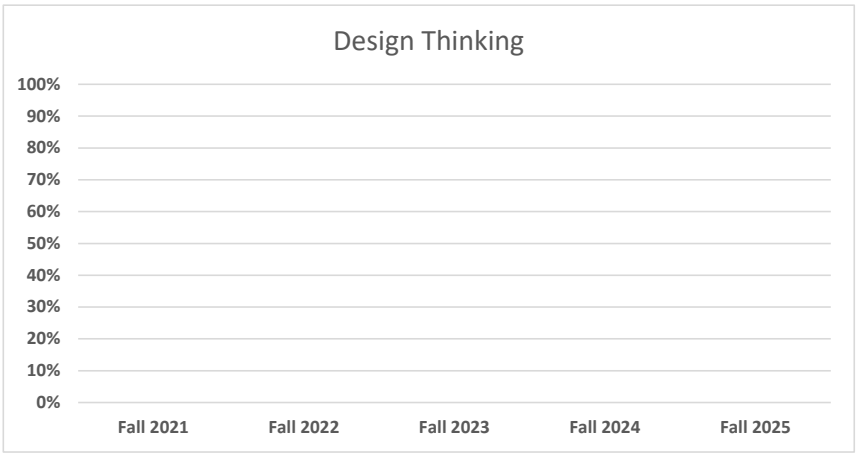




Learning Goal: Design Thinking (BFA Interactive Media Arts Program)

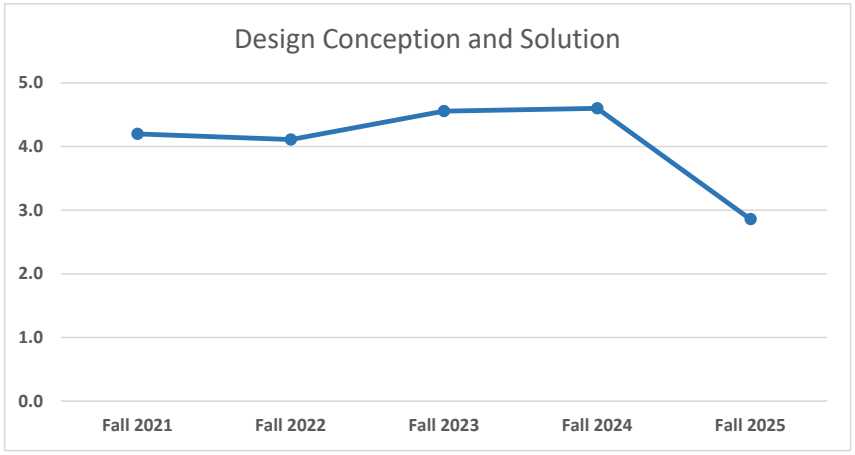
Recorded in: IMA340 - Design Thinking 2 Artifact: Students will design a website landing page incorporating critical UI and UX elements that demonstrates the principles of design		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Students will employ the design thinking process and incorporate the principles of design and UI/UX elements to create digital and interactive graphics.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

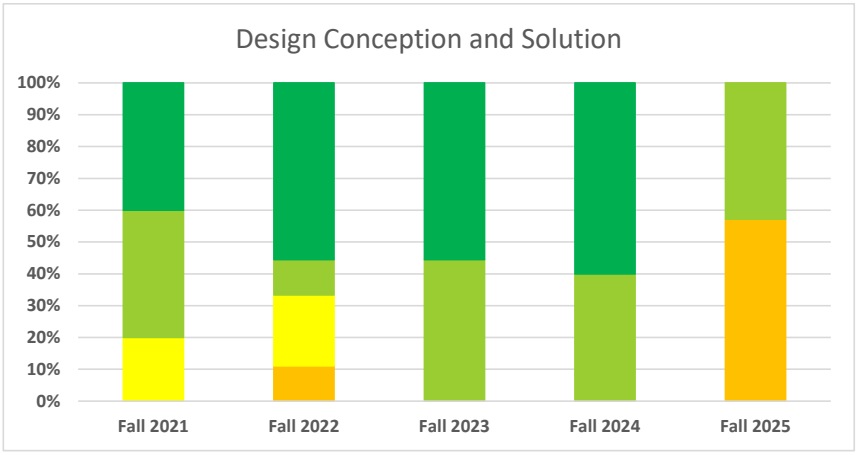




Learning Goal: Design Conception and Solution (BFA Interactive Media Arts Program)

Recorded in: IMA460 - Experience Lab Artifact: Oversight of lower classman project (animation)		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Based on real-world projects and industry standard software and skills, students will work both individually and collaboratively to conceptualize, ideate, and create viable design solutions to address client and project needs. Students will assess and critique industry and peer work based on design theory and critical analysis.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	2	20.0%	4	40.0%	4	40.0%	10	**4.2**
	Fall 2022	0	0.0%	1	11.1%	2	22.2%	1	11.1%	5	55.6%	9	**4.1**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	4	44.4%	5	55.6%	9	**4.6**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	2	40.0%	3	60.0%	5	**4.6**
	Fall 2025	0	0.0%	4	57.1%	0	0.0%	3	42.9%	0	0.0%	7	**2.9**



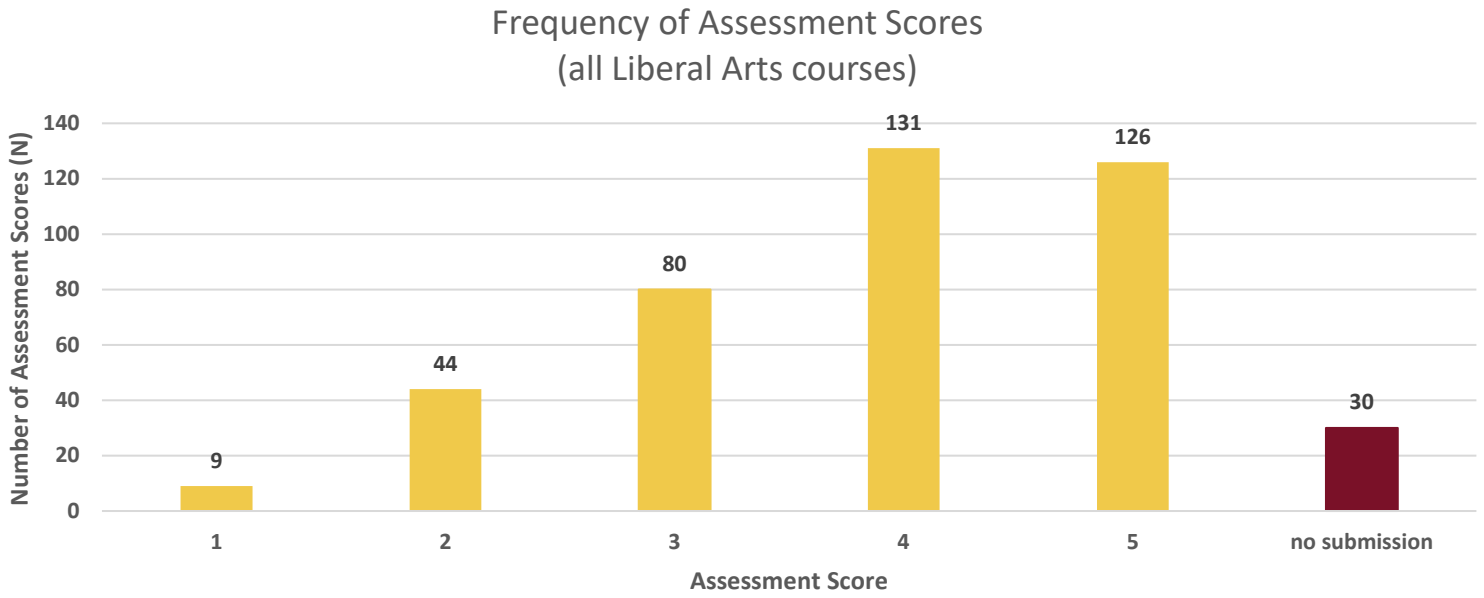


Liberal Arts

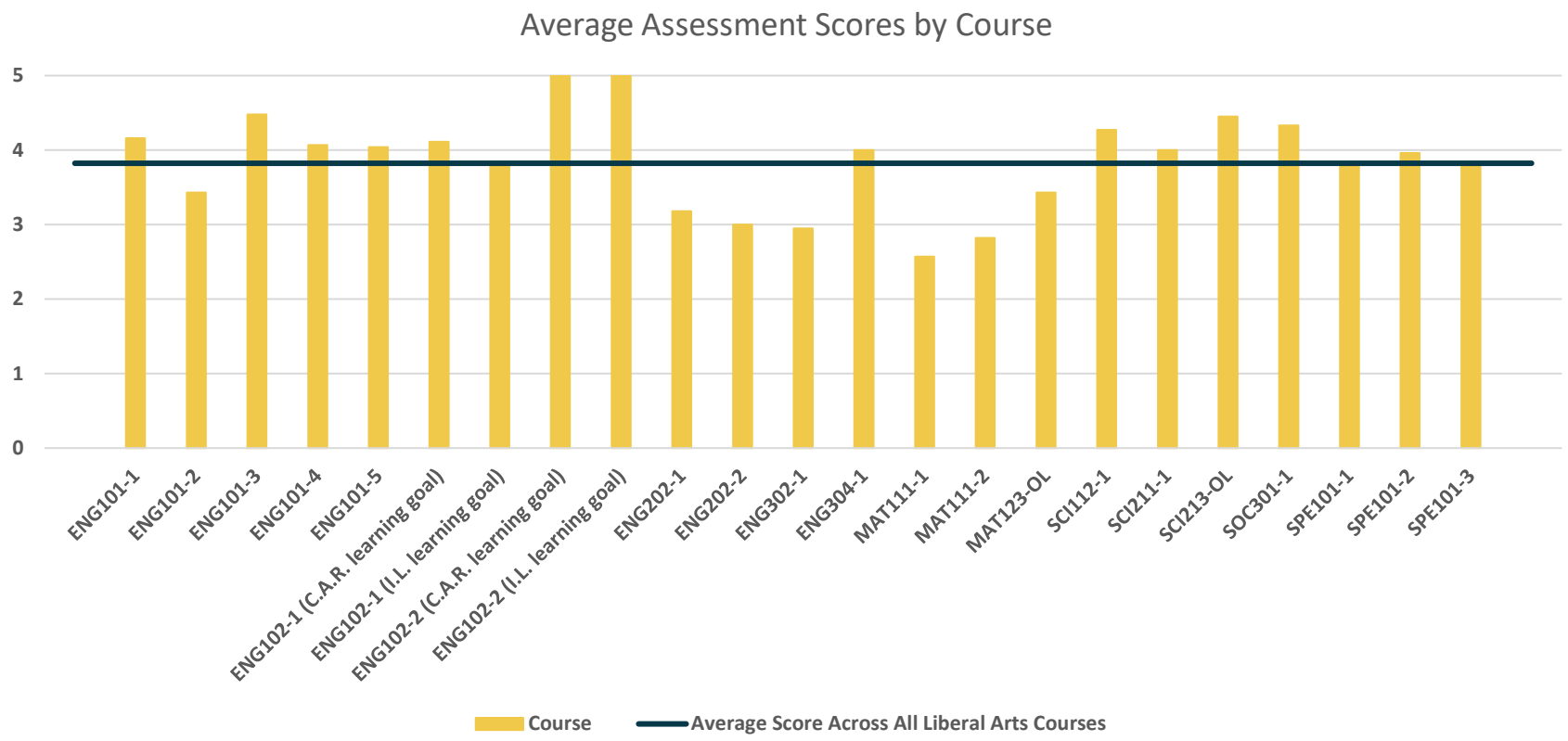
Artifact Scores by Course

FALL 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Liberal Arts courses)	
SCORE	**N**
1	9
2	44
3	80
4	131
5	126
no submission	30
Total	420
Submissions Scored (Total minus No Submissions)	390
AVERAGE SCORE	**3.82**



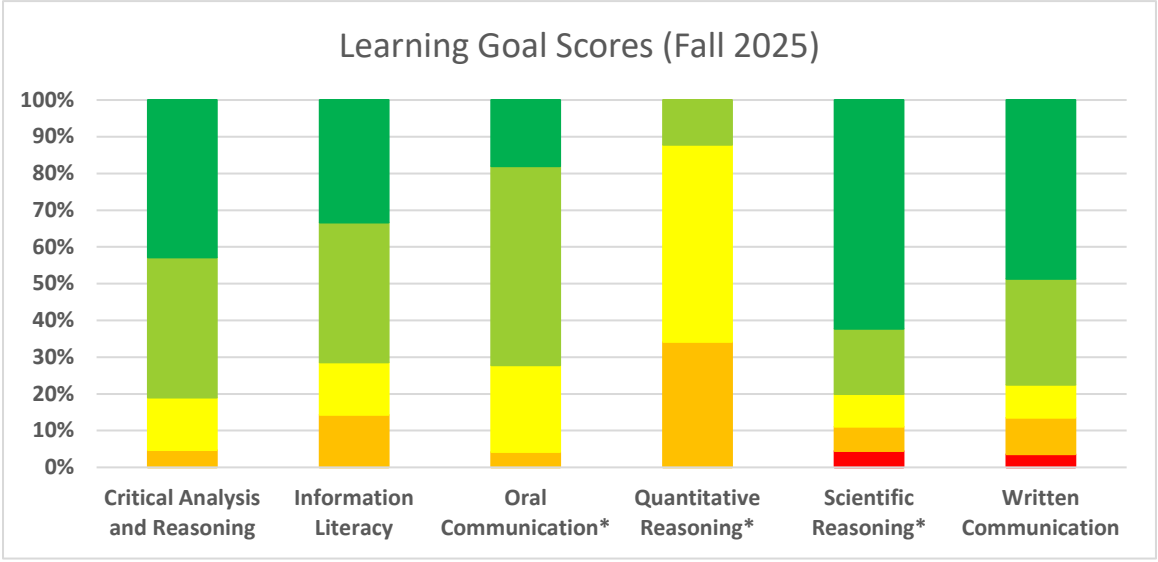
AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
ENG101-1	4.16
ENG101-2	3.43
ENG101-3	4.48
ENG101-4	4.07
ENG101-5	4.04
ENG102-1 (C.A.R. learning goal)	4.11
ENG102-1 (I.L. learning goal)	3.79
ENG102-2 (C.A.R. learning goal)	5.00
ENG102-2 (I.L. learning goal)	5.00
ENG202-1	3.18
ENG202-2	3.00
ENG302-1	2.95
ENG304-1	4.00
MAT111-1	2.57
MAT111-2	2.82
MAT123-OL	3.43
SCI112-1	4.27
SCI211-1	4.00
SCI213-OL	4.45
SOC301-1	4.33
SPE101-1	3.78
SPE101-2	3.96
SPE101-3	3.83
AVERAGE SCORE ACROSS ALL LIBERAL ARTS COURSES	**3.82**


Average Assessment Scores by Course
5
4
3
2
1
0
ENG101-1
ENG101-2
ENG101-3
ENG101-4
ENG101-5
ENG102-1 (C.A.R. learning goal)
ENG102-1 (I.L. learning goal)
ENG102-2 (C.A.R. learning goal)
ENG102-2 (I.L. learning goal)
ENG202-1
ENG202-2
ENG302-1
ENG304-1
MAT111-1
MAT111-2
MAT123-OL
SCI112-1
SCI211-1
SCI213-OL
SOC301-1
SPE101-1
SPE101-2
SPE101-3
Course
Average Score Across All Liberal Arts Courses

Artifact Scores by Program and Learning Goal

General Education Requirements / AA Liberal Arts, Core Courses (Fall 2025)

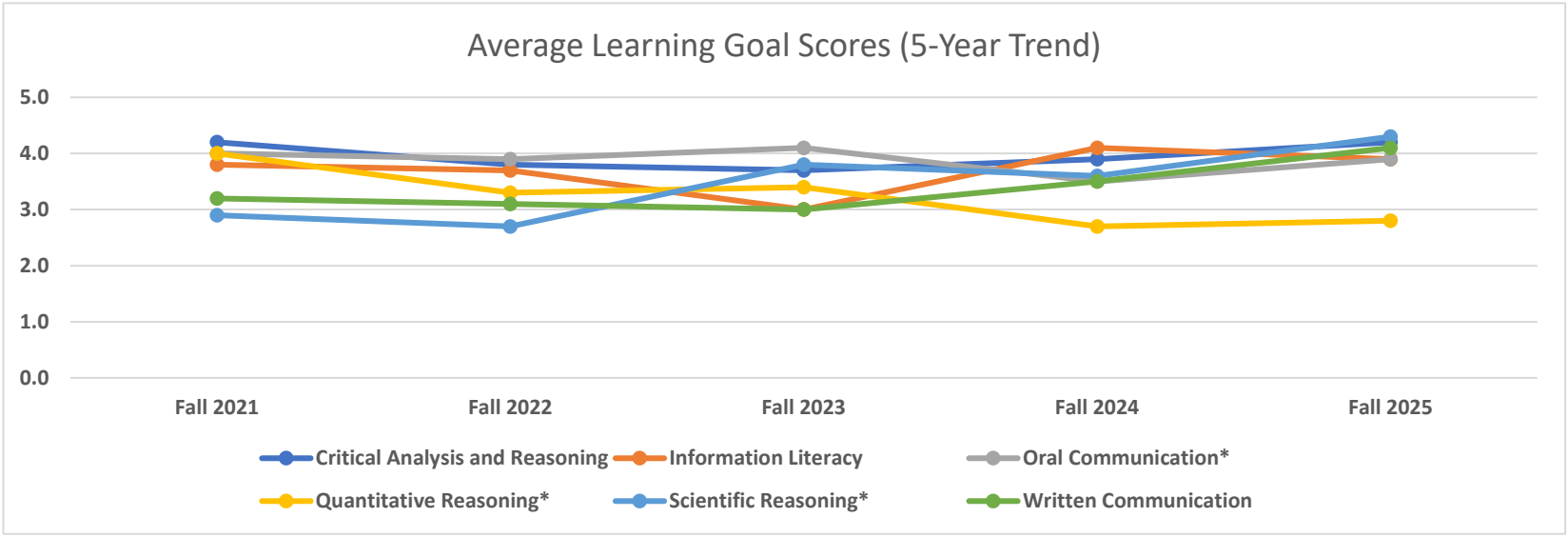
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Critical Analysis and Reasoning	0	0.0%	1	4.8%	3	14.3%	8	38.1%	9	42.9%	21	**4.2**
Information Literacy	0	0.0%	3	14.3%	3	14.3%	8	38.1%	7	33.3%	21	**3.9**
*Oral Communication**	0	0.0%	3	4.2%	17	23.6%	39	54.2%	13	18.1%	72	**3.9**
*Quantitative Reasoning**	0	0.0%	14	34.1%	22	53.7%	5	12.2%	0	0.0%	41	**2.8**
*Scientific Reasoning**	2	4.4%	3	6.7%	4	8.9%	8	17.8%	28	62.2%	45	**4.3**
Written Communication	4	3.6%	11	9.9%	10	9.0%	32	28.8%	54	48.6%	111	**4.1**



* The Oral Communication, Quantitative Reasoning, and Scientific Reasoning learning goals are assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following pages.

General Education Requirements / AA Liberal Arts, Core Courses (5-Year Trend)

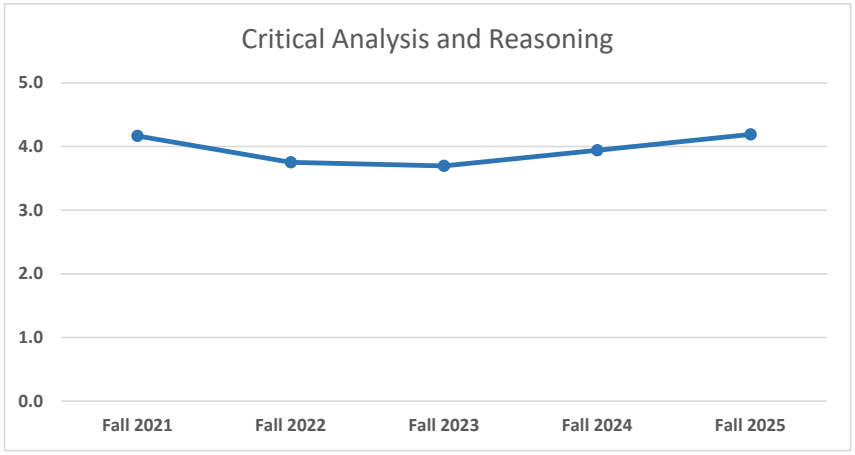
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Critical Analysis and Reasoning	4.2	3.8	3.7	3.9	**4.2**
Information Literacy	3.8	3.7	3.0	4.1	**3.9**
*Oral Communication**	4.0	3.9	4.1	3.5	**3.9**
*Quantitative Reasoning**	4.0	3.3	3.4	2.7	**2.8**
*Scientific Reasoning**	2.9	2.7	3.8	3.6	**4.3**
Written Communication	3.2	3.1	3.0	3.5	**4.1**

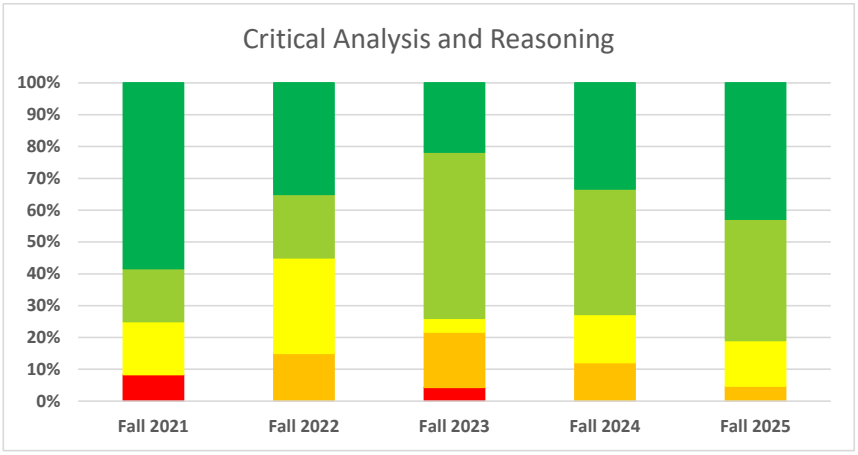


* The Oral Communication, Quantitative Reasoning, and Scientific Reasoning learning goals are assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Critical Analysis and Reasoning (General Education Requirements / AA Liberal Arts Program, Core Courses)

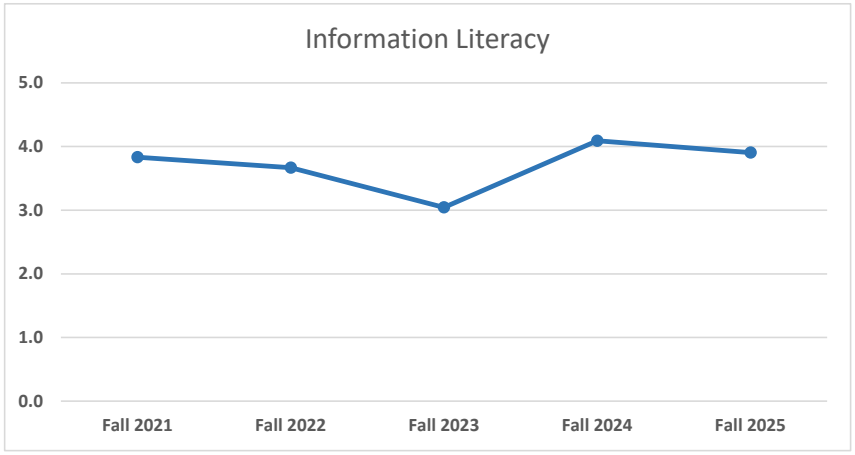
Recorded in: ENG102 - English Composition 2 Artifact: Research Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Explain, interpret, and assess through academic writing the ability to understand and successfully analyze the theme, organization, style, evidence, andstrength of argumentative and creative texts presented.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	1	8.3%	0	0.0%	2	16.7%	2	16.7%	7	58.3%	12	**4.2**
	Fall 2022	0	0.0%	3	15.0%	6	30.0%	4	20.0%	7	35.0%	20	**3.8**
	Fall 2023	1	4.3%	4	17.4%	1	4.3%	12	52.2%	5	21.7%	23	**3.7**
	Fall 2024	0	0.0%	4	12.1%	5	15.2%	13	39.4%	11	33.3%	33	**3.9**
	Fall 2025	0	0.0%	1	4.8%	3	14.3%	8	38.1%	9	42.9%	21	**4.2**

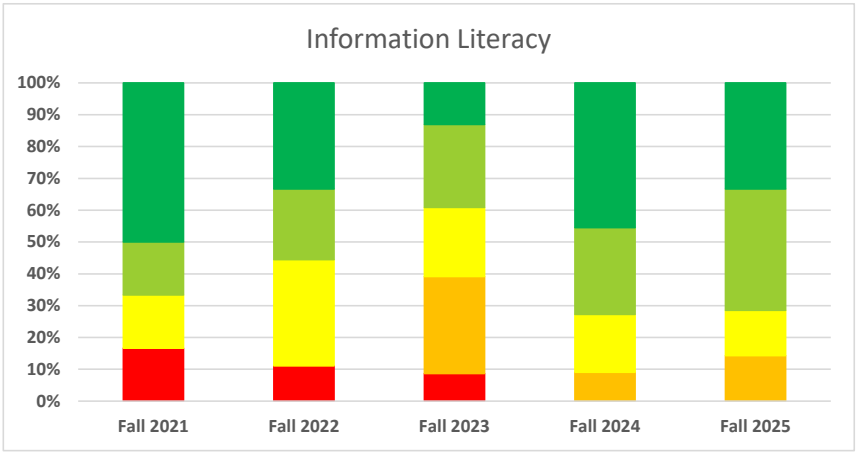




Learning Goal: Information Literacy (General Education Requirements / AA Liberal Arts Program, Core Courses)

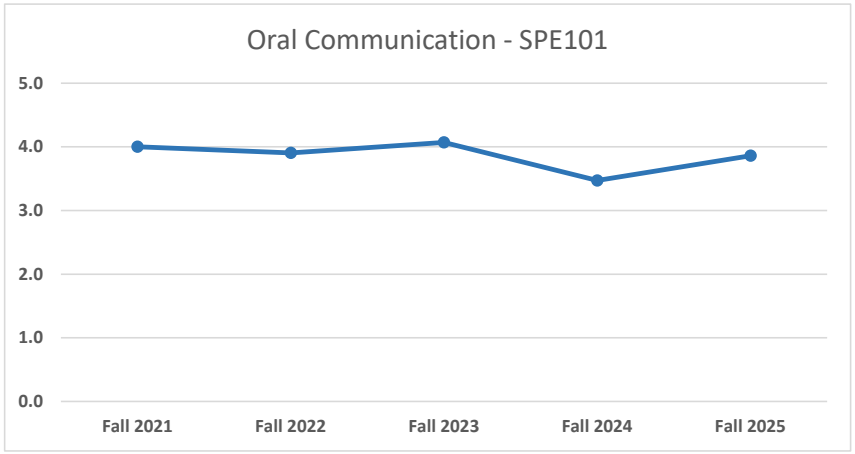
Recorded in: ENG102 - English Composition 2 Artifact: Research Paper	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Identify, locate, evaluate, and utilize reputable sources to support thesis-driven writing and cite such sources according to institutional standards.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	2	16.7%	0	0.0%	2	16.7%	2	16.7%	6	50.0%	12	**3.8**
Fall 2022	2	11.1%	0	0.0%	6	33.3%	4	22.2%	6	33.3%	18	**3.7**
Fall 2023	2	8.7%	7	30.4%	5	21.7%	6	26.1%	3	13.0%	23	**3.0**
Fall 2024	0	0.0%	3	9.1%	6	18.2%	9	27.3%	15	45.5%	33	**4.1**
Fall 2025	0	0.0%	3	14.3%	3	14.3%	8	38.1%	7	33.3%	21	**3.9**

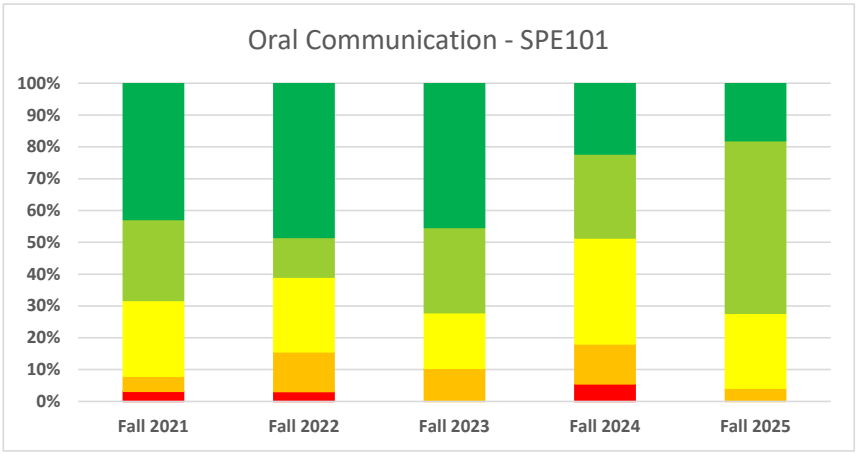




Learning Goal: Oral Communication - SPE101 (General Education Requirements / AA Liberal Arts Program, Core Courses)

Recorded in: SPE101 - Fundamentals of Speech Artifact: Speech #2	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Develop a meaningful and effective voice in order to deliver a well-organized, content-rich, and articulated public presentation.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	2	3.2%	3	4.8%	15	23.8%	16	25.4%	27	42.9%	63	**4.0**
Fall 2022	2	3.1%	8	12.5%	15	23.4%	8	12.5%	31	48.4%	64	**3.9**
Fall 2023	0	0.0%	9	10.5%	15	17.4%	23	26.7%	39	45.3%	86	**4.1**
Fall 2024	4	5.6%	9	12.5%	24	33.3%	19	26.4%	16	22.2%	72	**3.5**
Fall 2025	0	0.0%	3	4.2%	17	23.6%	39	54.2%	13	18.1%	72	**3.9**

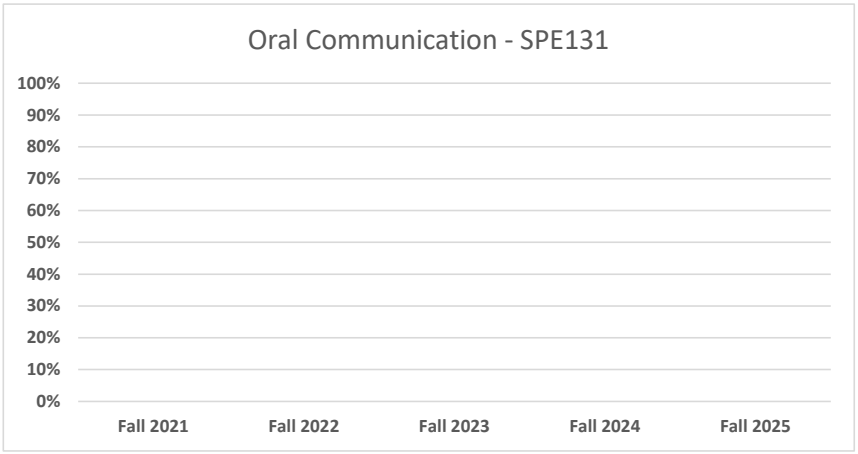




Learning Goal: Oral Communication - SPE131 (General Education Requirements / AA Liberal Arts Program, Core Courses)

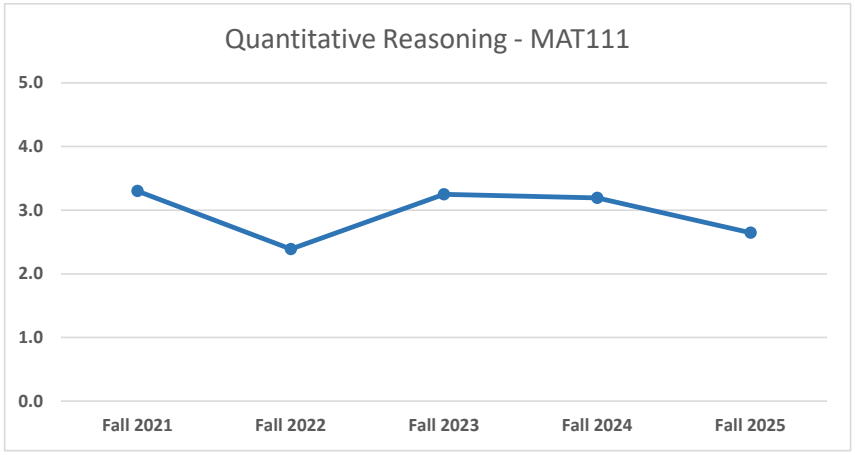
Recorded in: SPE131 - Intro to Public Speaking Artifact: Speech #6	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Develop a meaningful and effective voice in order to deliver a well-organized, content-rich, and articulated public presentation.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

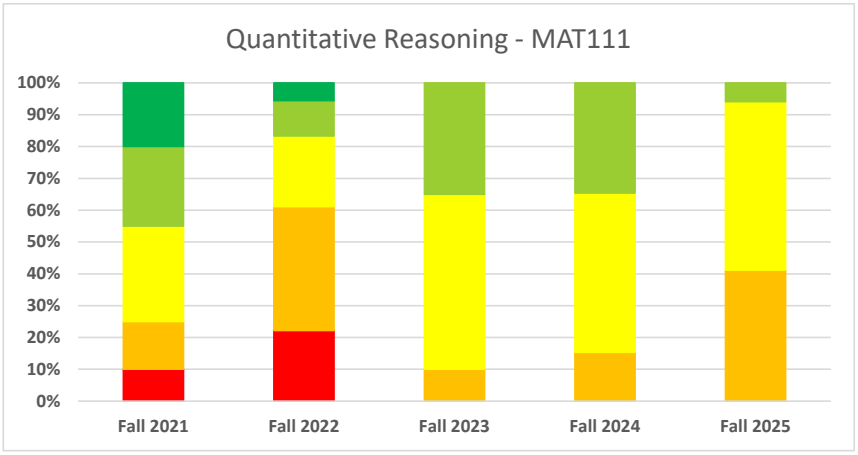




Learning Goal: Quantitative Reasoning - MAT111 (General Education Requirements / AA Liberal Arts Program, Core Courses)

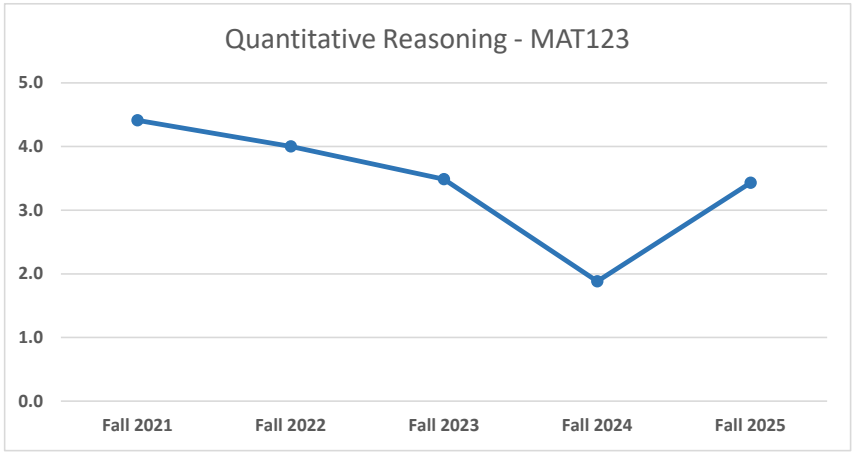
Recorded in: MAT111 - Mathematical Reasoning Artifact: Written Test or Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
To develop the quantitative and analytical reasoning skills of all students in order to solve real world problems.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	2	10.0%	3	15.0%	6	30.0%	5	25.0%	4	20.0%	20	**3.3**
	Fall 2022	4	22.2%	7	38.9%	4	22.2%	2	11.1%	1	5.6%	18	**2.4**
	Fall 2023	0	0.0%	2	10.0%	11	55.0%	7	35.0%	0	0.0%	20	**3.3**
	Fall 2024	0	0.0%	4	15.4%	13	50.0%	9	34.6%	0	0.0%	26	**3.2**
	Fall 2025	0	0.0%	14	41.2%	18	52.9%	2	5.9%	0	0.0%	34	**2.6**

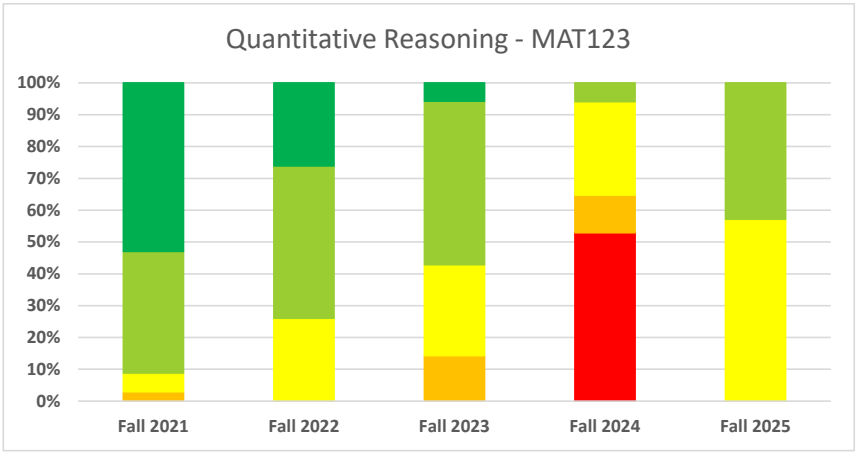




Learning Goal: Quantitative Reasoning - MAT123 (General Education Requirements / AA Liberal Arts Program, Core Courses)

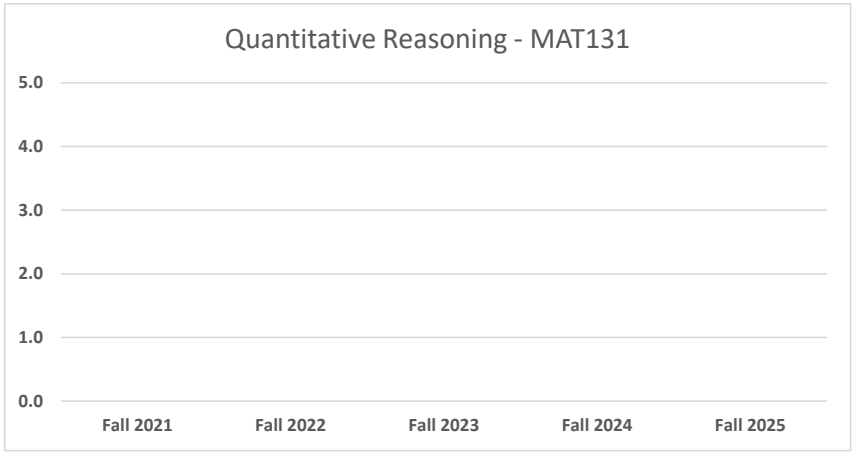
Recorded in: MAT123 - College Algebra Artifact: Written Test or Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
To develop the quantitative and analytical reasoning skills of all students in order to solve real world problems.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	1	2.9%	2	5.9%	13	38.2%	18	52.9%	34	**4.4**
Fall 2022	0	0.0%	0	0.0%	6	26.1%	11	47.8%	6	26.1%	23	**4.0**
Fall 2023	0	0.0%	5	14.3%	10	28.6%	18	51.4%	2	5.7%	35	**3.5**
Fall 2024	9	52.9%	2	11.8%	5	29.4%	1	5.9%	0	0.0%	17	**1.9**
Fall 2025	0	0.0%	0	0.0%	4	57.1%	3	42.9%	0	0.0%	7	**3.4**

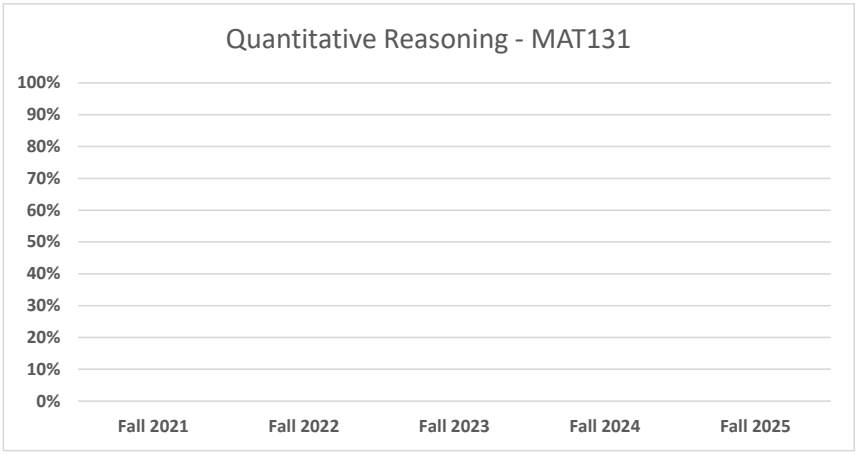




Learning Goal: Quantitative Reasoning - MAT131 (General Education Requirements / AA Liberal Arts Program, Core Courses)

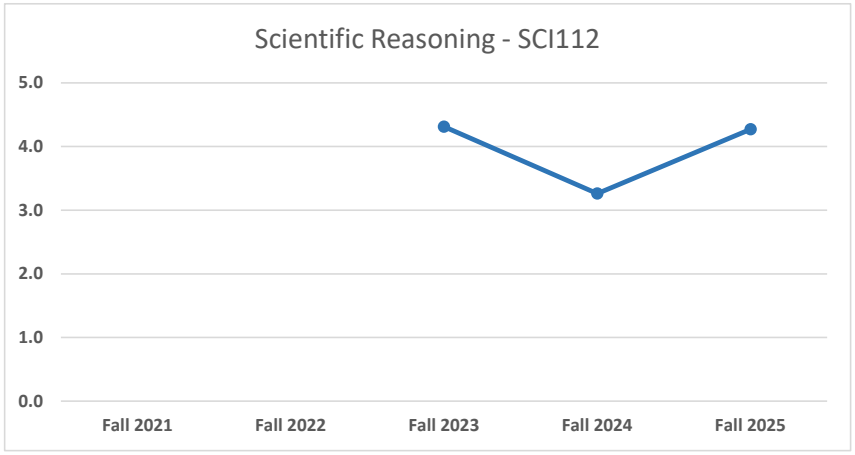
Recorded in: MAT131 - Business Mathematics Artifact: Written Test or Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
To develop the quantitative and analytical reasoning skills of all students in order to solve real world problems.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

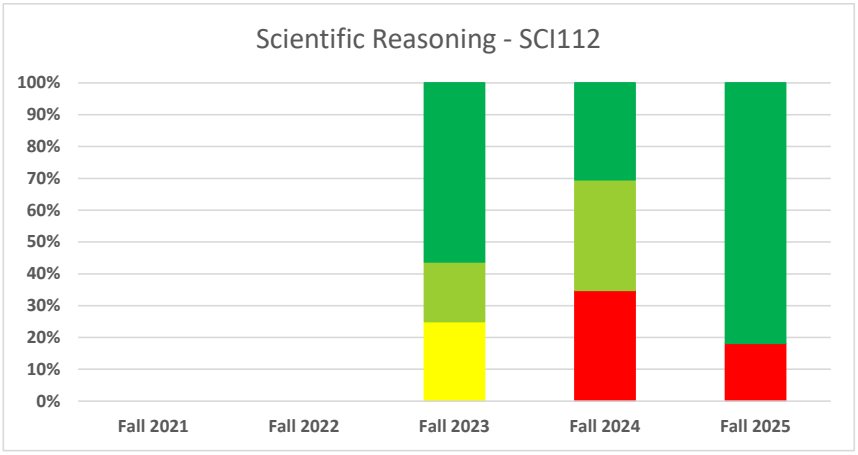




Learning Goal: Scientific Reasoning - SCI112 (General Education Requirements / AA Liberal Arts Program, Core Courses)

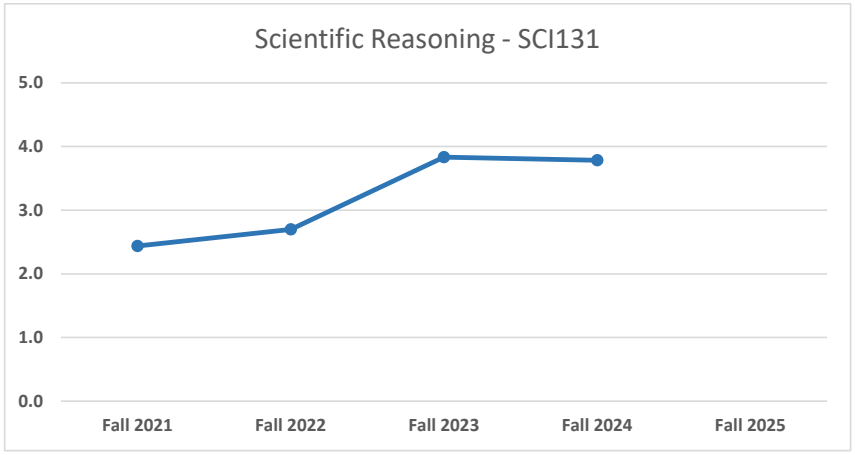
Recorded in: SCI112 - Physics of Flight/Drone Technology Artifact: Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
A hands-on, inquiry-based approach to the scientific method (observation, experimentation, application, analysis, synthesis, and evaluation) which relies upon empirical evidence and testable hypotheses to describe, understand, predict, and control natural phenomena.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	4	25.0%	3	18.8%	9	56.3%	16	**4.3**
	Fall 2024	8	34.8%	0	0.0%	0	0.0%	8	34.8%	7	30.4%	23	**3.3**
	Fall 2025	2	18.2%	0	0.0%	0	0.0%	0	0.0%	9	81.8%	11	**4.3**

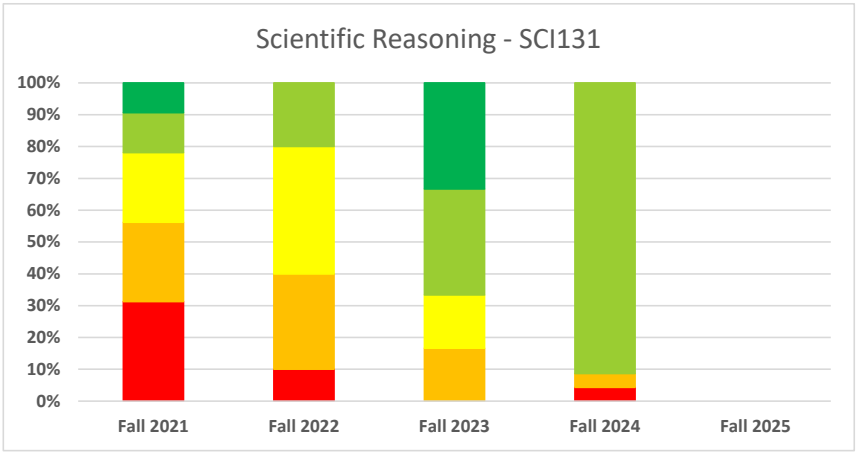




Learning Goal: Scientific Reasoning - SCI131 (General Education Requirements / AA Liberal Arts Program, Core Courses)

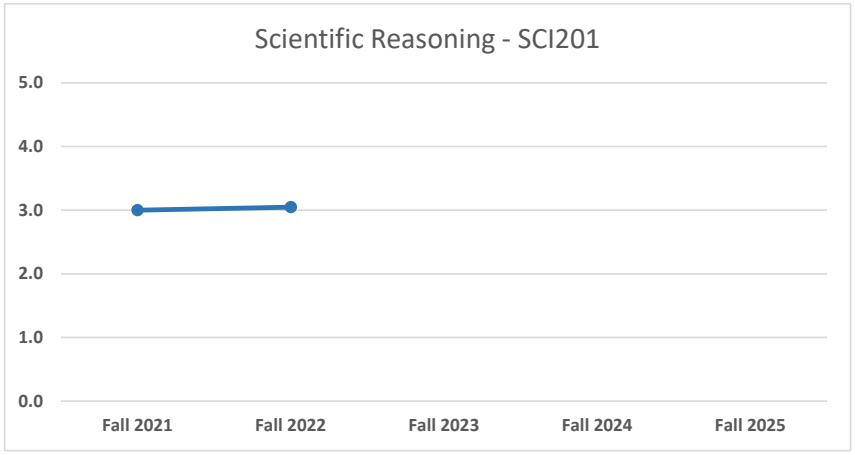
Recorded in: SCI131 - Human Biology Artifact: Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
A hands-on, inquiry-based approach to the scientific method (observation, experimentation, application, analysis, synthesis, and evaluation) which relies upon empirical evidence and testable hypotheses to describe, understand, predict, and control natural phenomena.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	10	31.3%	8	25.0%	7	21.9%	4	12.5%	3	9.4%	32	**2.4**
	Fall 2022	1	10.0%	3	30.0%	4	40.0%	2	20.0%	0	0.0%	10	**2.7**
	Fall 2023	0	0.0%	3	16.7%	3	16.7%	6	33.3%	6	33.3%	18	**3.8**
	Fall 2024	1	4.3%	1	4.3%	0	0.0%	21	91.3%	0	0.0%	23	**3.8**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

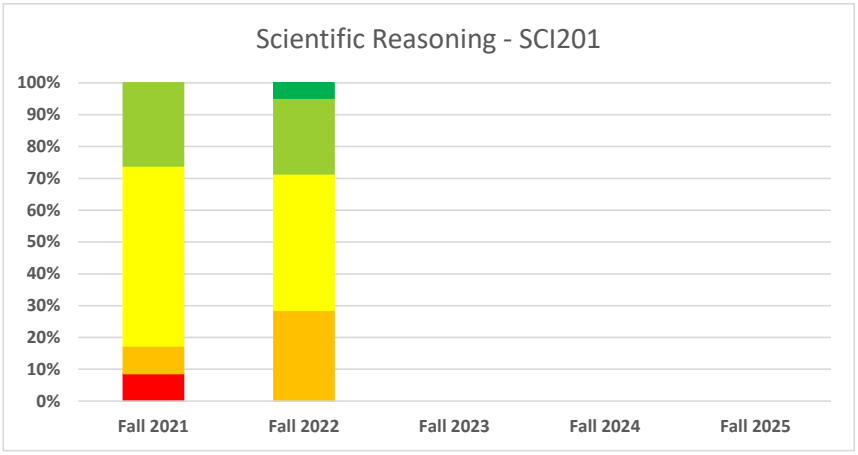




Learning Goal: Scientific Reasoning - SCI201 (General Education Requirements / AA Liberal Arts Program, Core Courses)

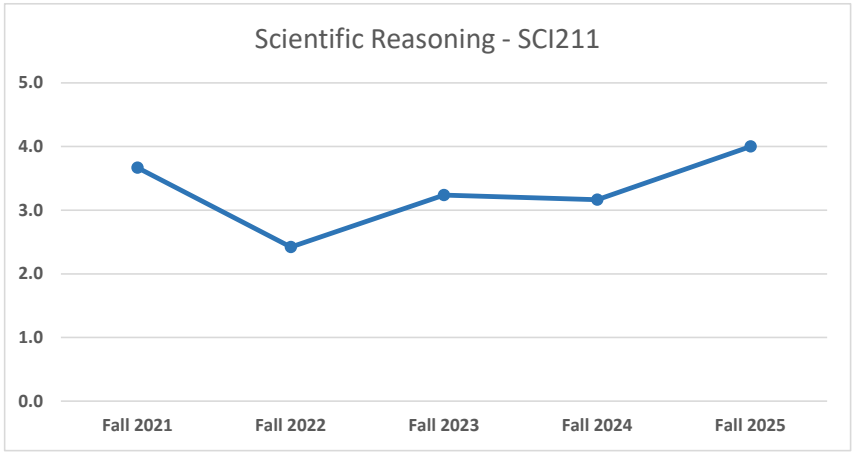
Recorded in: SCI201 - Oceanography Artifact: Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
A hands-on, inquiry-based approach to the scientific method (observation, experimentation, application, analysis, synthesis, and evaluation) which relies upon empirical evidence and testable hypotheses to describe, understand, predict, and control natural phenomena.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	2	8.7%	2	8.7%	13	56.5%	6	26.1%	0	0.0%	23	**3.0**
	Fall 2022	0	0.0%	6	28.6%	9	42.9%	5	23.8%	1	4.8%	21	**3.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

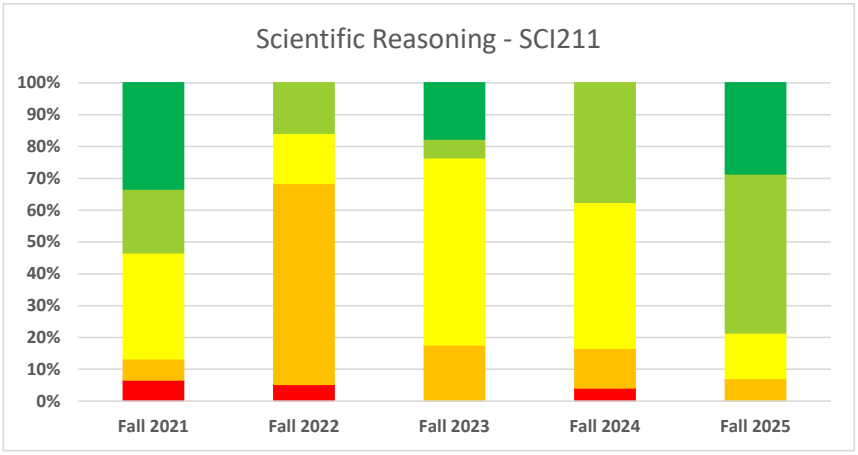




Learning Goal: Scientific Reasoning - SCI211 (General Education Requirements / AA Liberal Arts Program, Core Courses)

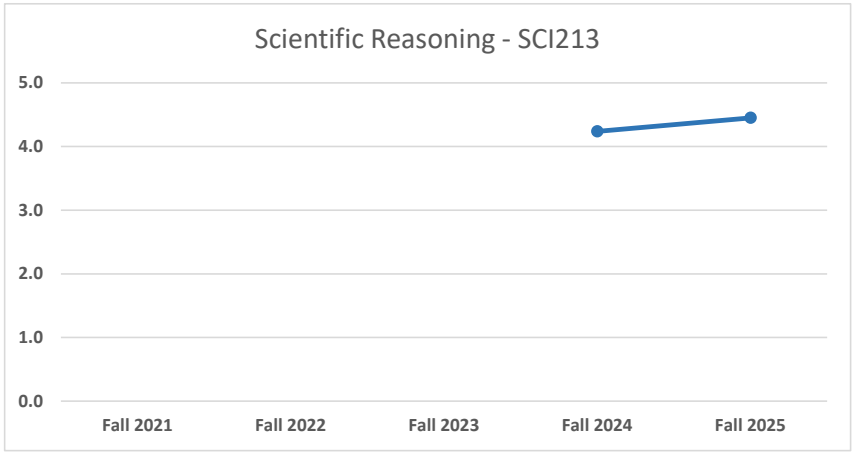
Recorded in: SCI211 - Environmental Science Artifact: Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
A hands-on, inquiry-based approach to the scientific method (observation, experimentation, application, analysis, synthesis, and evaluation) which relies upon empirical evidence and testable hypotheses to describe, understand, predict, and control natural phenomena.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	1	6.7%	1	6.7%	5	33.3%	3	20.0%	5	33.3%	15	**3.7**
	Fall 2022	1	5.3%	12	63.2%	3	15.8%	3	15.8%	0	0.0%	19	**2.4**
	Fall 2023	0	0.0%	3	17.6%	10	58.8%	1	5.9%	3	17.6%	17	**3.2**
	Fall 2024	1	4.2%	3	12.5%	11	45.8%	9	37.5%	0	0.0%	24	**3.2**
	Fall 2025	0	0.0%	1	7.1%	2	14.3%	7	50.0%	4	28.6%	14	**4.0**

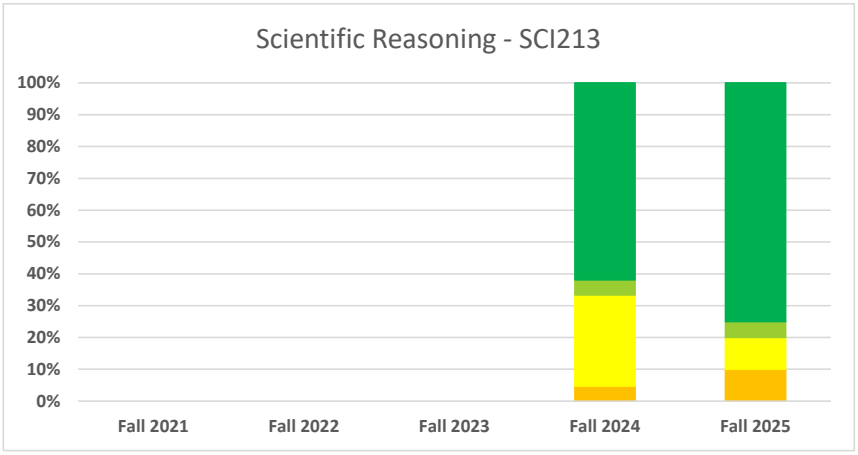




Learning Goal: Scientific Reasoning - SCI213 (General Education Requirements / AA Liberal Arts Program, Core Courses)

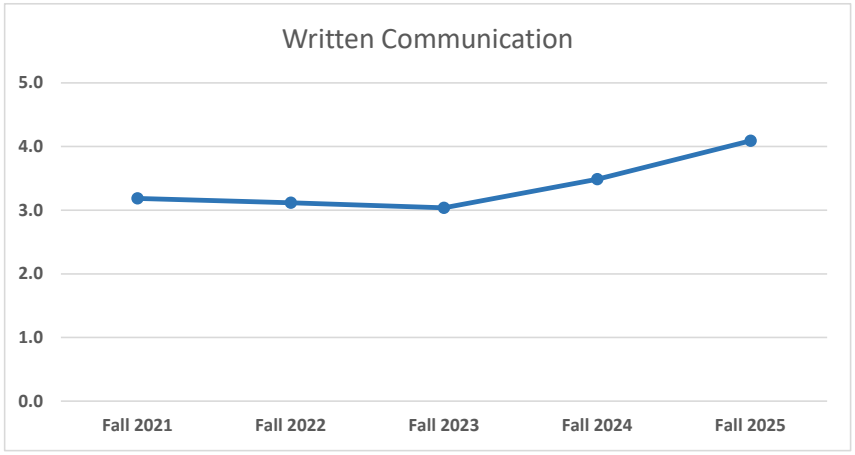
Recorded in: SCI213 - Health and Fitness Artifact: Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
A hands-on, inquiry-based approach to the scientific method (observation, experimentation, application, analysis, synthesis, and evaluation) which relies upon empirical evidence and testable hypotheses to describe, understand, predict, and control natural phenomena.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021												
	Fall 2022												
	Fall 2023												
	Fall 2024	0	0.0%	1	4.8%	6	28.6%	1	4.8%	13	61.9%	21	**4.2**
	Fall 2025	0	0.0%	2	10.0%	2	10.0%	1	5.0%	15	75.0%	20	**4.5**

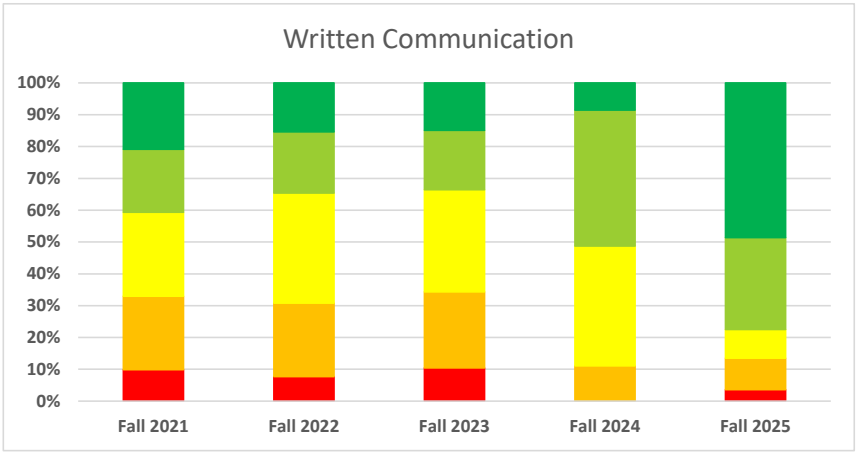




Learning Goal: Written Communication (General Education Requirements / AA Liberal Arts Program, Core Courses)

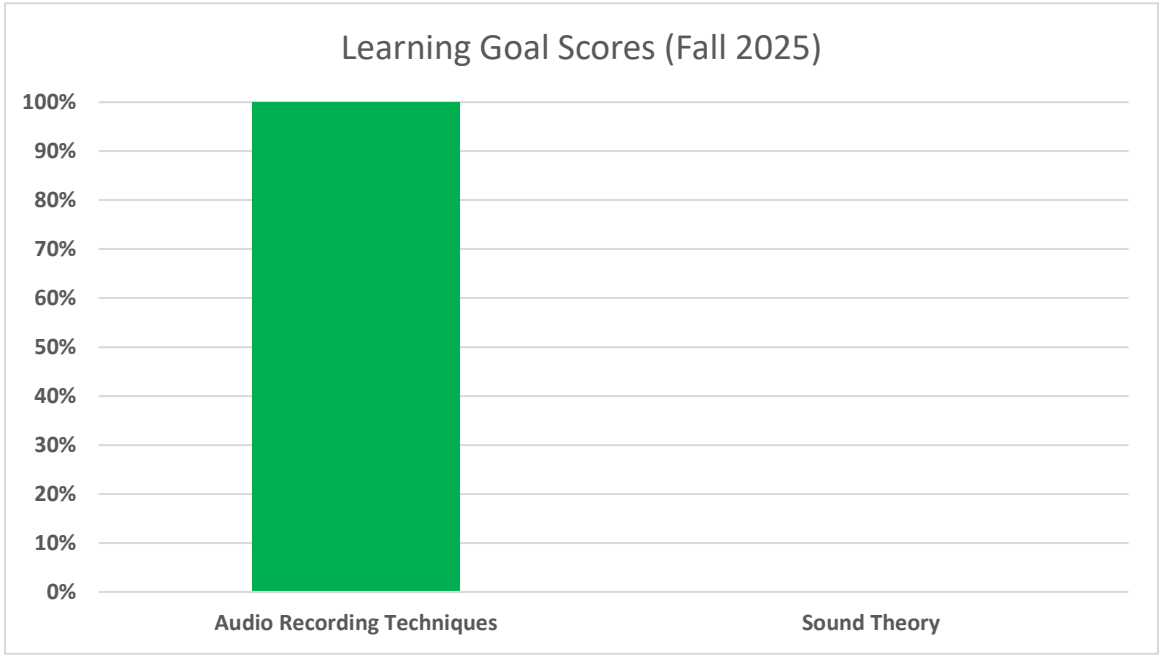
Recorded in: ENG101 - English Composition 1 Artifact: Essay	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Write clear and concise, thesis-driven essays supported by evidence and logic with proficiency in spelling, grammar, and syntax.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	9	9.9%	21	23.1%	24	26.4%	18	19.8%	19	20.9%	91	**3.2**
Fall 2022	6	7.7%	18	23.1%	27	34.6%	15	19.2%	12	15.4%	78	**3.1**
Fall 2023	14	10.4%	32	23.9%	43	32.1%	25	18.7%	20	14.9%	134	**3.0**
Fall 2024	0	0.0%	13	11.1%	44	37.6%	50	42.7%	10	8.5%	117	**3.5**
Fall 2025	4	3.6%	11	9.9%	10	9.0%	32	28.8%	54	48.6%	111	**4.1**





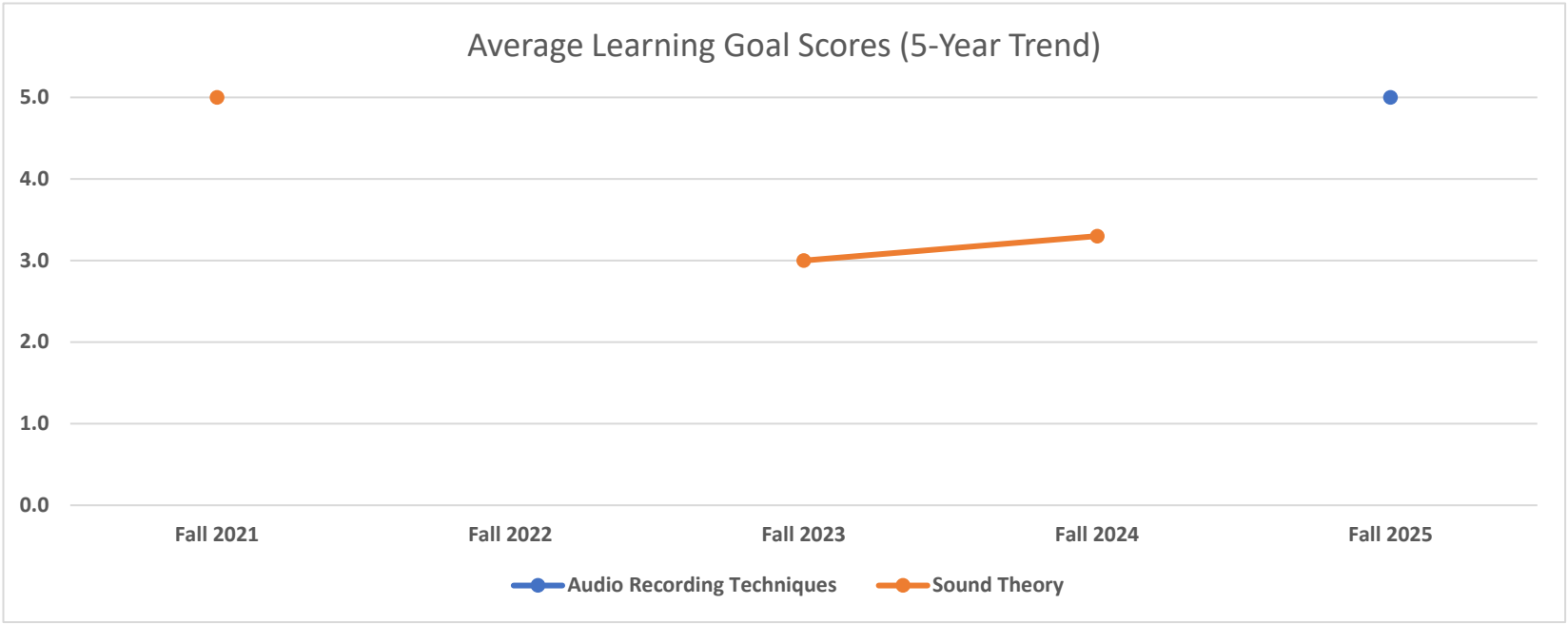
AA Liberal Arts, Audio Recording Technology Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Audio Recording Techniques	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Sound Theory	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



AA Liberal Arts, Audio Recording Technology Concentration (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Audio Recording Techniques					**5.0**
Sound Theory	5.0		3.0	3.3	



Learning Goal: Audio Recording Techniques (AA Liberal Arts Program, Audio Recording Technology Concentration)

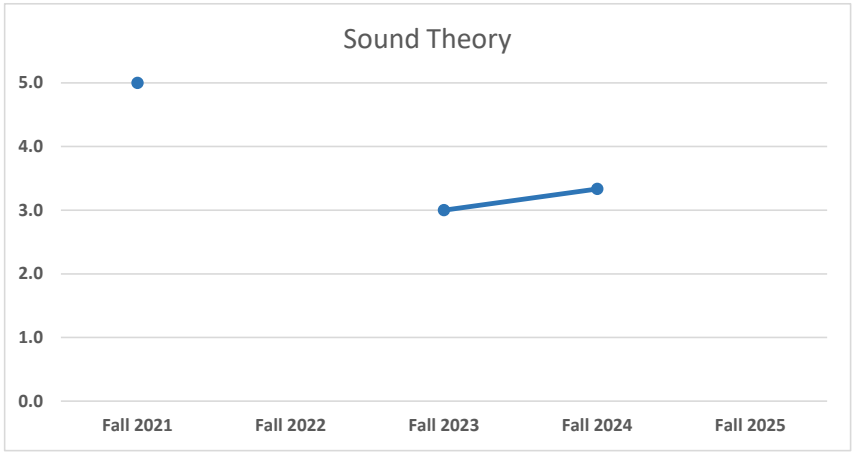
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Exam Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students also demonstrate the ability to perform proper recording procedures, set professional level with use of metering, recording compression techniques, independent headphone mixing systems, and playback mixing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**

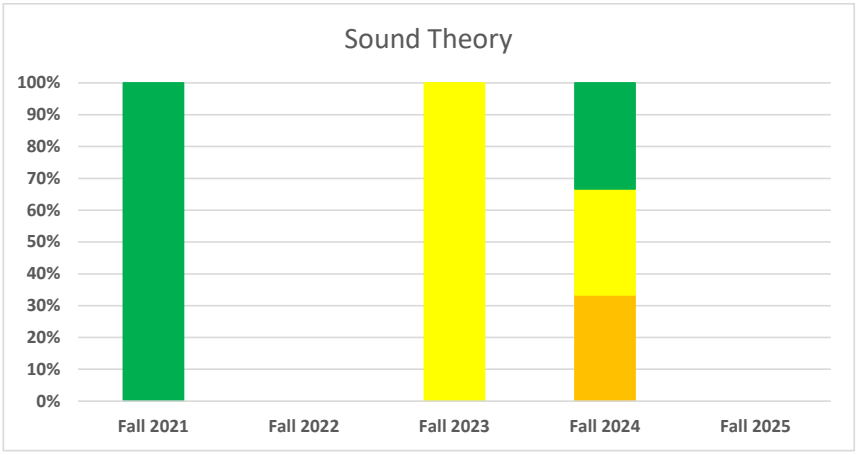




Learning Goal: Sound Theory (AA Liberal Arts Program, Audio Recording Technology Concentration)

Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Fall 2024	0	0.0%	1	33.3%	1	33.3%	0	0.0%	1	33.3%	3	**3.3**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





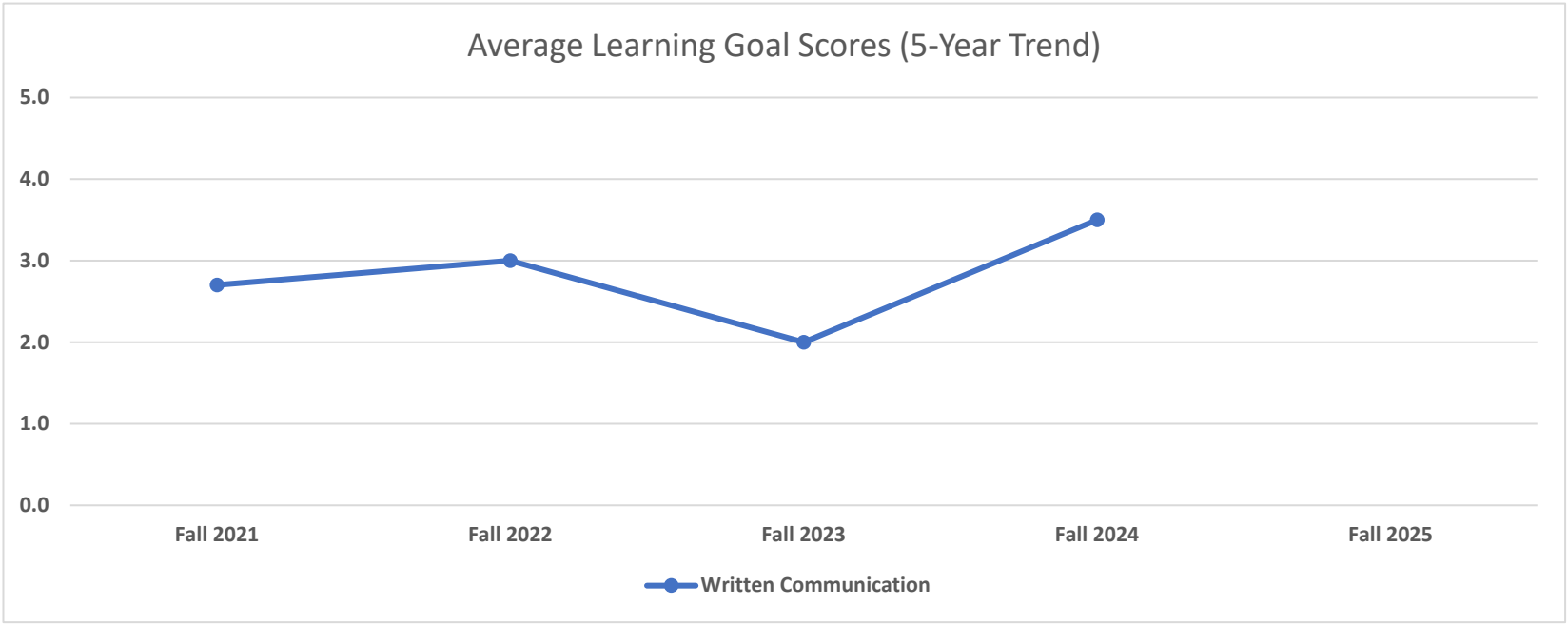
AA Liberal Arts, Liberal Arts Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Written Communication	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



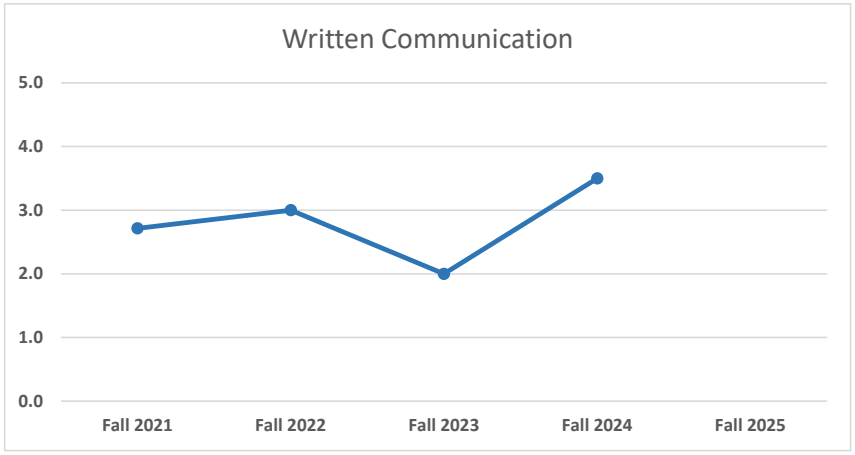
AA Liberal Arts, Liberal Arts Concentration (5-Year Trend)

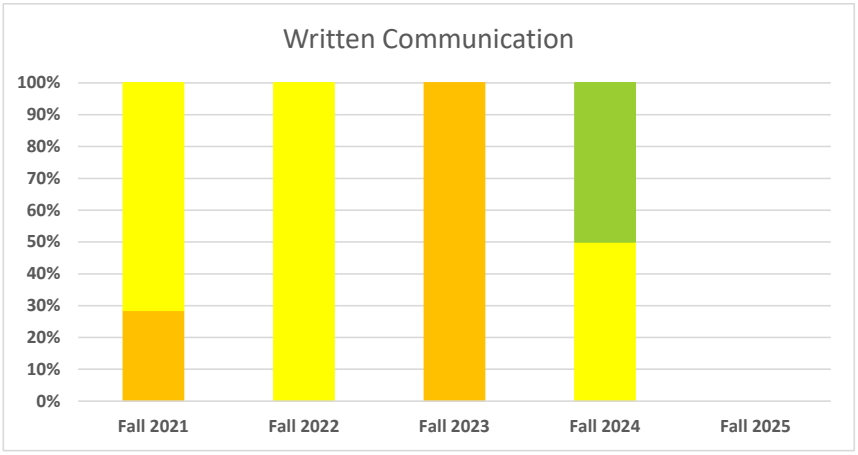
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Written Communication	2.7	3.0	2.0	3.5	



Learning Goal: Written Communication (AA Liberal Arts Program, Liberal Arts Concentration)

Recorded in: ENG101 - English Composition 1 Artifact: Essay	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Write clear and concise, thesis-driven essays supported by evidence and logic with proficiency in spelling, grammar, and syntax.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	2	28.6%	5	71.4%	0	0.0%	0	0.0%	7	**2.7**
Fall 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
Fall 2023	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
Fall 2024	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





AA Liberal Arts, MEIS Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Music Business Contracts	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



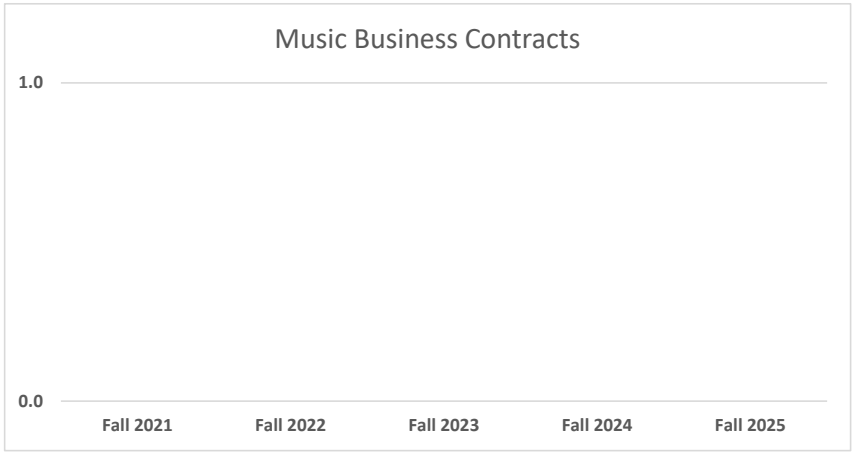
AA Liberal Arts, MEIS Concentration (5-Year Trend)

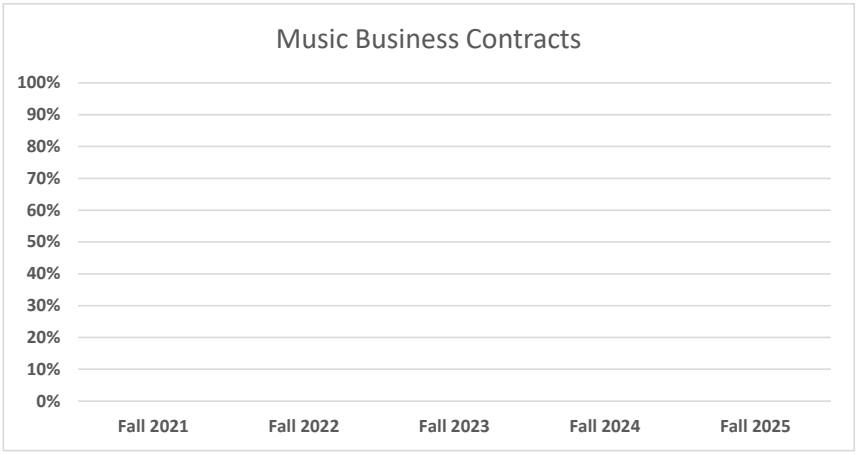
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Music Business Contracts					



Learning Goal: Music Business Contracts (AA Liberal Arts Program, MEIS Concentration)

Recorded in: MUB202 - Music Business Contracts Artifact: The Music Business Contracts Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Review and discuss the major elements of business agreements and contracts commonly used in the music and entertainment industry.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





AA Liberal Arts, Theatre Arts Concentration (Fall 2025)

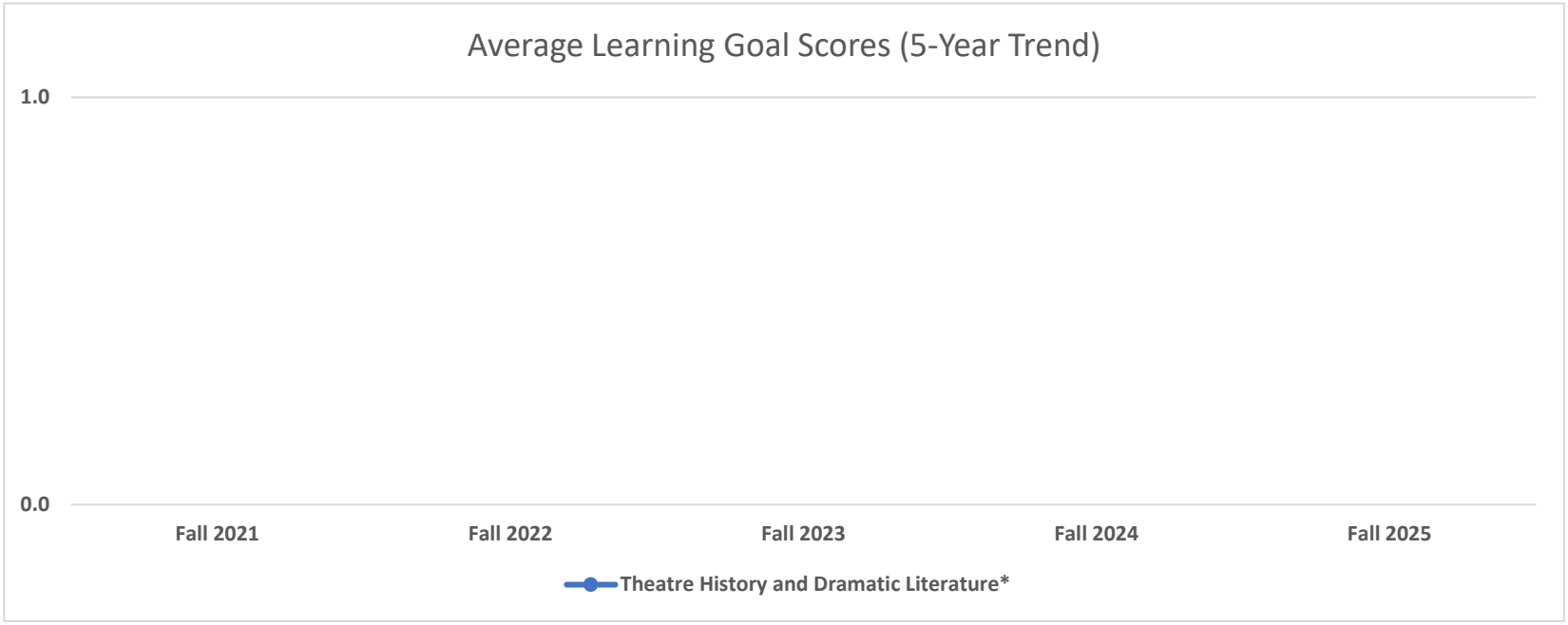
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Theatre History and Dramatic Literature**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* The Theatre History and Dramatic Literature learning goal can be assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following pages.

AA Liberal Arts, Theatre Arts Concentration (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
*Theatre History and Dramatic Literature**					

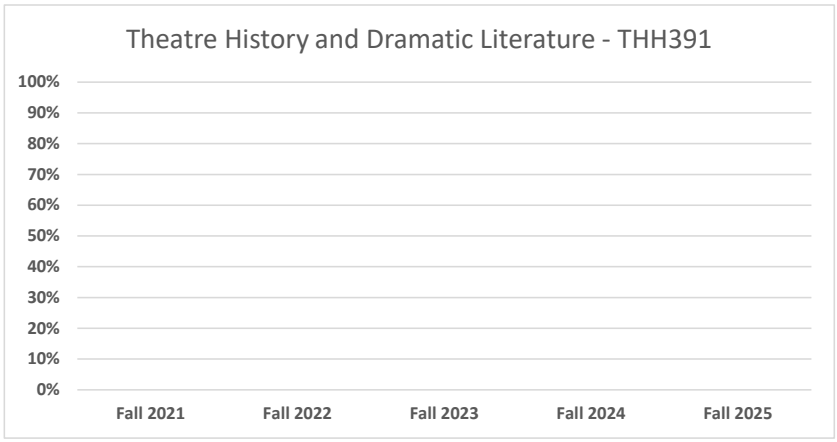


* The Theatre History and Dramatic Literature learning goal can be assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Theatre History and Dramatic Literature - THH391 (AA Liberal Arts Program, Theatre Arts Concentration)

Recorded in: THH 391 - Theatre History Before 1900 Artifact: Feedback in essay writing	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

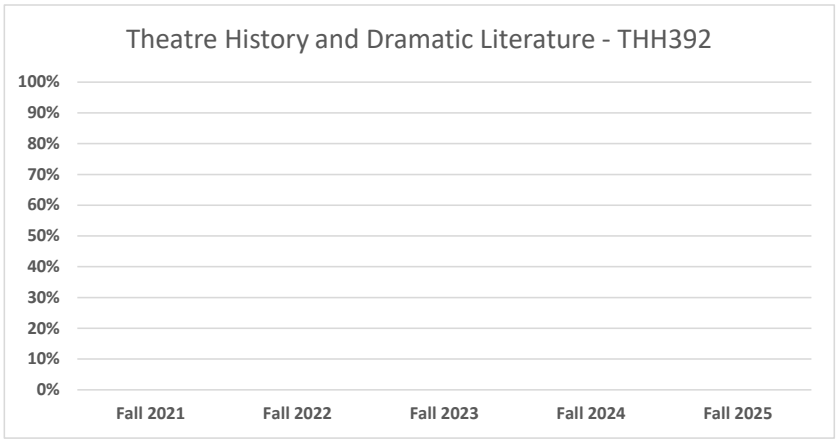




Learning Goal: Theatre History and Dramatic Literature - THH392 (AA Liberal Arts Program, Theatre Arts Concentration)

Recorded in: THH 392 - Theatre History After 1900 Artifact: Feedback in essay writing		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

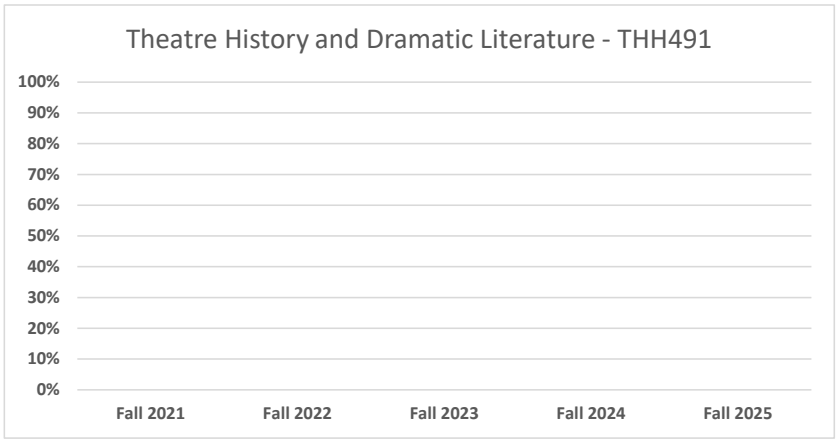




Learning Goal: Theatre History and Dramatic Literature - THH491 (AA Liberal Arts Program, Theatre Arts Concentration)

Recorded in: THH491 - Golden Age of American Musicals Artifact: Feedback in essay writing		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

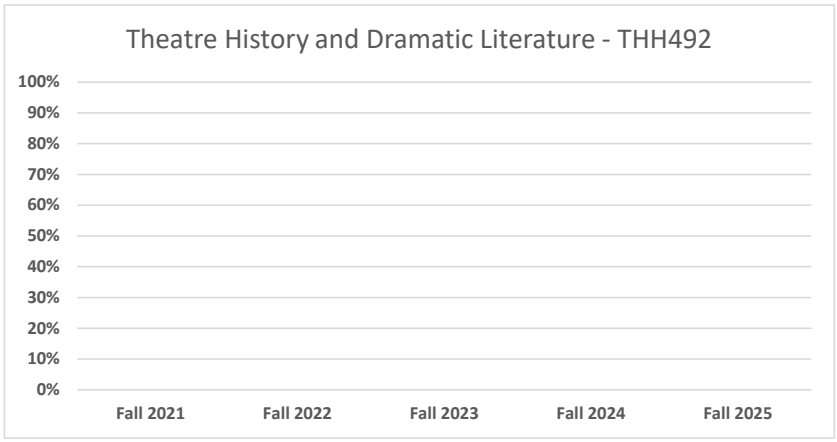




Learning Goal: Theatre History and Dramatic Literature - THH492 (AA Liberal Arts Program, Theatre Arts Concentration)

Recorded in: THH492 - Modern American Musicals Artifact: Feedback in essay writing	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



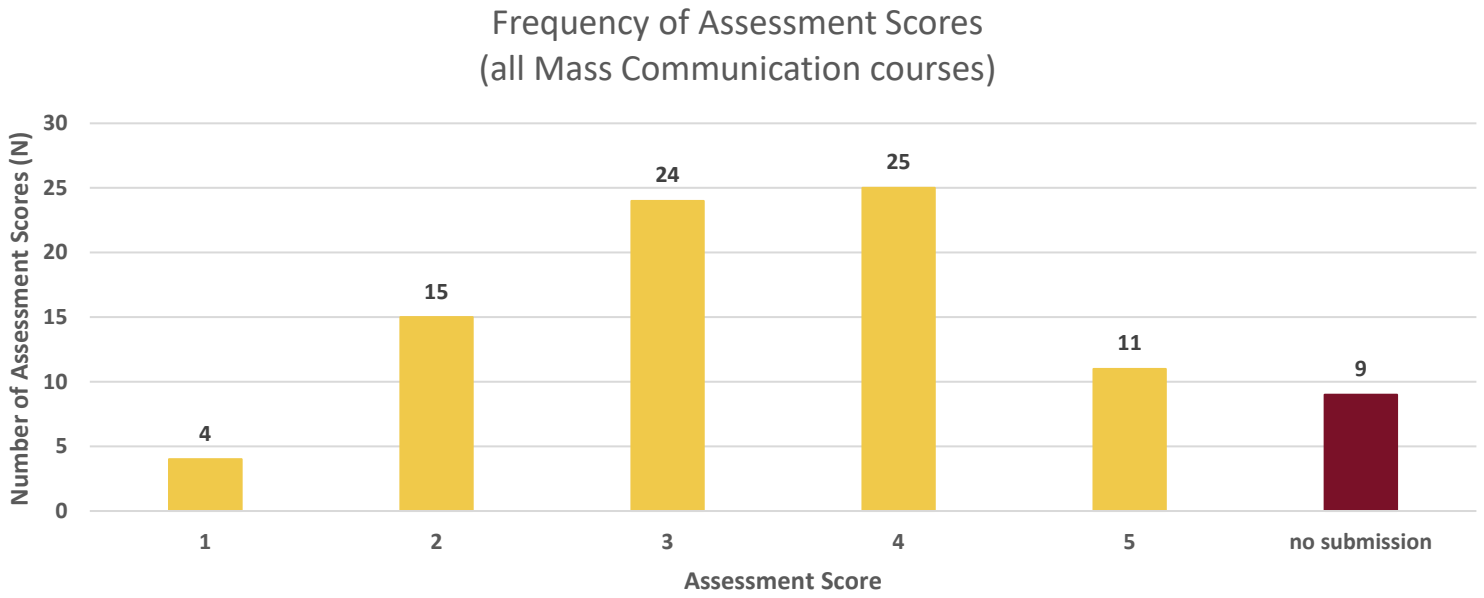


Mass Communication

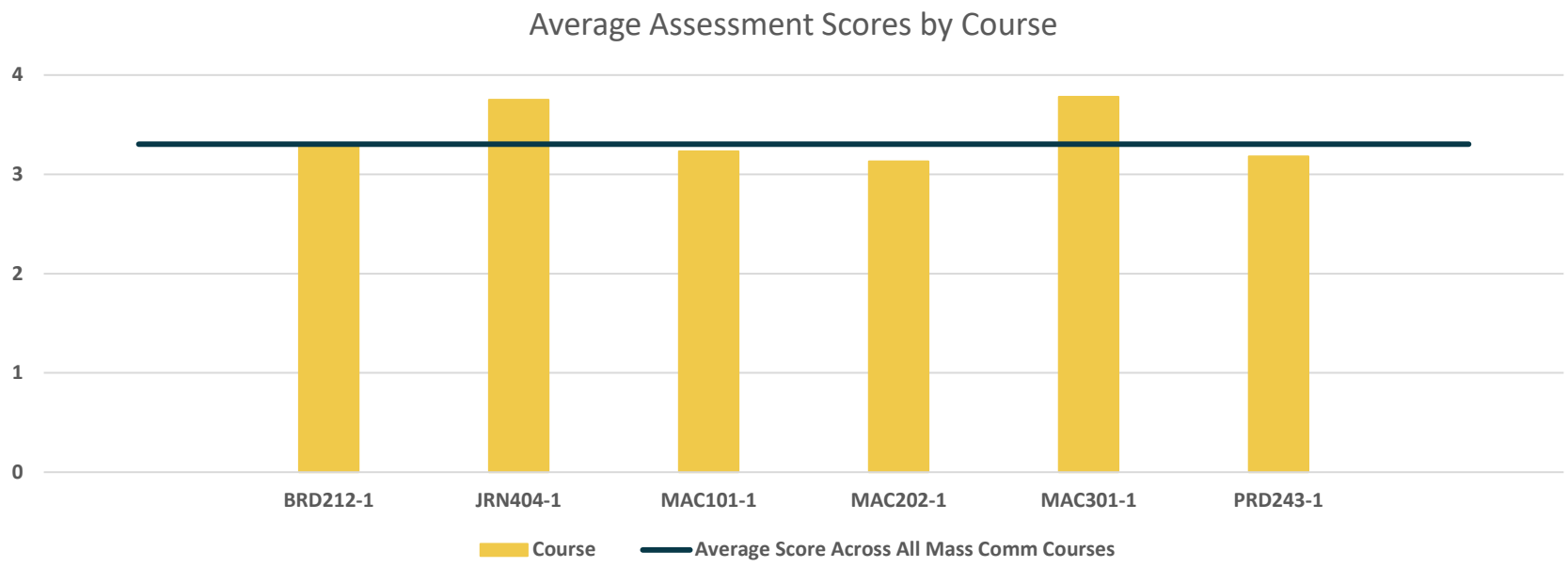
Artifact Scores by Course

FALL 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Mass Communication courses)	
SCORE	**N**
1	4
2	15
3	24
4	25
5	11
no submission	9
Total	88
Submissions Scored (Total minus No Submissions)	79
AVERAGE SCORE	**3.30**



AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
BRD212-1	3.31
JRN404-1	3.75
MAC101-1	3.23
MAC202-1	3.13
MAC301-1	3.78
PRD243-1	3.18
AVERAGE SCORE ACROSS ALL MASS COMM COURSES	**3.30**



Artifact Scores by Program and Learning Goal

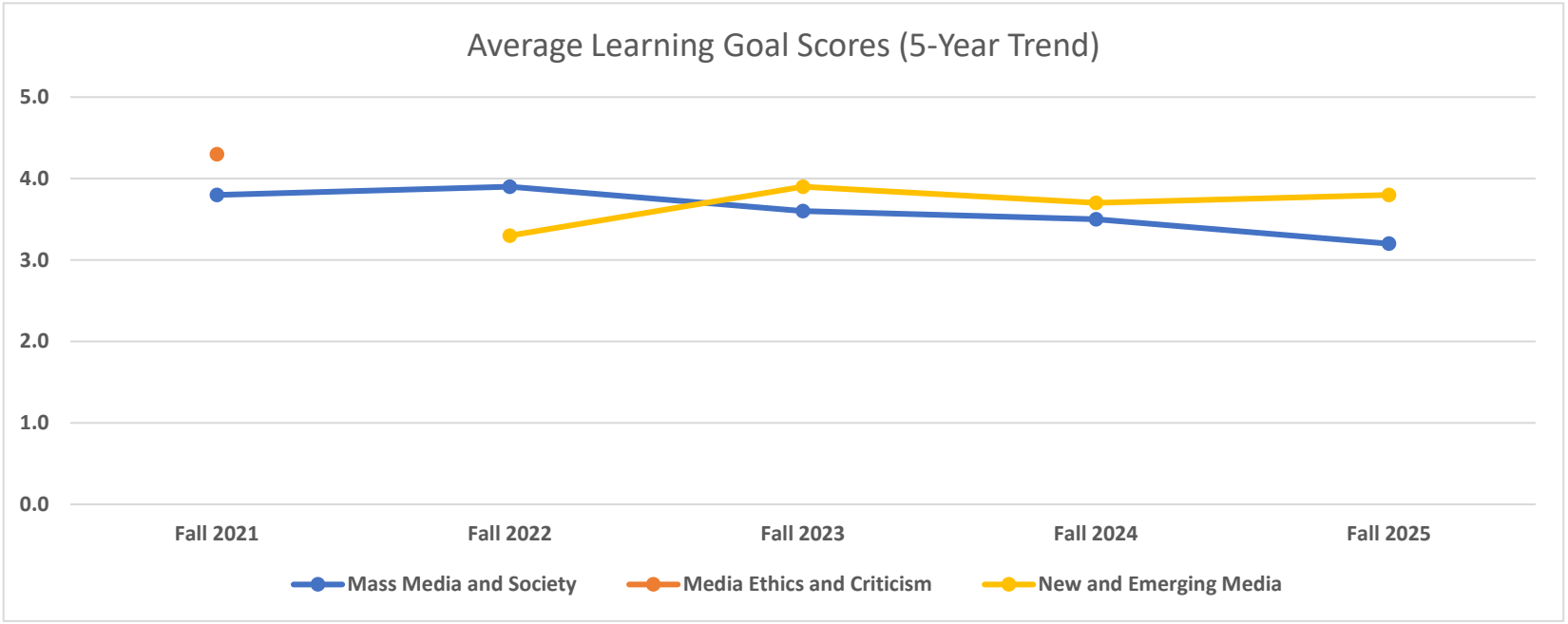
BS Mass Communication, Core Courses (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Mass Media and Society	2	7.7%	7	26.9%	6	23.1%	5	19.2%	6	23.1%	26	**3.2**
Media Ethics and Criticism	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
New and Emerging Media	0	0.0%	0	0.0%	3	33.3%	5	55.6%	1	11.1%	9	**3.8**



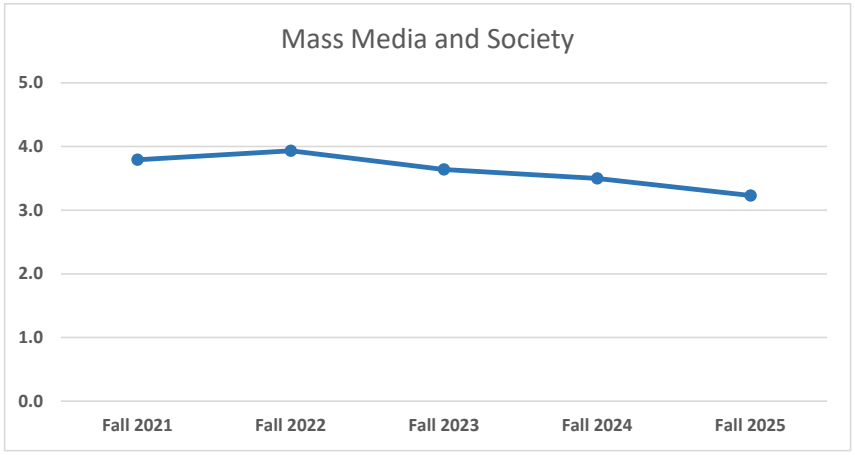
BS Mass Communication, Core Courses (5-Year Trend)

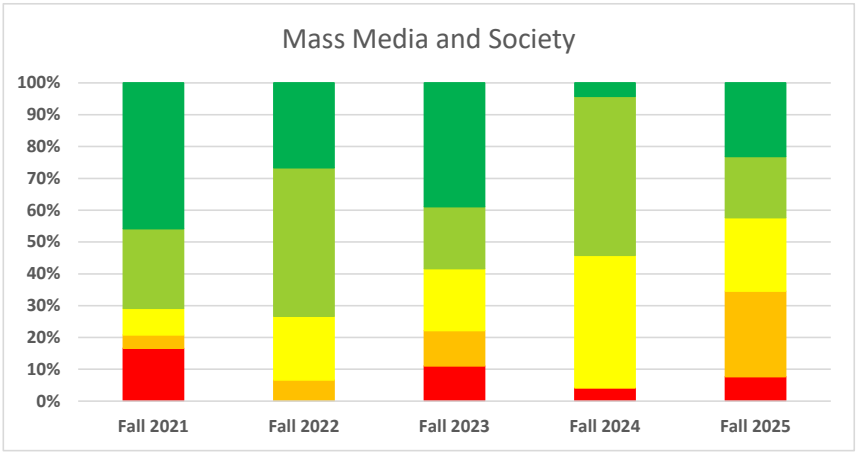
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Mass Media and Society	3.8	3.9	3.6	3.5	**3.2**
Media Ethics and Criticism	4.3				
New and Emerging Media		3.3	3.9	3.7	**3.8**



Learning Goal: Mass Media and Society (BS Mass Communication Program, Core Courses)

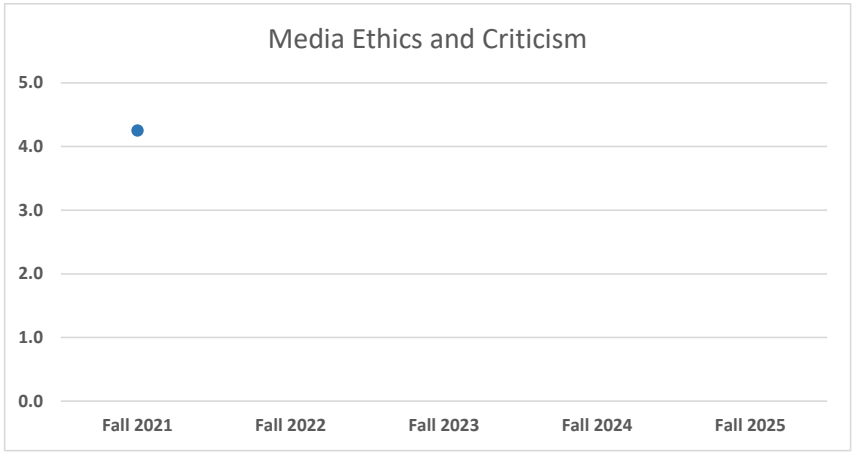
Recorded in: MAC101 - Mass Communication Artifact: An Assignment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrates an ability to recognize how print and non-print media inform and entertain, while being able to critique the impact of public relations, advertising, and various other forms of journalism and media on social and cultural life, including the ability to understand and evaluate current mass media practices and policies in an historical, cultural, and legal context.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	4	16.7%	1	4.2%	2	8.3%	6	25.0%	11	45.8%	24	**3.8**
	Fall 2022	0	0.0%	1	6.7%	3	20.0%	7	46.7%	4	26.7%	15	**3.9**
	Fall 2023	4	11.1%	4	11.1%	7	19.4%	7	19.4%	14	38.9%	36	**3.6**
	Fall 2024	1	4.2%	0	0.0%	10	41.7%	12	50.0%	1	4.2%	24	**3.5**
	Fall 2025	2	7.7%	7	26.9%	6	23.1%	5	19.2%	6	23.1%	26	**3.2**

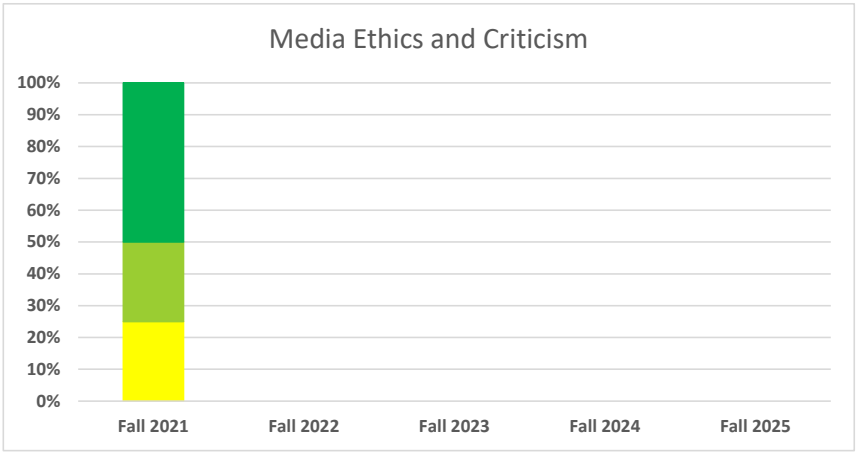




Learning Goal: Media Ethics and Criticism (BS Mass Communication Program, Core Courses)

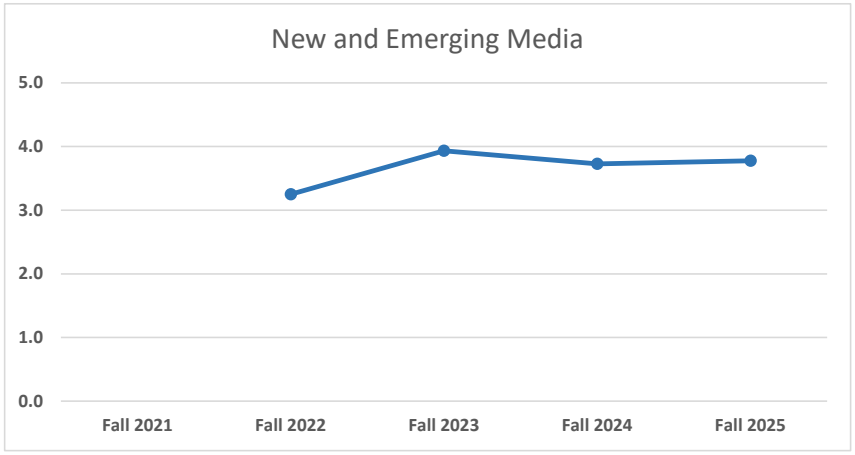
Recorded in: MAC302 - Media Ethics and Criticism Artifact: The Research Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrates in writing and appreciation of the moral and ethical dilemmas faced by media journalists in relation to the freedom of speech and fake news.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	1	25.0%	1	25.0%	2	50.0%	4	**4.3**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

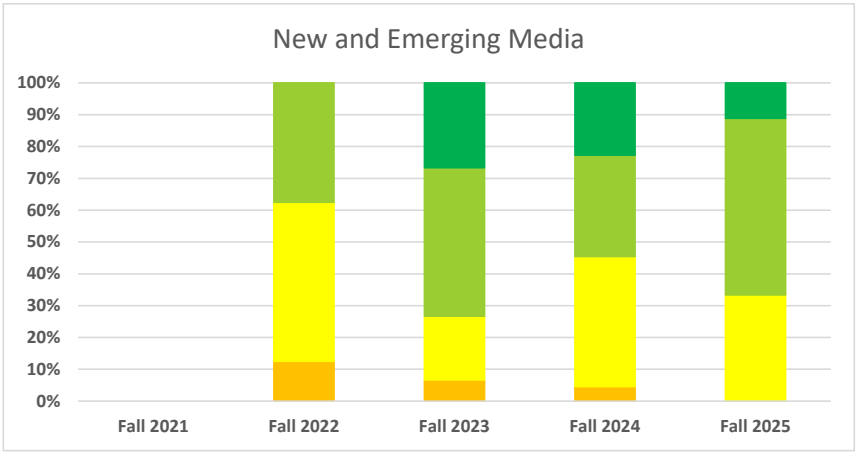




Learning Goal: New and Emerging Media (BS Mass Communication Program, Core Courses)

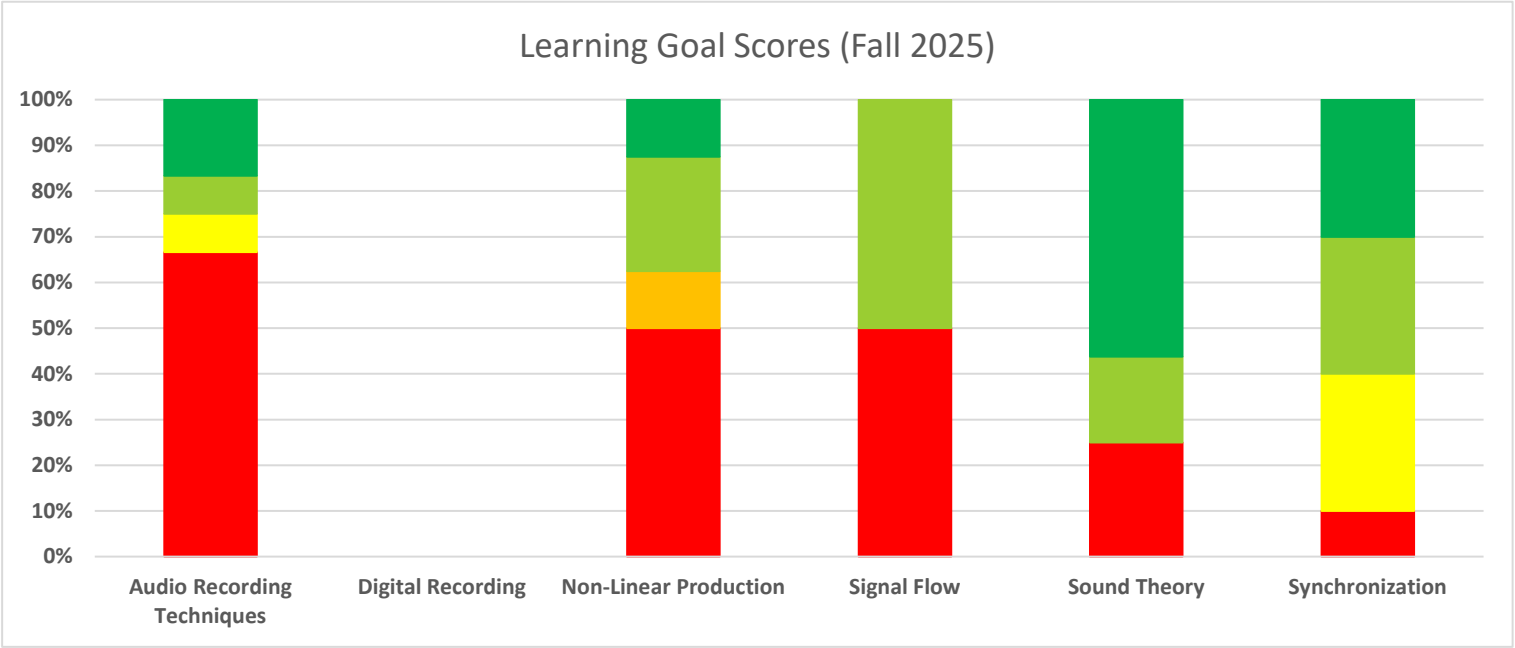
Recorded in: MAC301 - New and Emerging Media Artifact: The Research Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrates the ability to use new and emerging media technologies with print, visual, and audio components. Also demonstrates knowledge of the ethical considerations of new and emerging media.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	1	12.5%	4	50.0%	3	37.5%	0	0.0%	8	**3.3**
	Fall 2023	0	0.0%	1	6.7%	3	20.0%	7	46.7%	4	26.7%	15	**3.9**
	Fall 2024	0	0.0%	1	4.5%	9	40.9%	7	31.8%	5	22.7%	22	**3.7**
	Fall 2025	0	0.0%	0	0.0%	3	33.3%	5	55.6%	1	11.1%	9	**3.8**





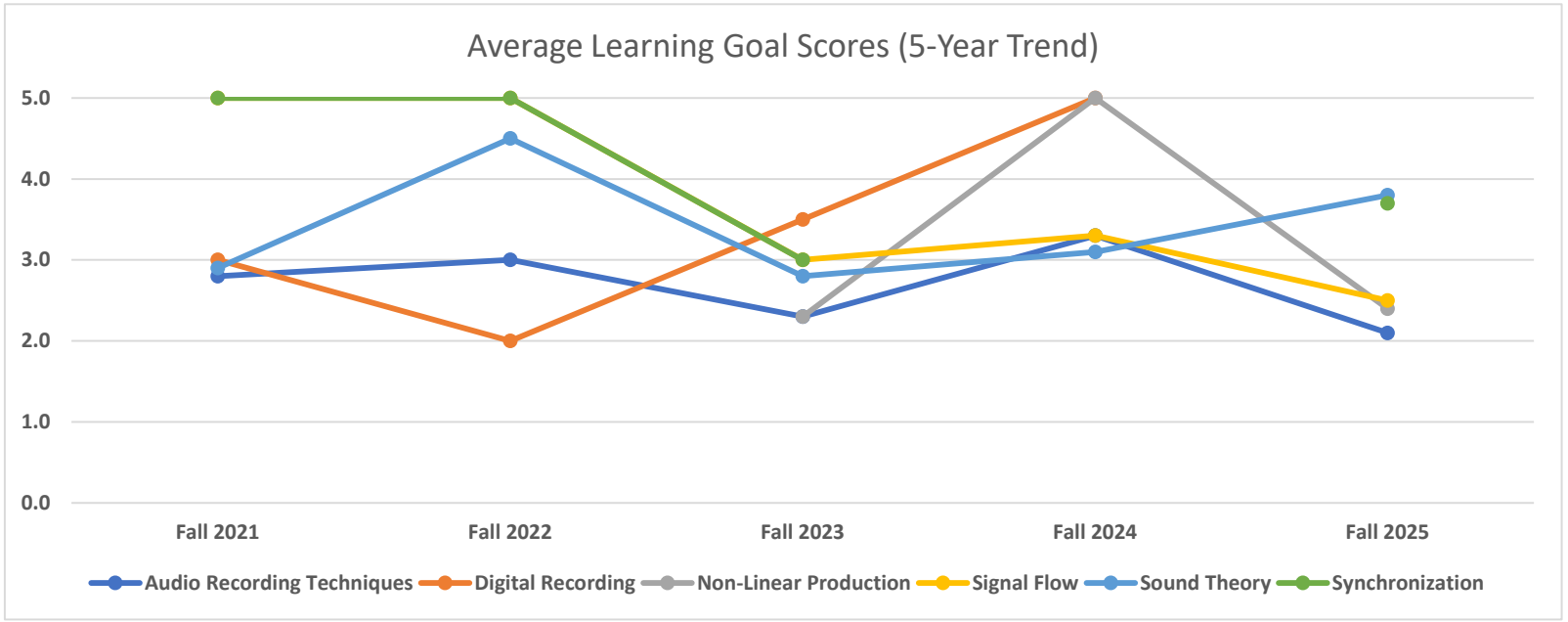
BS Mass Communication, Audio Recording Technology Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Audio Recording Techniques	8	66.7%	0	0.0%	1	8.3%	1	8.3%	2	16.7%	12	**2.1**
Digital Recording	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Non-Linear Production	4	50.0%	1	12.5%	0	0.0%	2	25.0%	1	12.5%	8	**2.4**
Signal Flow	1	50.0%	0	0.0%	0	0.0%	1	50.0%	0	0.0%	2	**2.5**
Sound Theory	4	25.0%	0	0.0%	0	0.0%	3	18.8%	9	56.3%	16	**3.8**
Synchronization	1	10.0%	0	0.0%	3	30.0%	3	30.0%	3	30.0%	10	**3.7**



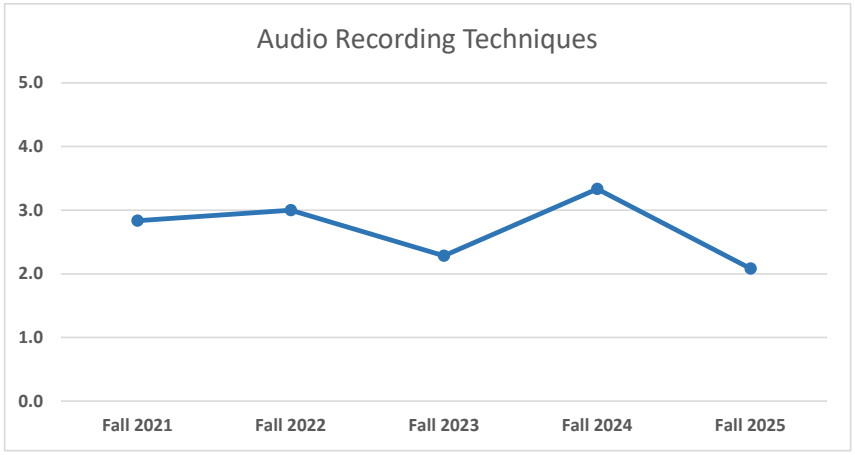
BS Mass Communication, Audio Recording Technology Concentration (5-Year Trend)

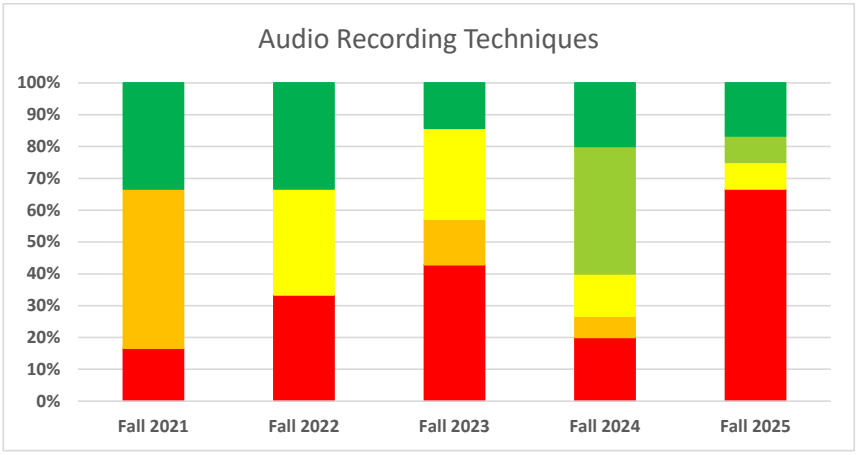
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Audio Recording Techniques	2.8	3.0	2.3	3.3	**2.1**
Digital Recording	3.0	2.0	3.5	5.0	
Non-Linear Production			2.3	5.0	**2.4**
Signal Flow	5.0	5.0	3.0	3.3	**2.5**
Sound Theory	2.9	4.5	2.8	3.1	**3.8**
Synchronization	5.0	5.0	3.0		**3.7**



Learning Goal: Audio Recording Techniques (BS Mass Communication Program, Audio Recording Technology Concentration)

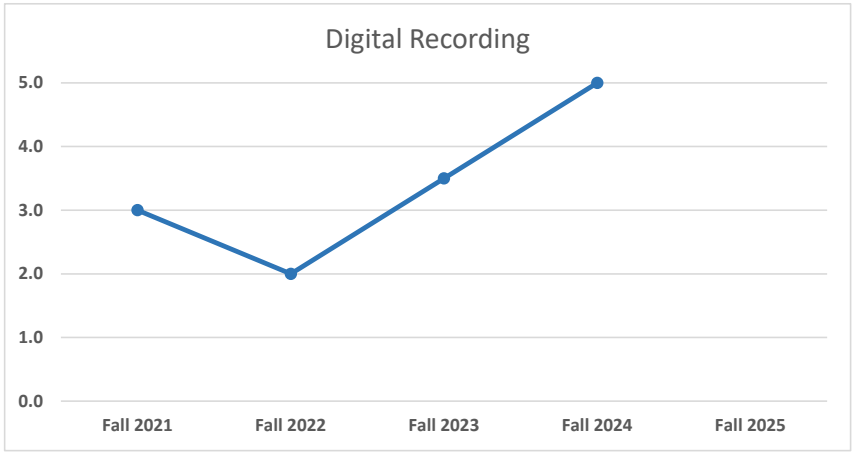
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Exam Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students also demonstrate the ability to perform proper recording procedures, set professional level with use of metering, recording compression techniques, independent headphone mixing systems, and playback mixing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	1	16.7%	3	50.0%	0	0.0%	0	0.0%	2	33.3%	6	**2.8**
	Fall 2022	1	33.3%	0	0.0%	1	33.3%	0	0.0%	1	33.3%	3	**3.0**
	Fall 2023	3	42.9%	1	14.3%	2	28.6%	0	0.0%	1	14.3%	7	**2.3**
	Fall 2024	3	20.0%	1	6.7%	2	13.3%	6	40.0%	3	20.0%	15	**3.3**
	Fall 2025	8	66.7%	0	0.0%	1	8.3%	1	8.3%	2	16.7%	12	**2.1**

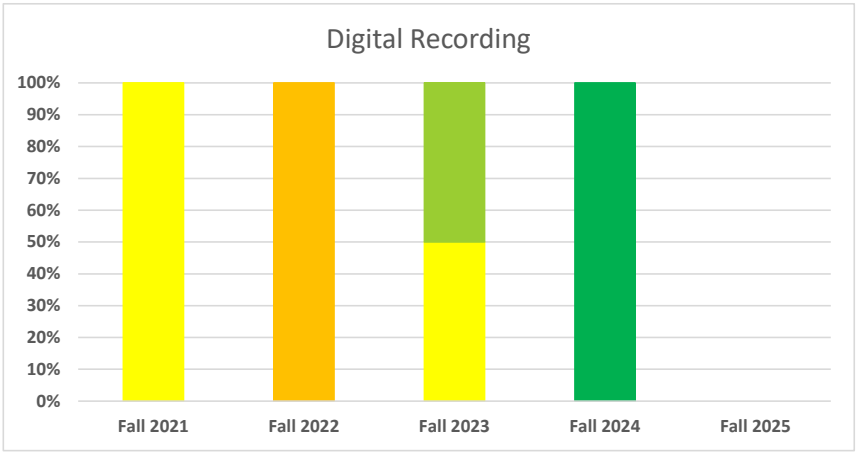




Learning Goal: Digital Recording (BS Mass Communication Program, Audio Recording Technology Concentration)

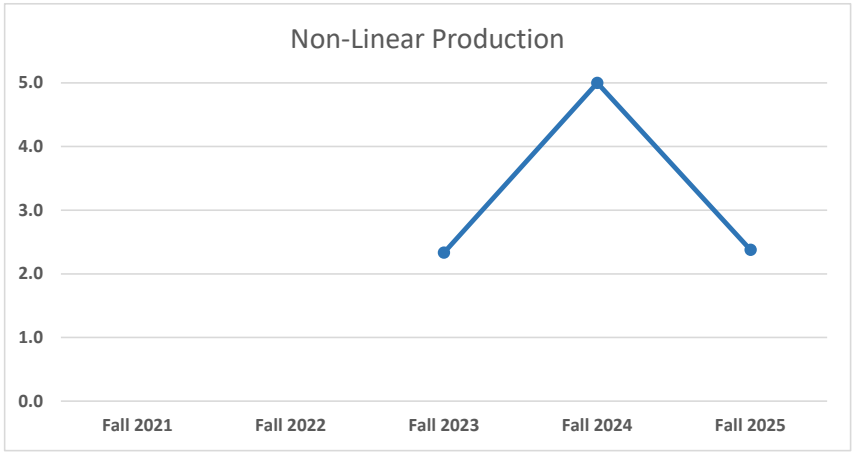
Recorded in: AUD303 - MIDI Applications Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to record and manipulate Musical Instrument Digital Interface (MIDI) data for music sequencing and composition.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Fall 2022	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Fall 2023	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	3	100.0%	3	**5.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

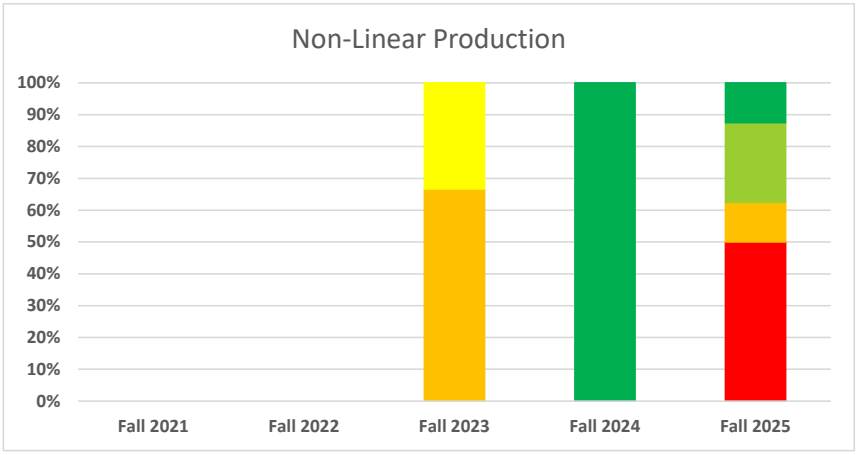




Learning Goal: Non-Linear Production (BS Mass Communication Program, Audio Recording Technology Concentration)

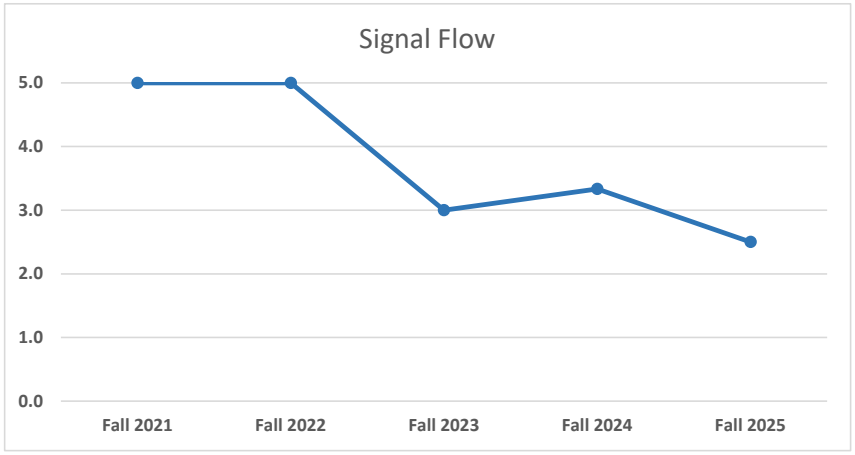
Recorded in: AUD304 - Nonlinear Recording Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate digital audio recording workstations, including plug-ins and control surfaces, to record, mix, edit, and store a production into a tangible medium of expression.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	2	66.7%	1	33.3%	0	0.0%	0	0.0%	3	**2.3**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2025	4	50.0%	1	12.5%	0	0.0%	2	25.0%	1	12.5%	8	**2.4**

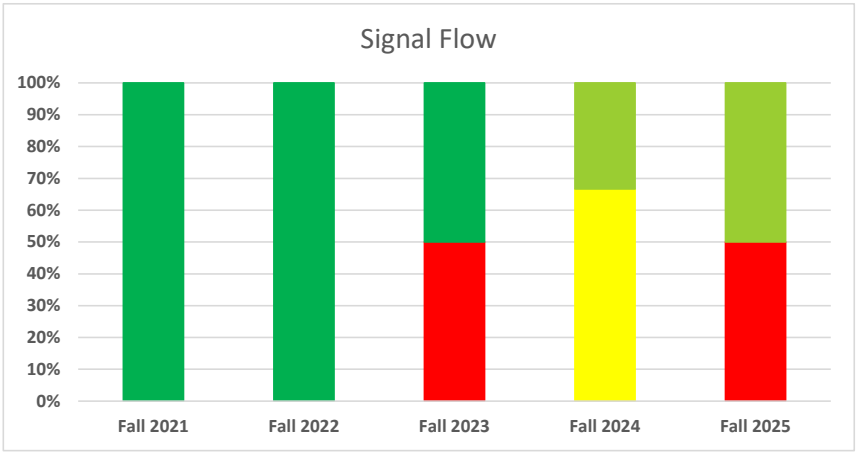




Learning Goal: Signal Flow (BS Mass Communication Program, Audio Recording Technology Concentration)

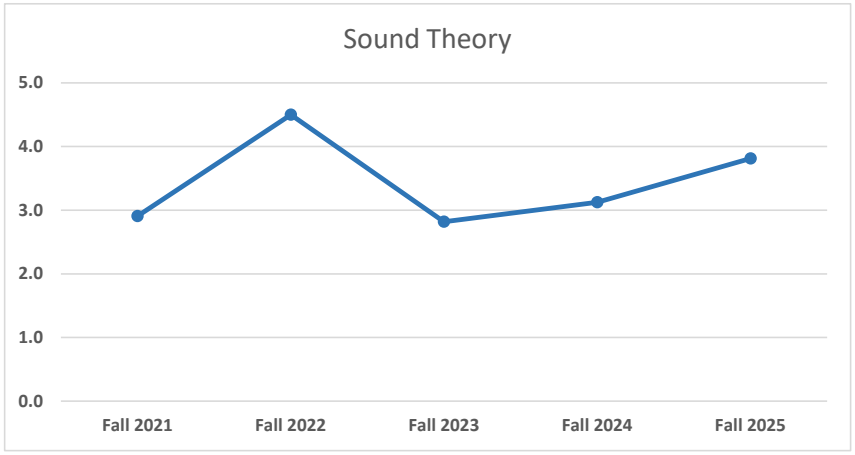
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2023	1	50.0%	0	0.0%	0	0.0%	0	0.0%	1	50.0%	2	**3.0**
	Fall 2024	0	0.0%	0	0.0%	2	66.7%	1	33.3%	0	0.0%	3	**3.3**
	Fall 2025	1	50.0%	0	0.0%	0	0.0%	1	50.0%	0	0.0%	2	**2.5**

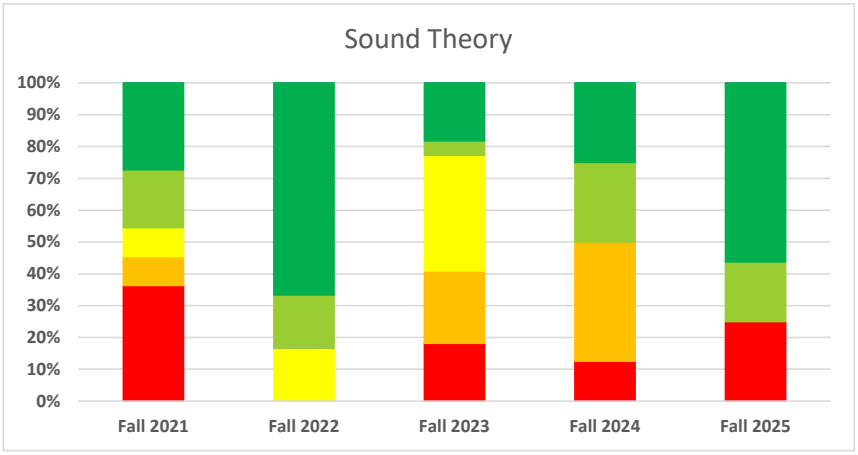




Learning Goal: Sound Theory (BS Mass Communication Program, Audio Recording Technology Concentration)

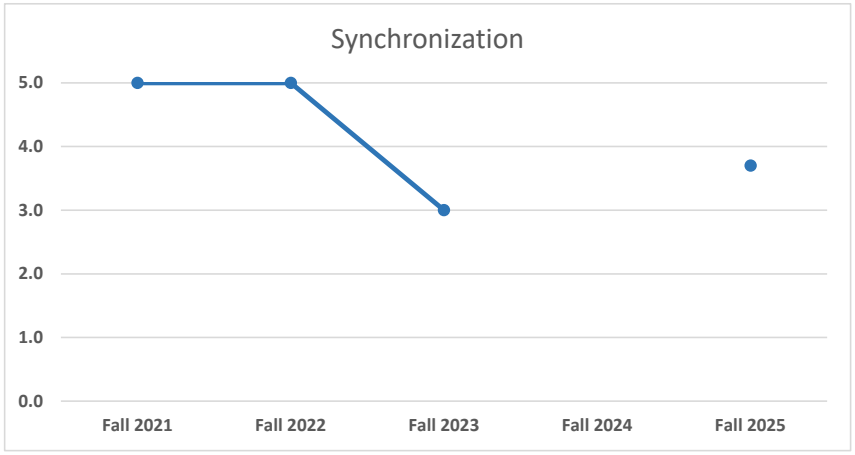
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	4	36.4%	1	9.1%	1	9.1%	2	18.2%	3	27.3%	11	**2.9**
	Fall 2022	0	0.0%	0	0.0%	1	16.7%	1	16.7%	4	66.7%	6	**4.5**
	Fall 2023	4	18.2%	5	22.7%	8	36.4%	1	4.5%	4	18.2%	22	**2.8**
	Fall 2024	2	12.5%	6	37.5%	0	0.0%	4	25.0%	4	25.0%	16	**3.1**
	Fall 2025	4	25.0%	0	0.0%	0	0.0%	3	18.8%	9	56.3%	16	**3.8**

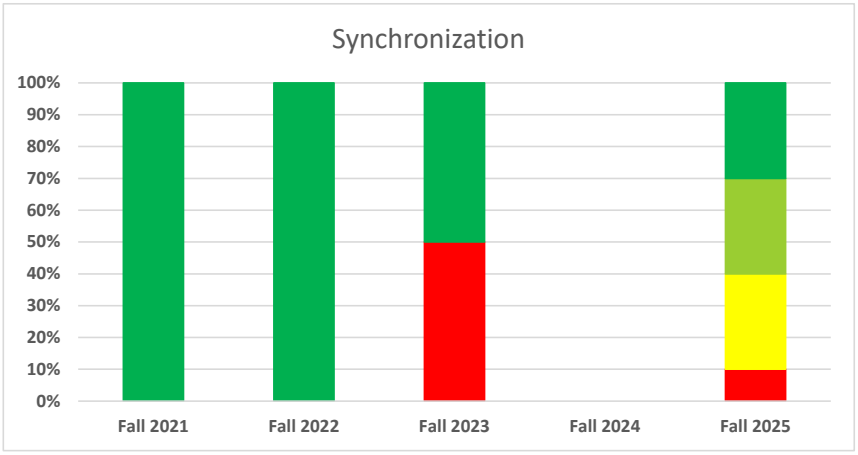




Learning Goal: Synchronization (BS Mass Communication Program, Audio Recording Technology Concentration)

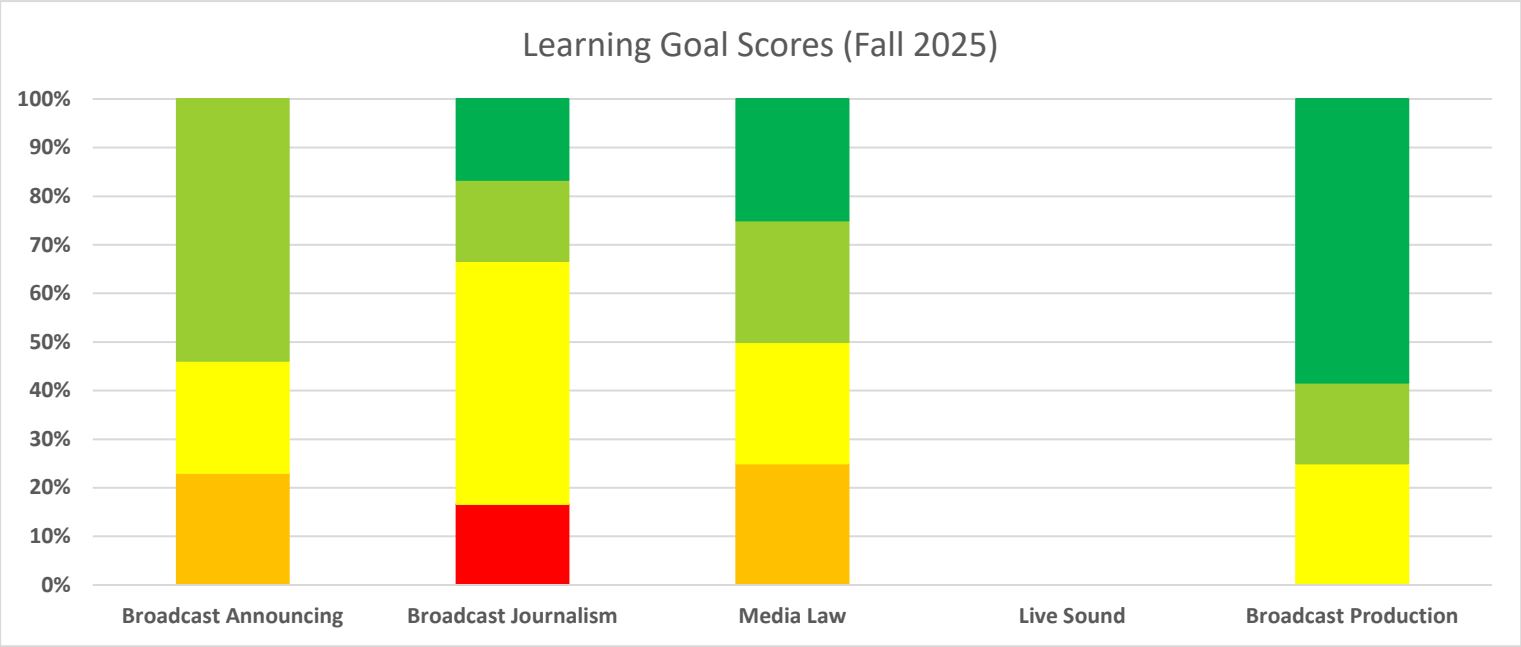
Recorded in: AUD401 - Audio/Video Post-Production Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to create and synch a soundtrack to motion pictures.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2023	1	50.0%	0	0.0%	0	0.0%	0	0.0%	1	50.0%	2	**3.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	1	10.0%	0	0.0%	3	30.0%	3	30.0%	3	30.0%	10	**3.7**





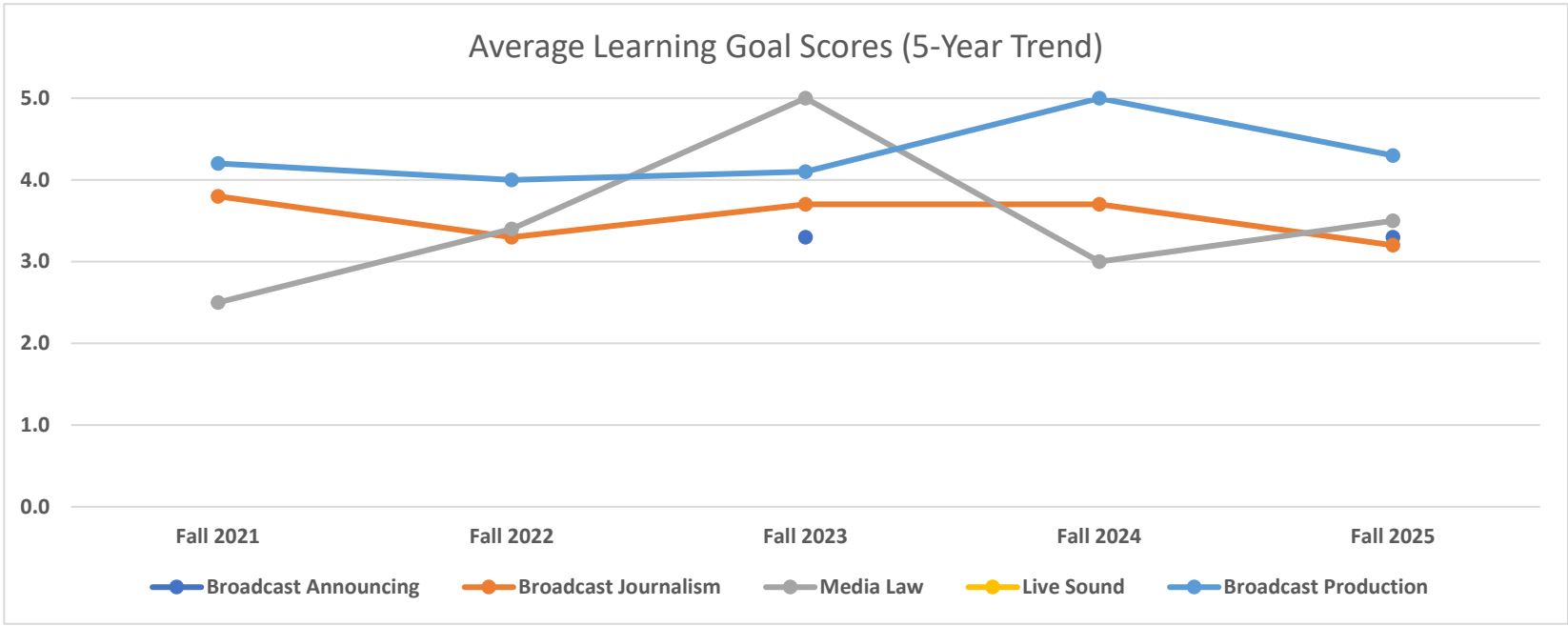
BS Mass Communication, Broadcasting Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Broadcast Announcing	0	0.0%	3	23.1%	3	23.1%	7	53.8%	0	0.0%	13	**3.3**
Broadcast Journalism	1	16.7%	0	0.0%	3	50.0%	1	16.7%	1	16.7%	6	**3.2**
Media Law	0	0.0%	1	25.0%	1	25.0%	1	25.0%	1	25.0%	4	**3.5**
Live Sound	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Broadcast Production	0	0.0%	0	0.0%	3	25.0%	2	16.7%	7	58.3%	12	**4.3**



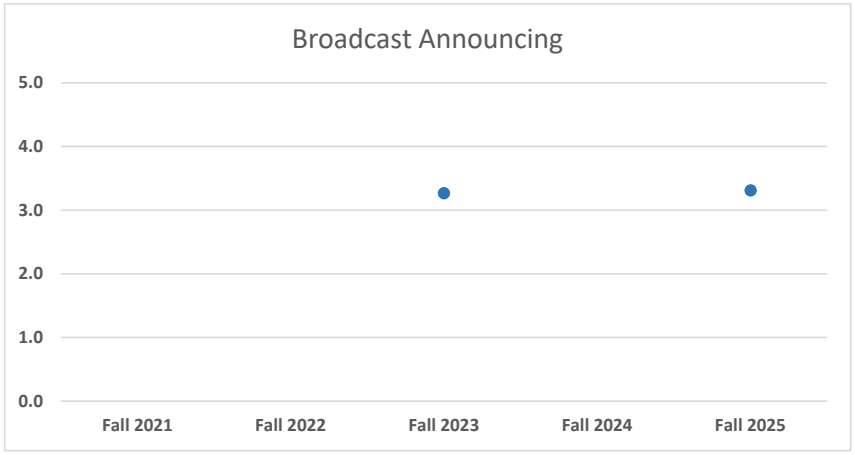
BS Mass Communication, Broadcasting Concentration (5-Year Trend)

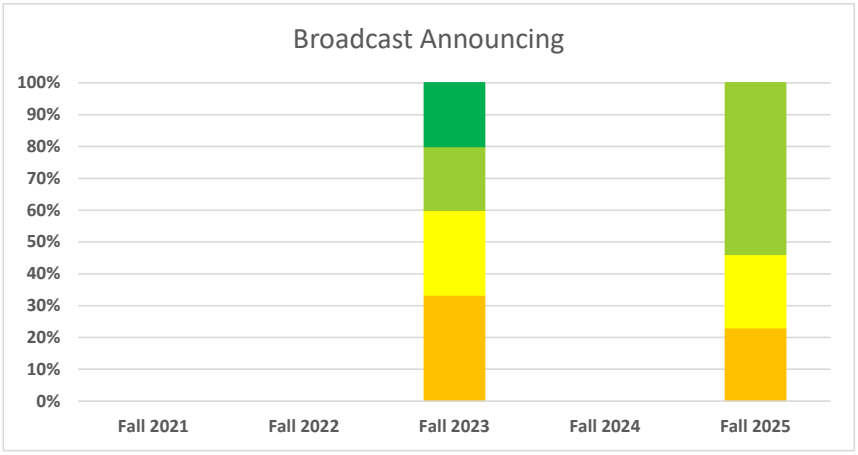
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Broadcast Announcing			3.3		**3.3**
Broadcast Journalism	3.8	3.3	3.7	3.7	**3.2**
Media Law	2.5	3.4	5.0	3.0	**3.5**
Live Sound					
Broadcast Production	4.2	4.0	4.1	5.0	**4.3**



Learning Goal: Broadcast Announcing (BS Mass Communication Program, Broadcasting Concentration)

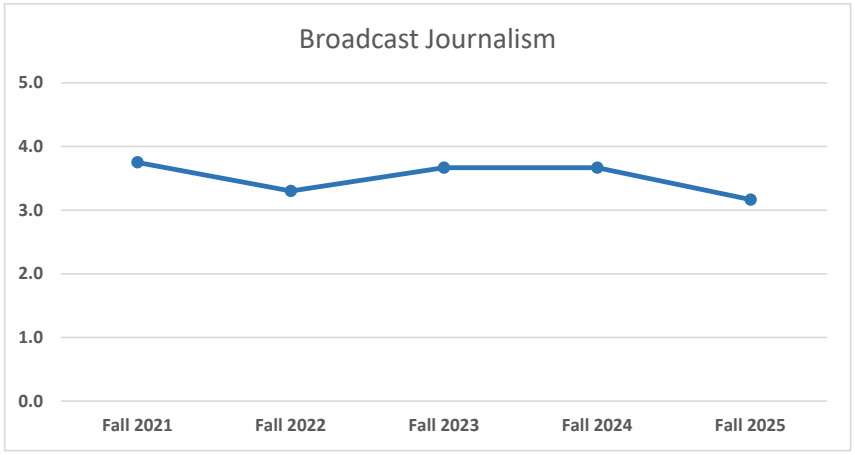
Recorded in: BRD212 - Broadcast Announcing Artifact: The Workshop Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate techniques in voice and diction necessary to perform as announcers and professional communicators for electronic media.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	5	33.3%	4	26.7%	3	20.0%	3	20.0%	15	**3.3**
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	3	23.1%	3	23.1%	7	53.8%	0	0.0%	13	**3.3**

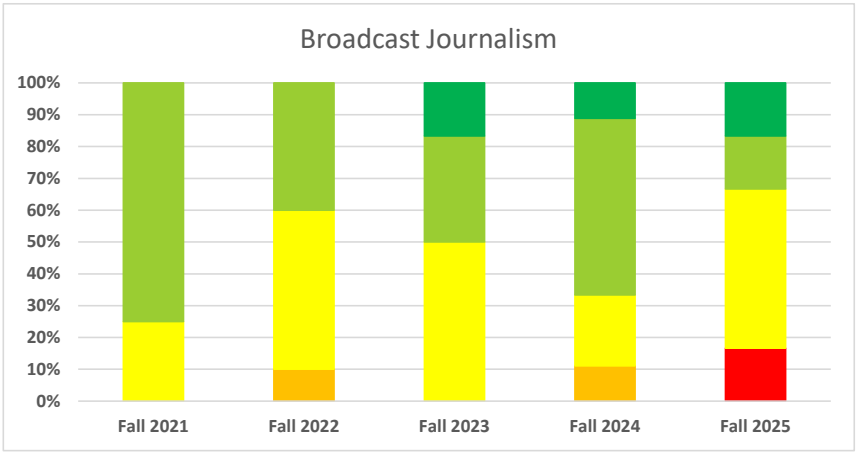




Learning Goal: Broadcast Journalism (BS Mass Communication Program, Broadcasting Concentration)

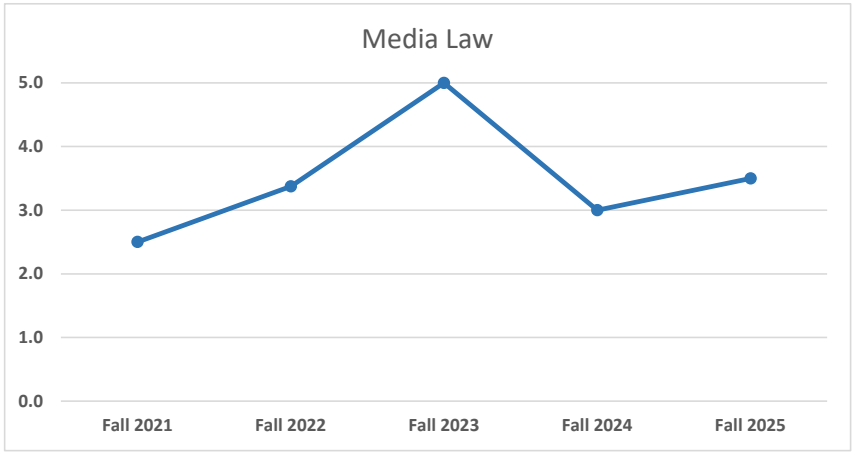
Recorded in: ENG202 - Broadcast Newswriting and Reporting Artifact: The Reporting Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to write, edit, and report news and entertainment for broadcast television and news outlets, including the application of appropriate interviewing and reporting techniques.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	1	25.0%	3	75.0%	0	0.0%	4	**3.8**
	Fall 2022	0	0.0%	1	10.0%	5	50.0%	4	40.0%	0	0.0%	10	**3.3**
	Fall 2023	0	0.0%	0	0.0%	3	50.0%	2	33.3%	1	16.7%	6	**3.7**
	Fall 2024	0	0.0%	1	11.1%	2	22.2%	5	55.6%	1	11.1%	9	**3.7**
	Fall 2025	1	16.7%	0	0.0%	3	50.0%	1	16.7%	1	16.7%	6	**3.2**

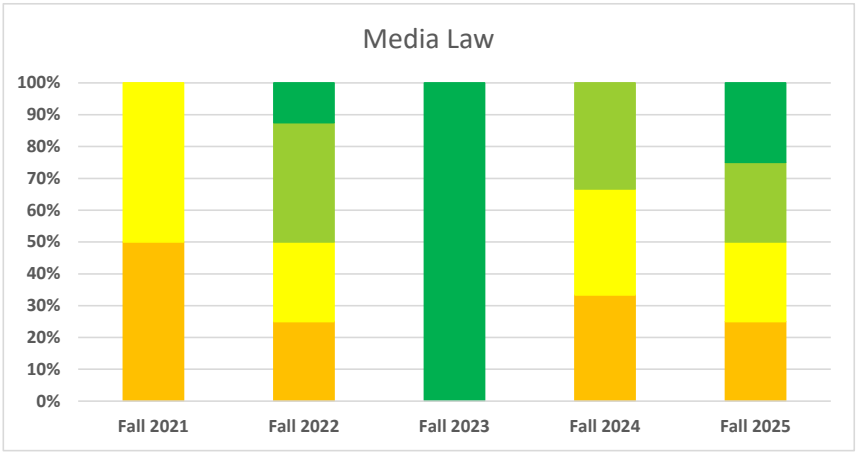




Learning Goal: Media Law (BS Mass Communication Program, Broadcasting Concentration)

Recorded in: MAC202 - History and Application of Media Law Artifact: Part of the Final		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of the legal concepts associated with the freedom of speech and the governmental regulation of media and the ability to apply these concepts and principles to the broadcasting industry.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	2	50.0%	2	50.0%	0	0.0%	0	0.0%	4	**2.5**
	Fall 2022	0	0.0%	2	25.0%	2	25.0%	3	37.5%	1	12.5%	8	**3.4**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2024	0	0.0%	1	33.3%	1	33.3%	1	33.3%	0	0.0%	3	**3.0**
	Fall 2025	0	0.0%	1	25.0%	1	25.0%	1	25.0%	1	25.0%	4	**3.5**





Learning Goal: Live Sound (BS Mass Communication Program, Broadcasting Concentration)

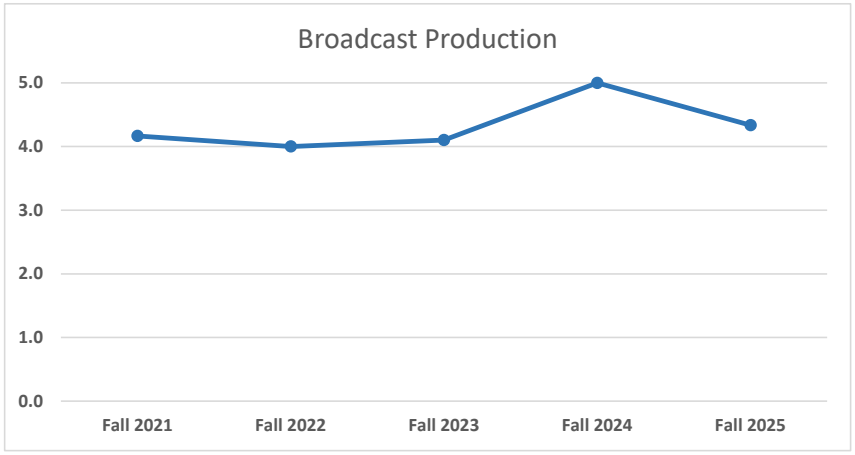
Recorded in: MAC150 - Introduction to Live Sound Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of audio equipment, signal flow, and theory. Students also develop an ability to apply that understanding to audio productions for radio, television, and live events.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

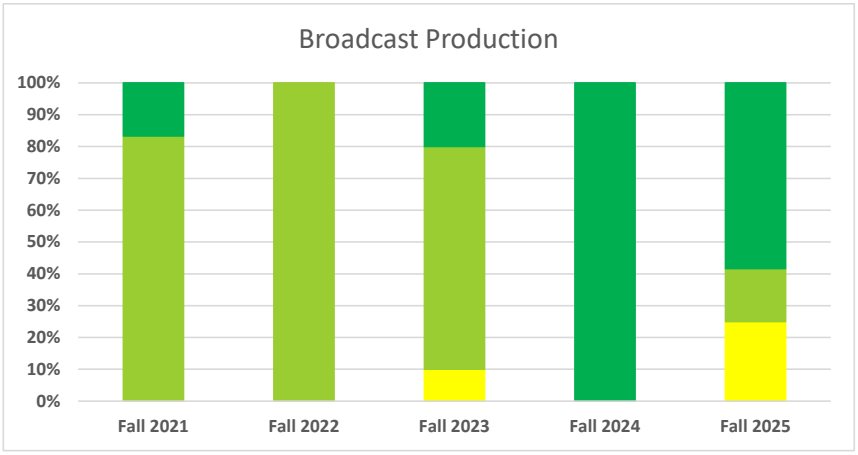




Learning Goal: Broadcast Production (BS Mass Communication Program, Broadcasting Concentration)

Recorded in: VID131 - Television Workshop Artifact: Group Project Evaluation	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Identify and assemble the technical and creative elements to produce a three-camera broadcast style television production.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	5	83.3%	1	16.7%	6	**4.2**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	3	100.0%	0	0.0%	3	**4.0**
Fall 2023	0	0.0%	0	0.0%	1	10.0%	7	70.0%	2	20.0%	10	**4.1**
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
Fall 2025	0	0.0%	0	0.0%	3	25.0%	2	16.7%	7	58.3%	12	**4.3**





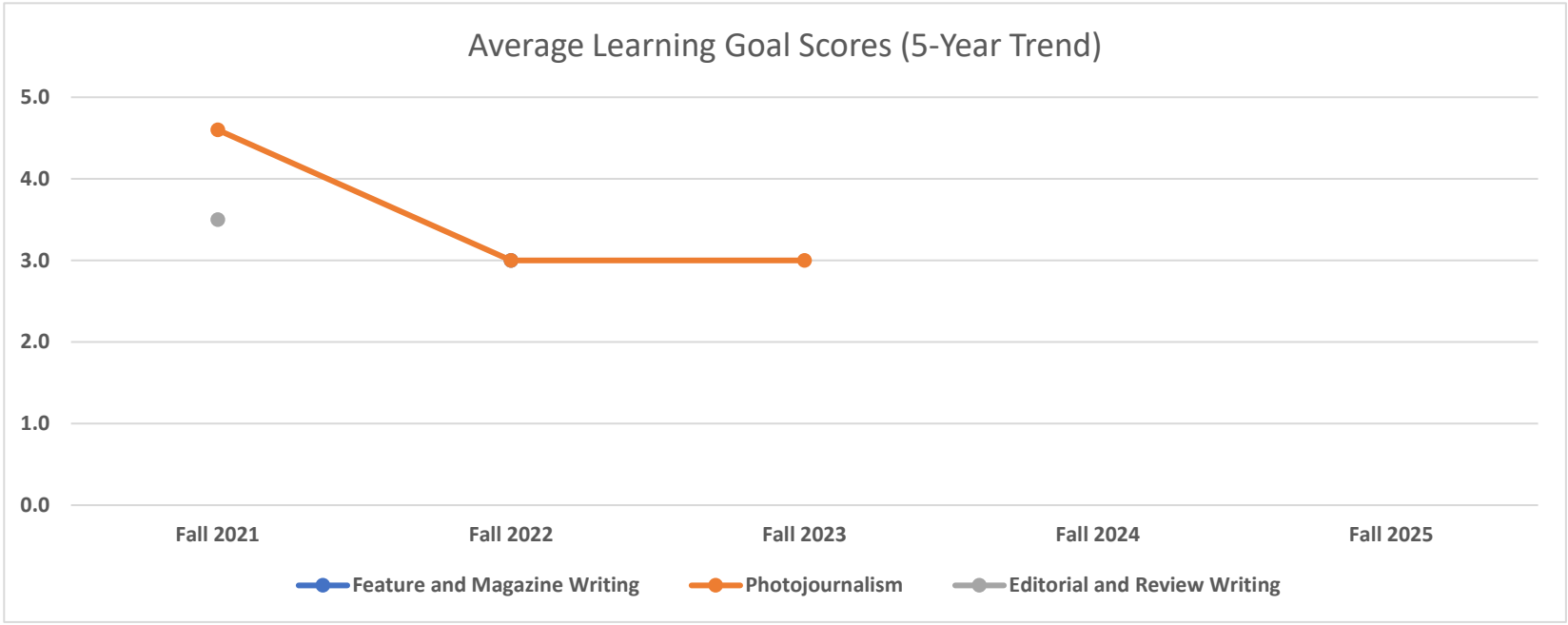
BS Mass Communication, Journalism Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Feature and Magazine Writing	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Photojournalism	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Editorial and Review Writing	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



BS Mass Communication, Journalism Concentration (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Feature and Magazine Writing		3.0			
Photojournalism	4.6	3.0	3.0		
Editorial and Review Writing	3.5				



Learning Goal: Feature and Magazine Writing (BS Mass Communication Program, Journalism Concentration)

Recorded in: JRN210 - Feature and Magazine Writing Artifact: Final Written News Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate news reporting skills, including editing, proofreading, layout, and practical grammar and demonstrate knowledge of the functions and ethical responsibilities of magazine and feature reporters.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

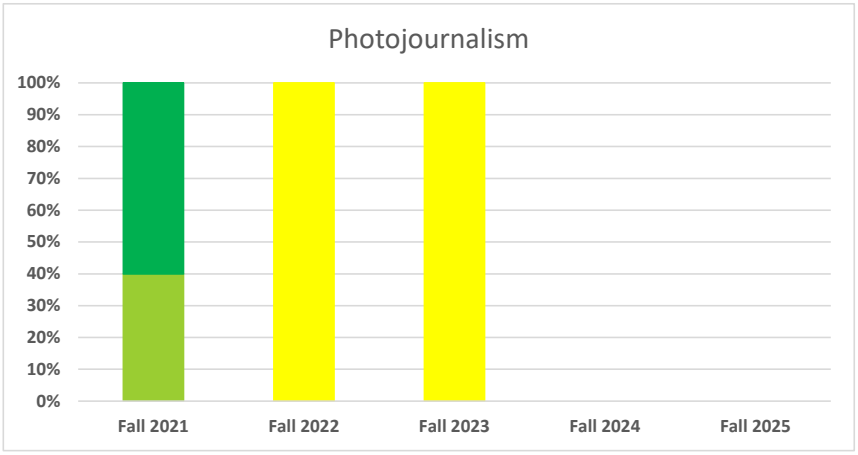




Learning Goal: Photojournalism (BS Mass Communication Program, Journalism Concentration)

Recorded in: ENG302 - Photojournalism Artifact: The Final Project/Portfolio		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of digital photography for mass media, including the ability to capture and edit images and video, and the ability to critique photojournalism utilizing industry terminology and historical contexts.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	2	40.0%	3	60.0%	5	**4.6**
	Fall 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Fall 2023	0	0.0%	0	0.0%	2	100.0%	0	0.0%	0	0.0%	2	**3.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





Learning Goal: Editorial and Review Writing (BS Mass Communication Program, Journalism Concentration)

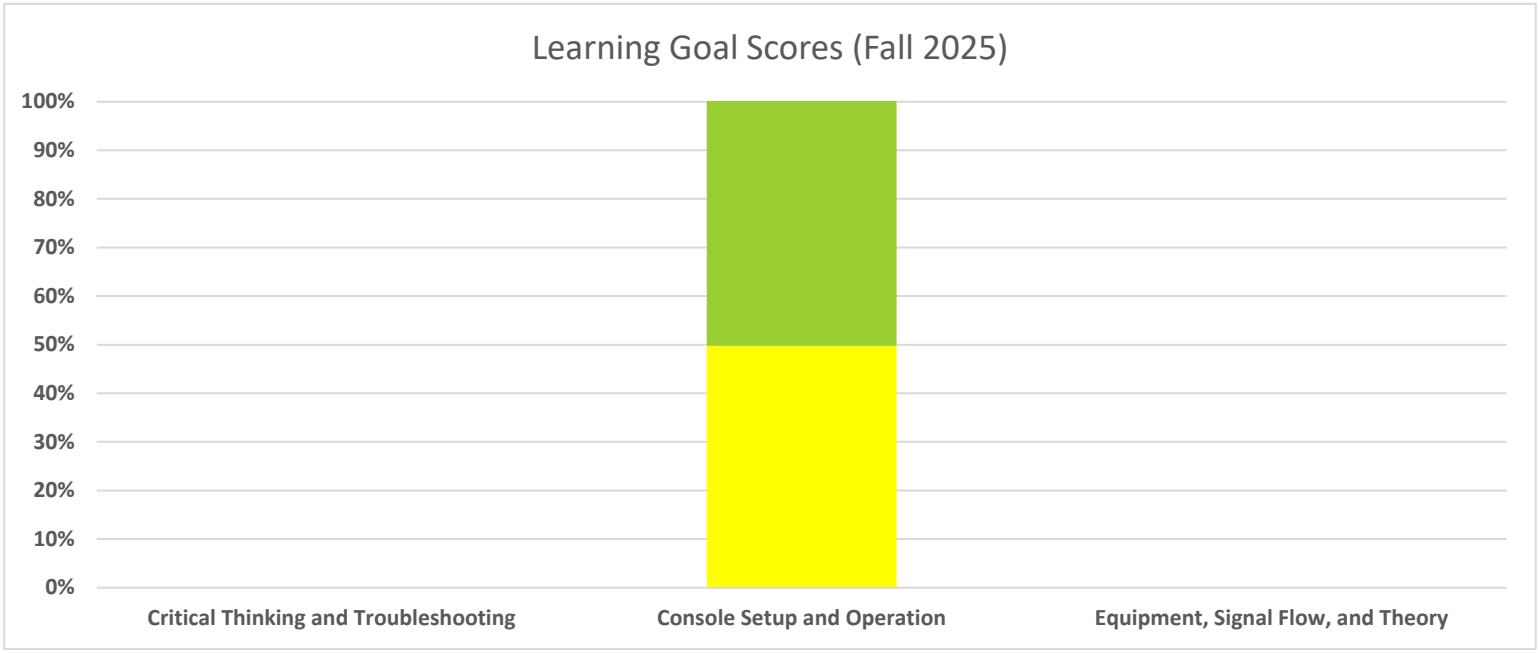
Recorded in: JRN404 - Editorial and Review Writing Artifact: The Writing Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate training in the writing of editorials and reviews of plays, movies, books, records, and film. Students analyze examples of the best writings in these forms and produce their own editorials and reviews.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





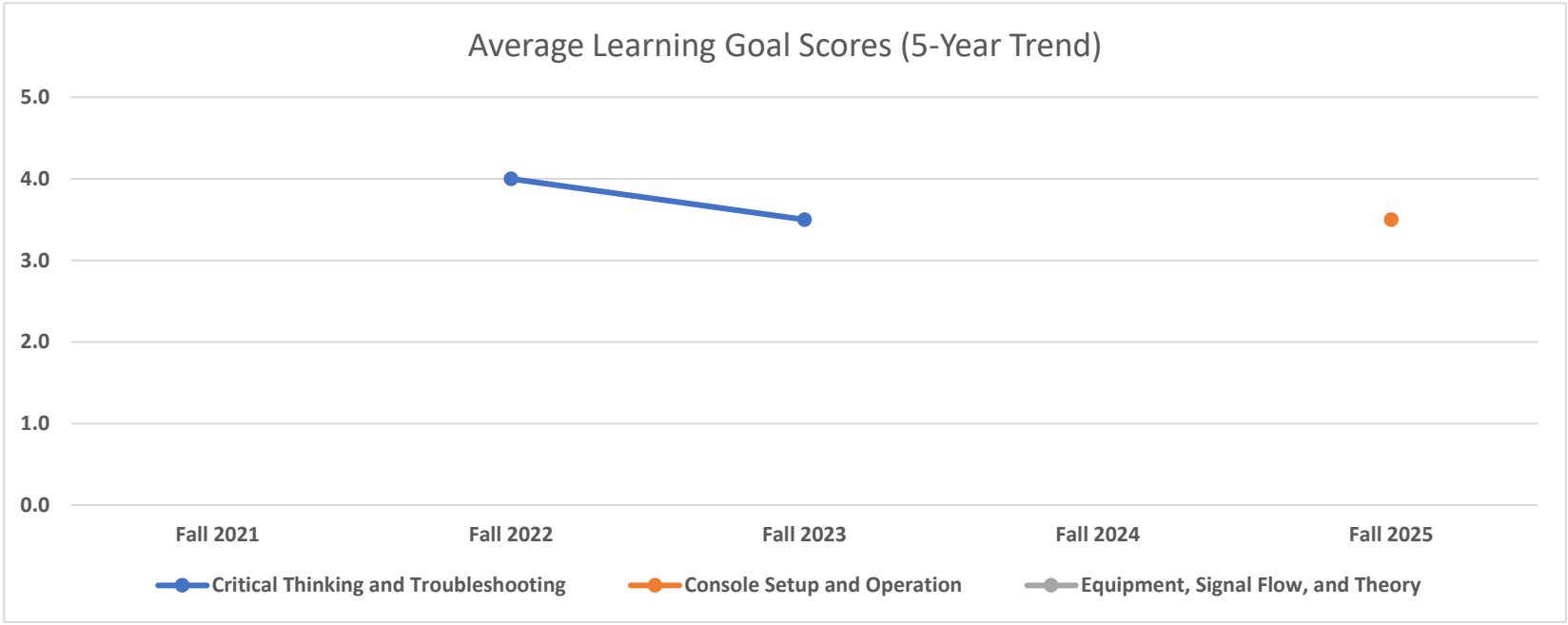
BS Mass Communication, LEMP Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Critical Thinking and Troubleshooting	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Console Setup and Operation	0	0.0%	0	0.0%	2	50.0%	2	50.0%	0	0.0%	4	**3.5**
Equipment, Signal Flow, and Theory	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



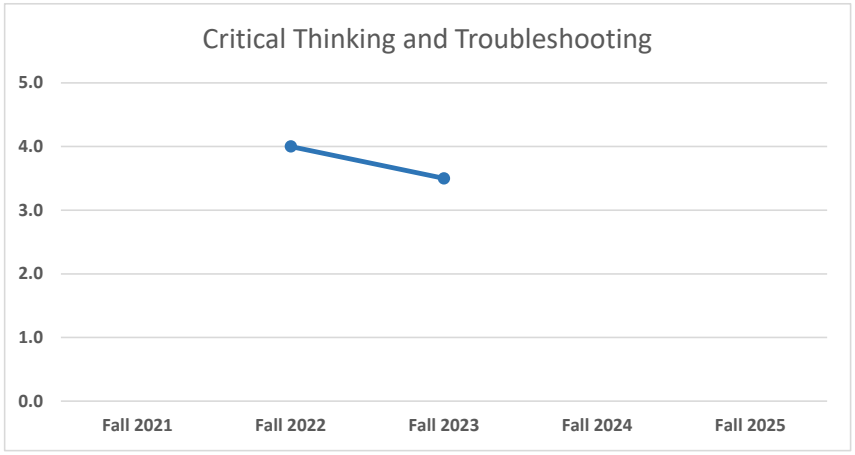
BS Mass Communication, LEMP Concentration (5-Year Trend)

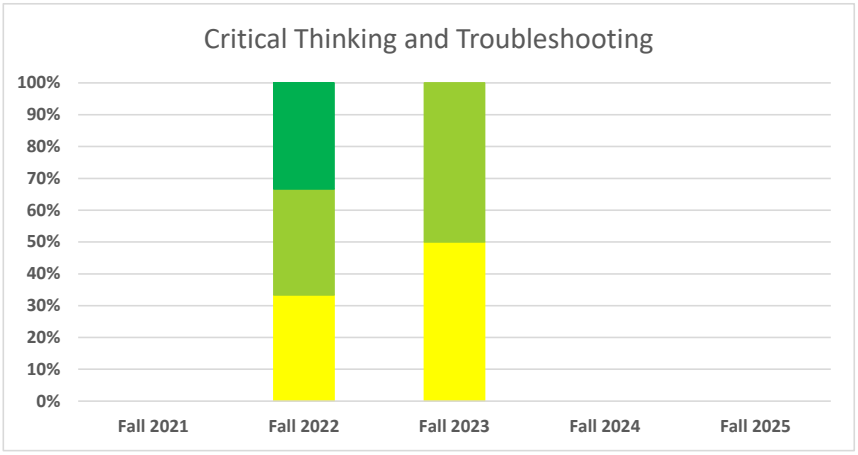
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Critical Thinking and Troubleshooting		4.0	3.5		
Console Setup and Operation					**3.5**
Equipment, Signal Flow, and Theory					



Learning Goal: Critical Thinking and Troubleshooting (BS Mass Communication Program, LEMP Concentration)

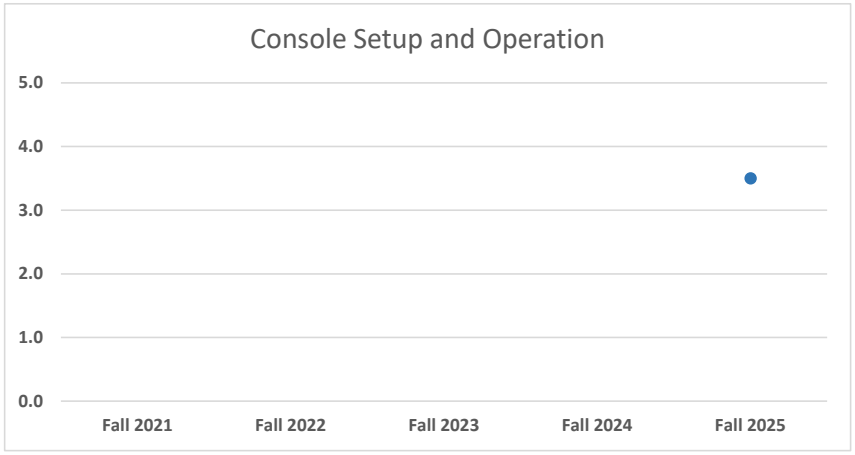
Recorded in: PRD257 - Live Event Management/Producing Artifact: Multi-Camera Production Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate critical thinking and trouble-shooting techniques to solve industry-related problems on productions in collaboration with other students.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
Fall 2023	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

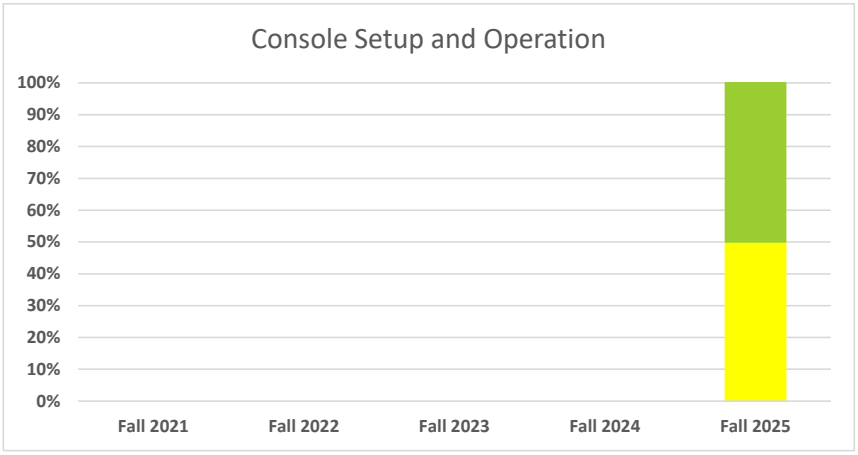




Learning Goal: Console Setup and Operation (BS Mass Communication Program, LEMP Concentration)

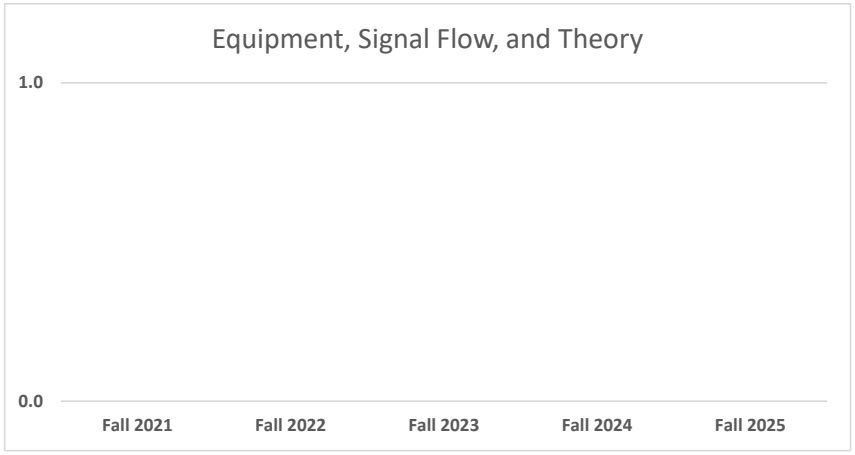
Recorded in: PRD243 - Audio and Visual Technologies Artifact: Technical Proficiency Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to setup and operate multiple audio/visual equipment consoles and presentation software for live events.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	2	50.0%	2	50.0%	0	0.0%	4	**3.5**

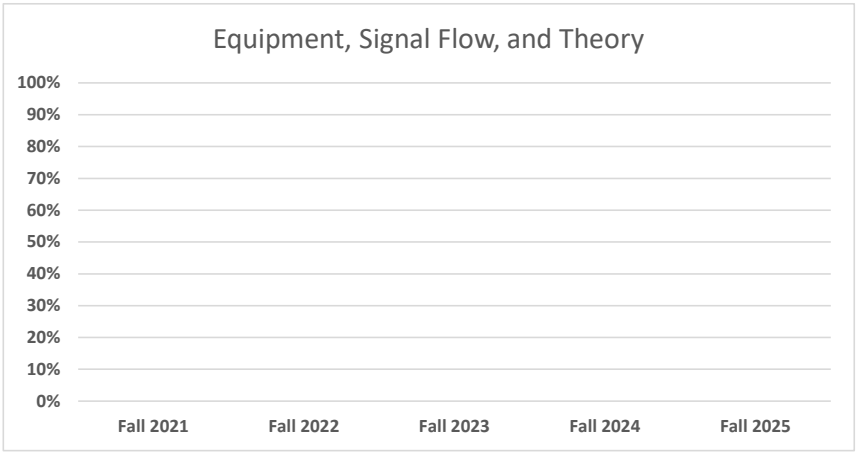




Learning Goal: Equipment, Signal Flow, and Theory (BS Mass Communication Program, LEMP Concentration)

Recorded in: MAC150 - Introduction to Live Sound Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of audio equipment, signal flow, and theory. Students also develop an ability to apply that understanding to audio productions for radio, television, and live events.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



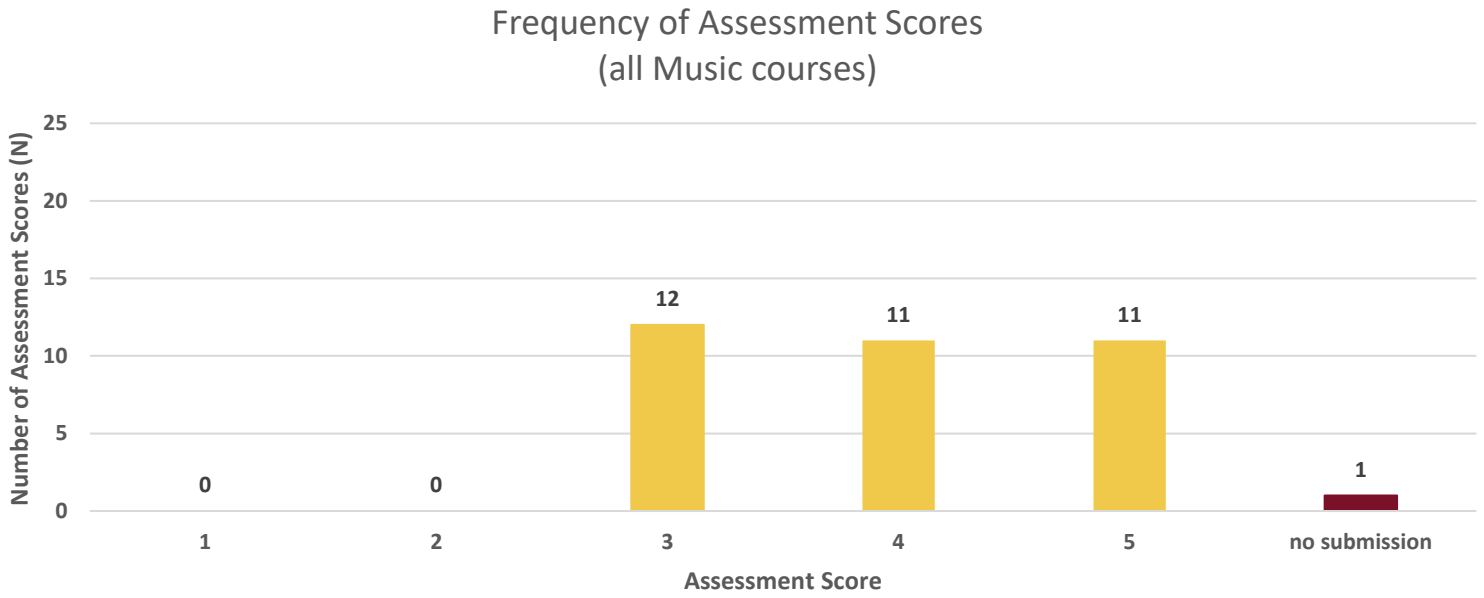


Music

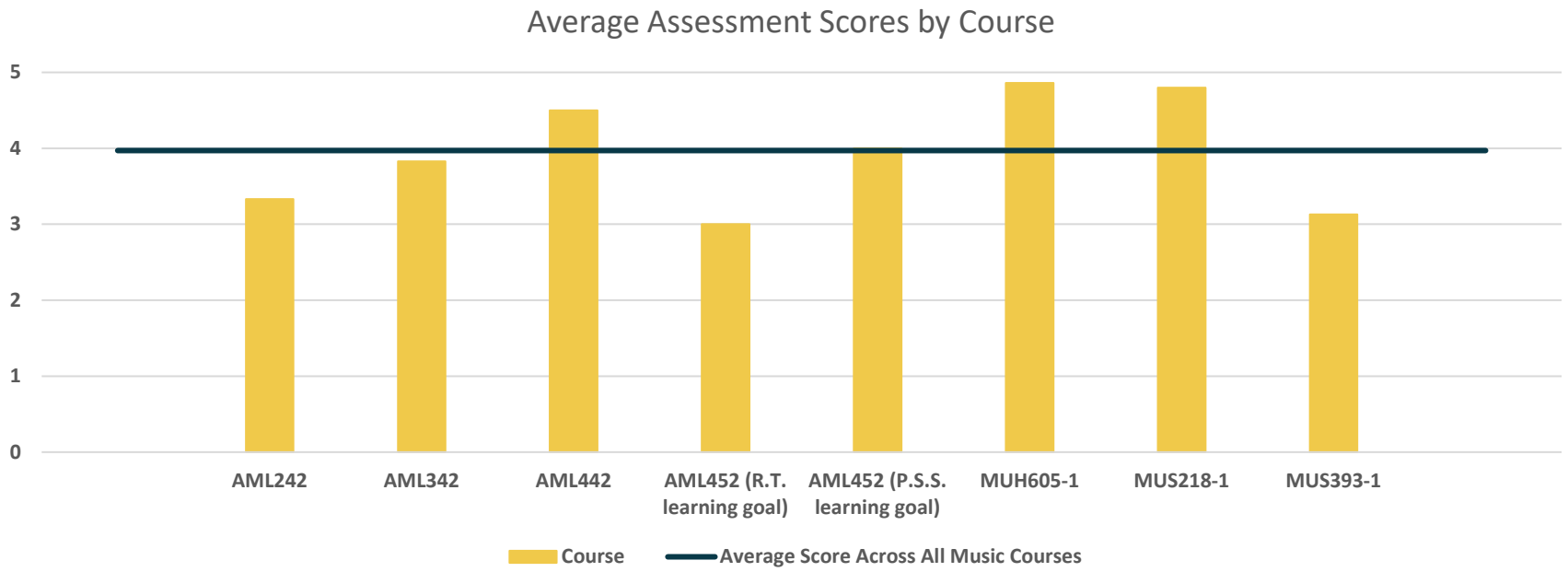
Artifact Scores by Course

FALL 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Music courses)	
SCORE	**N**
1	0
2	0
3	12
4	11
5	11
no submission	1
Total	35
Submissions Scored (Total minus No Submissions)	34
AVERAGE SCORE	**3.97**



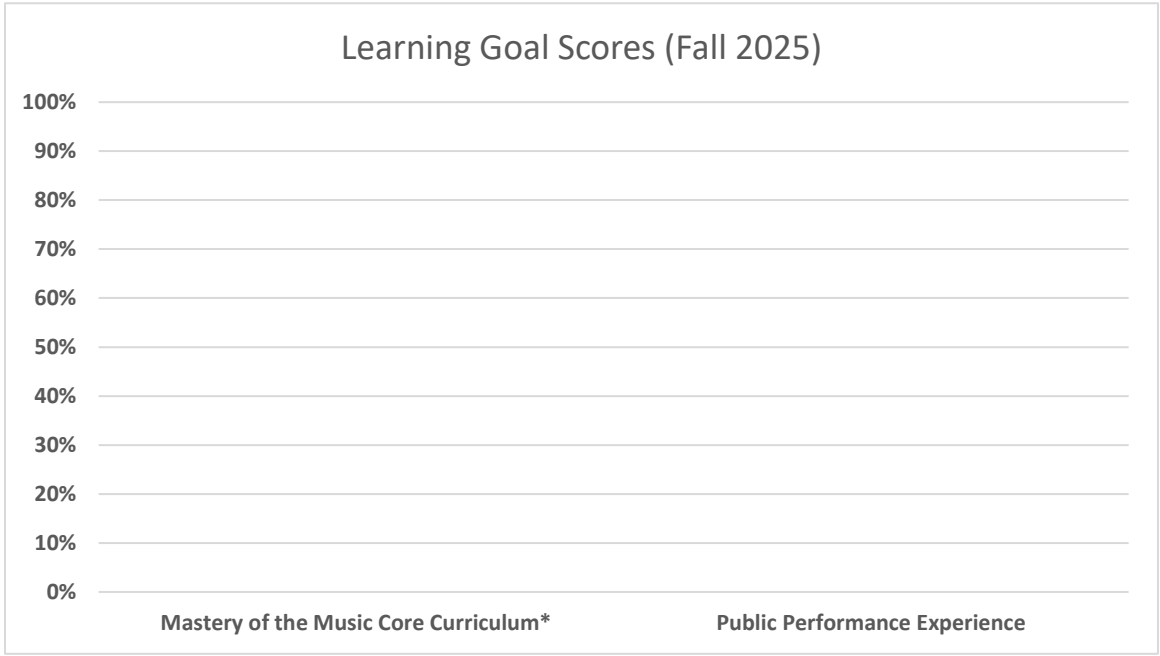
AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
AML242	3.33
AML342	3.83
AML442	4.50
AML452 (R.T. learning goal)	3.00
AML452 (P.S.S. learning goal)	4.00
MUH605-1	4.86
MUS218-1	4.80
MUS393-1	3.13
AVERAGE SCORE ACROSS ALL MUSIC COURSES	**3.97**



Artifact Scores by Program and Learning Goal

AAS Performance (Fall 2025)

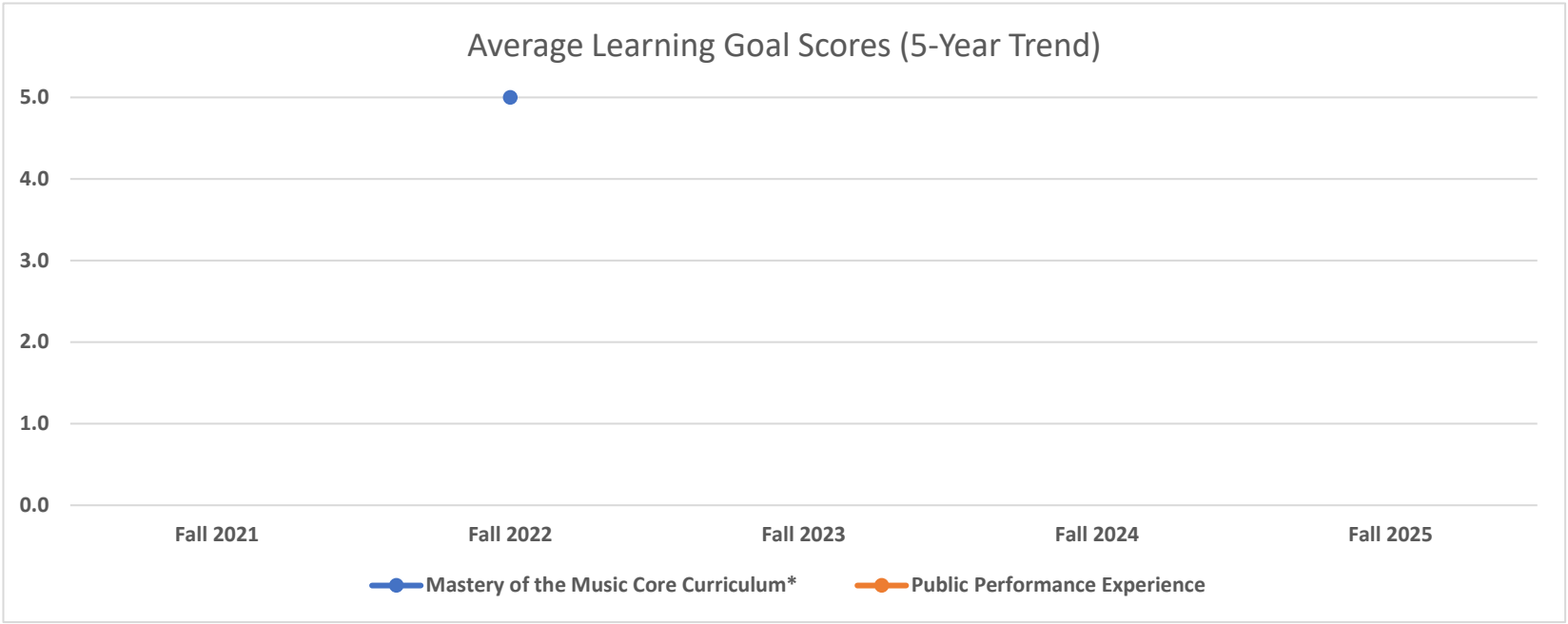
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Mastery of the Music Core Curriculum**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Public Performance Experience	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* Mastery of the Music Core Curriculum is composed of four separate artifacts collected in Harmony 4, Ear Training 4, Keyboard Skills 4, and Sight Singing 4. The score listed here is the combined average score across all four artifacts. Separate breakdowns for each artifact are provided on the following pages.

AAS Performance (5-Year Trend)

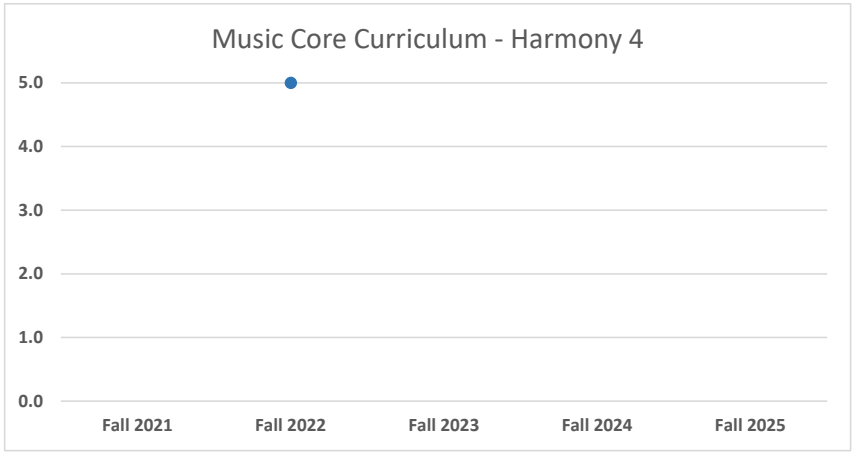
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
*Mastery of the Music Core Curriculum**		5.0			
Public Performance Experience					

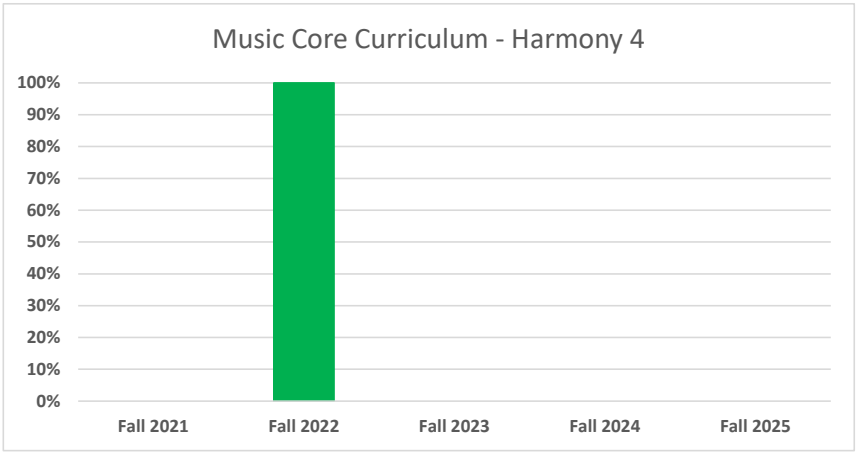


* Mastery of the Music Core Curriculum is composed of four separate artifacts collected in Harmony 4, Ear Training 4, Keyboard Skills 4, and Sight Singing 4. The score listed here is the combined average score across all four artifacts. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Mastery of the Music Core Curriculum - Harmony 4 (AAS Performance Program)

Recorded in: MUS212 - Harmony 4 Artifact: Week 10 Assessment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

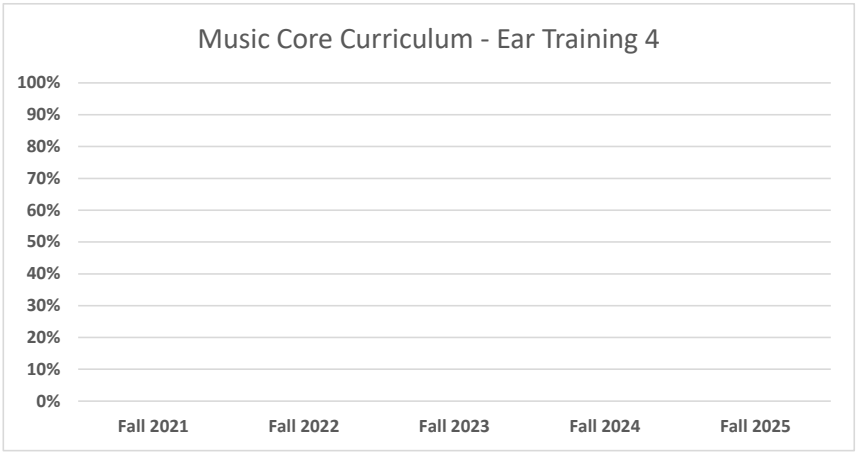




Learning Goal: Mastery of the Music Core Curriculum - Ear Training 4 (AAS Performance Program)

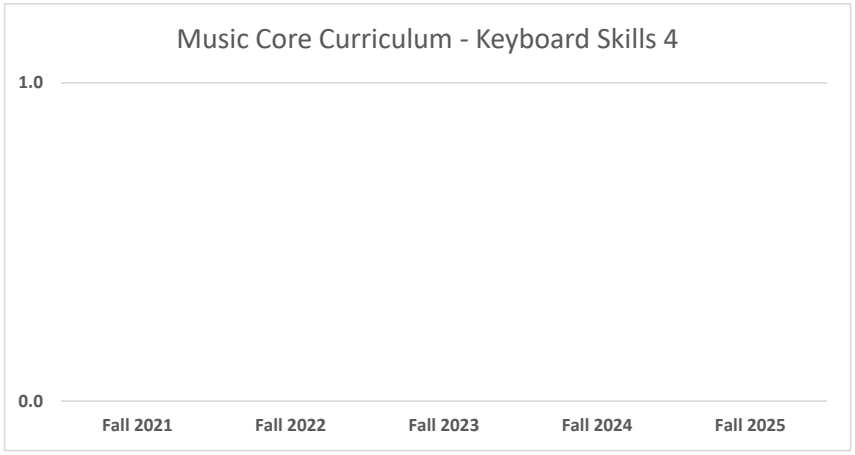
Recorded in: MUS224 - Ear Training 4 Artifact: Week 10 Assessment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

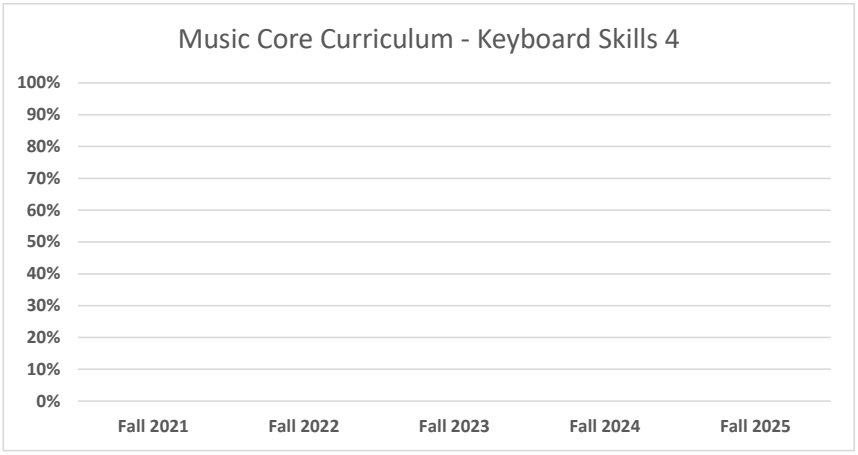




Learning Goal: Mastery of the Music Core Curriculum - Keyboard Skills 4 (AAS Performance Program)

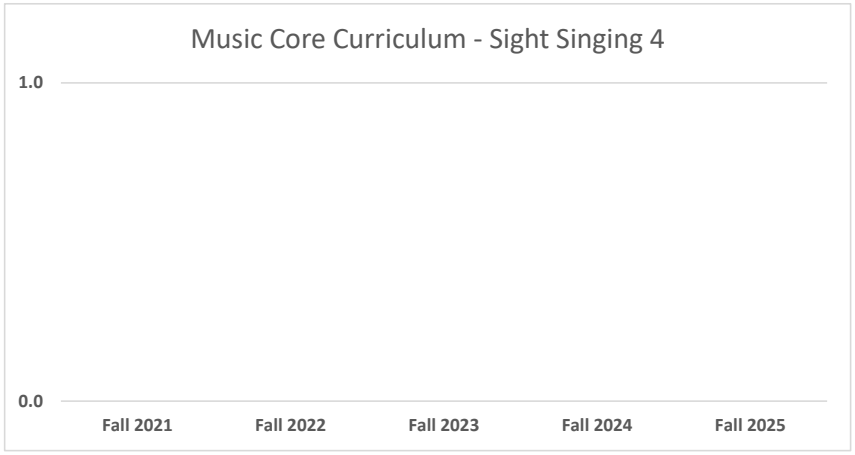
Recorded in: MUS286 - Keyboard Skills 4 Artifact: Piano Performance		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

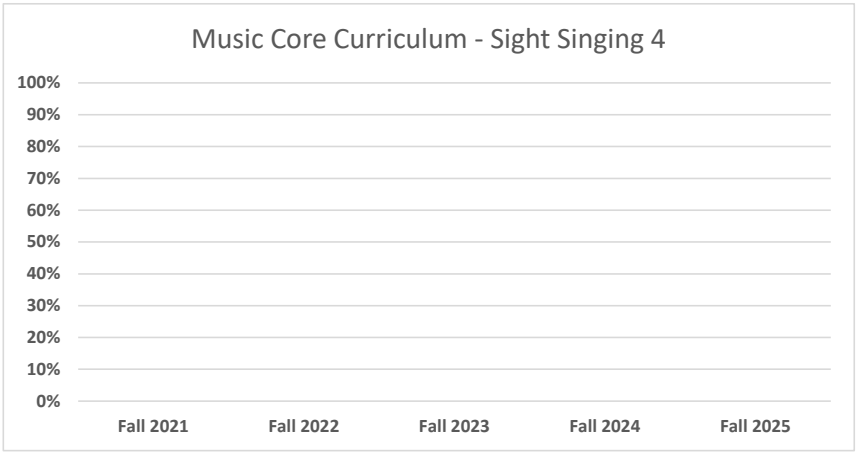




Learning Goal: Mastery of the Music Core Curriculum - Sight Singing 4 (AAS Performance Program)

Recorded in: MUS222 - Sight Singing 4 Artifact: Performance at sight of a melody and rhythmic exercise		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

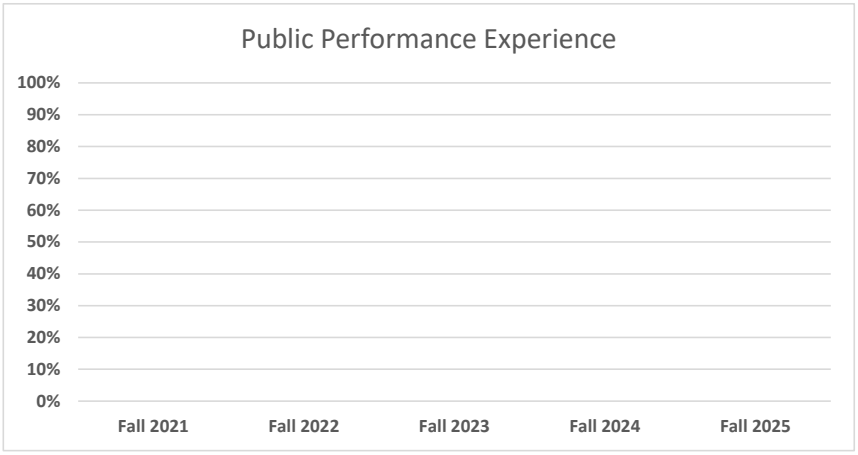




Learning Goal: Public Performance Experience (AAS Performance Program)

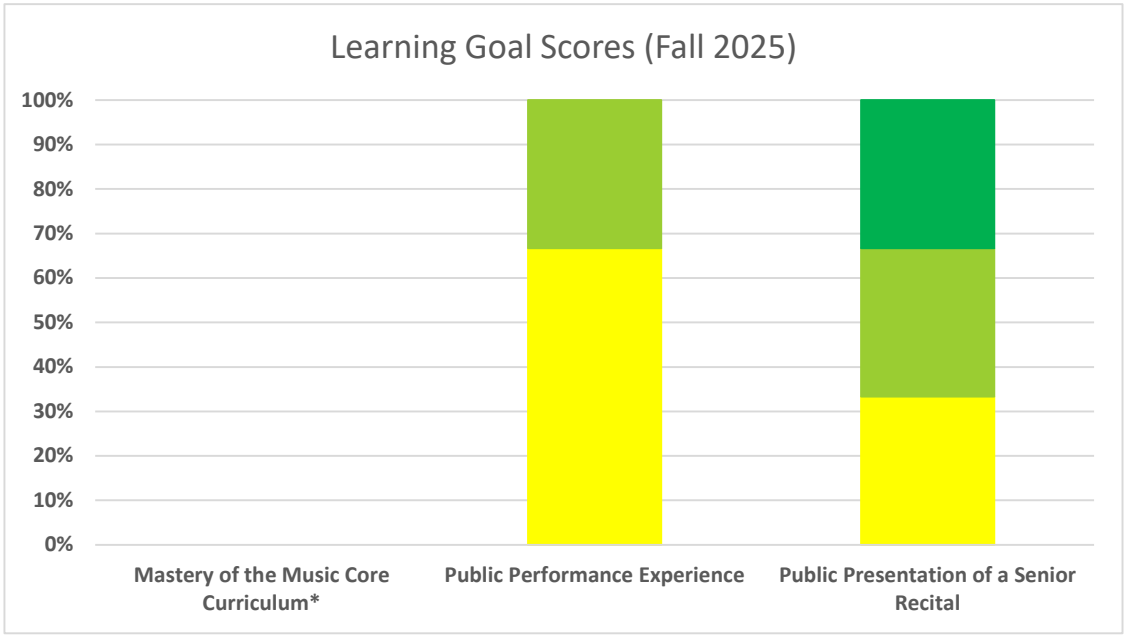
Recorded in: AML242 - Applied Music Lesson 4 (music performance elective) Artifact: Performance on major instrument / voice		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Compilation of juries, performance class performances, ensemble repertoire, performances of new student works, and performances at college sponsored events.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





MusB Performance, Core Courses (Fall 2025)

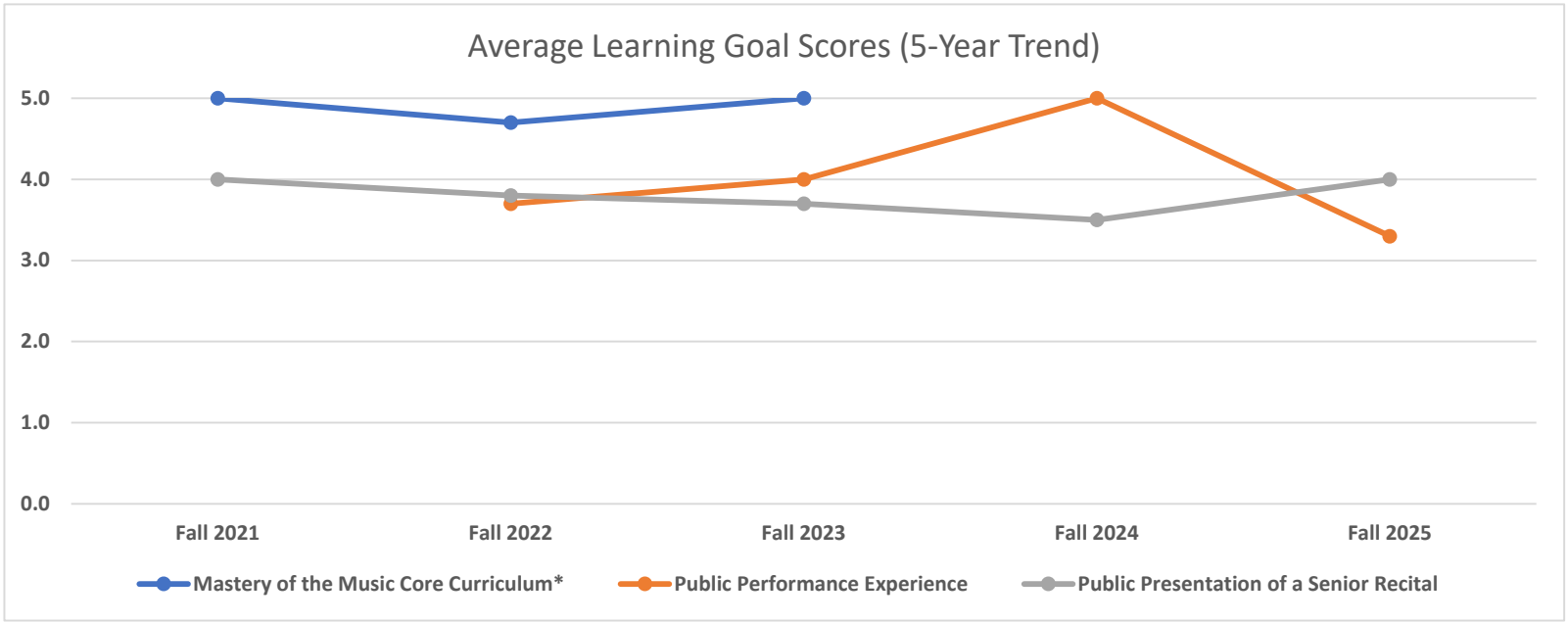
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Mastery of the Music Core Curriculum**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Public Performance Experience	0	0.0%	0	0.0%	2	66.7%	1	33.3%	0	0.0%	3	**3.3**
Public Presentation of a Senior Recital	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**



* Mastery of the Music Core Curriculum is composed of four separate artifacts collected in Harmony 4, Ear Training 4, Keyboard Skills 4, and Sight Singing 4. The score listed here is the combined average score across all four artifacts. Separate breakdowns for each artifact are provided on the following pages.

MusB Performance, Core Courses (5-Year Trend)

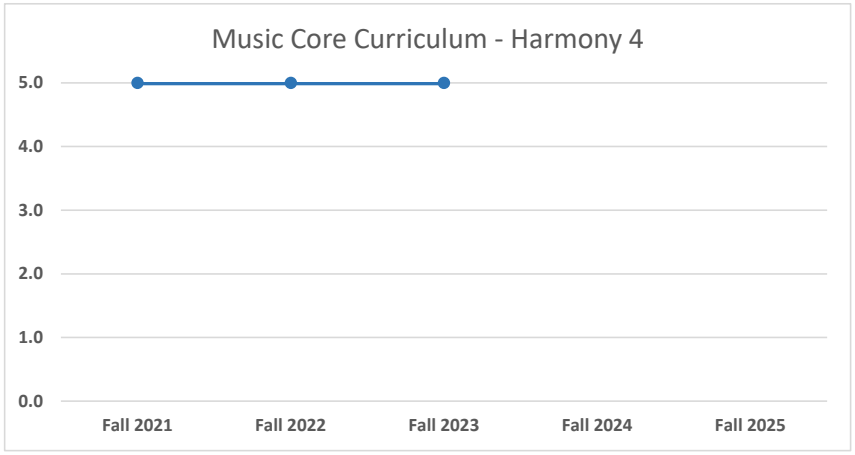
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
*Mastery of the Music Core Curriculum**	5.0	4.7	5.0		
Public Performance Experience		3.7	4.0	5.0	**3.3**
Public Presentation of a Senior Recital	4.0	3.8	3.7	3.5	**4.0**

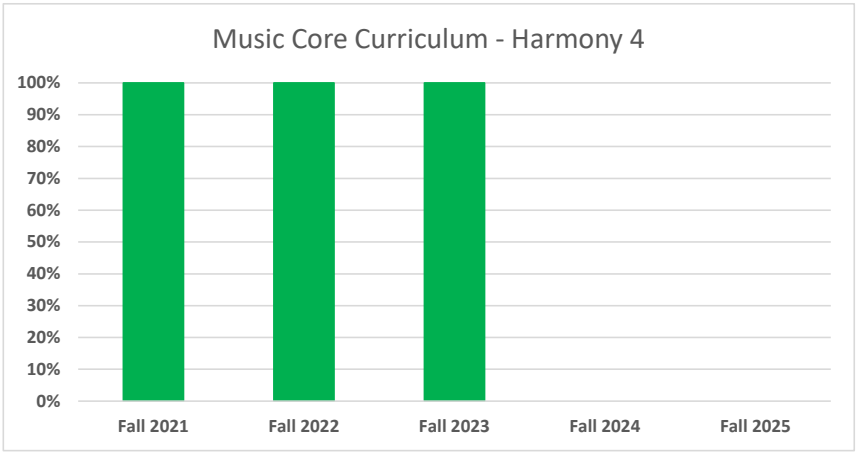


* Mastery of the Music Core Curriculum is composed of four separate artifacts collected in Harmony 4, Ear Training 4, Keyboard Skills 4, and Sight Singing 4. The score listed here is the combined average score across all four artifacts. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Mastery of the Music Core Curriculum - Harmony 4 (MusB Performance Program, Core Courses)

Recorded in: MUS212 - Harmony 4 Artifact: Week 10 Assessment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

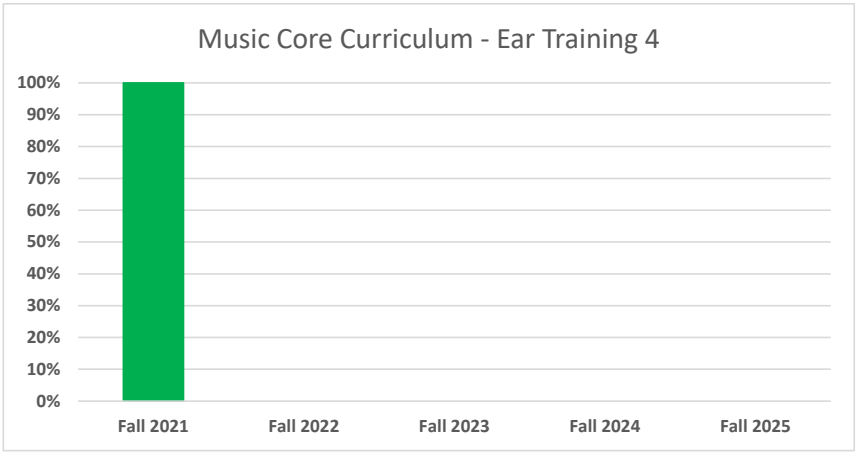




Learning Goal: Mastery of the Music Core Curriculum - Ear Training 4 (MusB Performance Program, Core Courses)

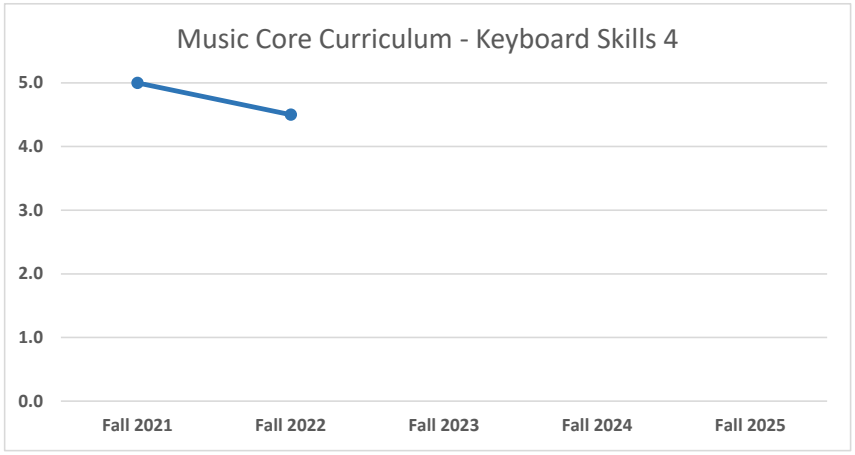
Recorded in: MUS224 - Ear Training 4 Artifact: Week 10 Assessment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	3	100.0%	3	**5.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

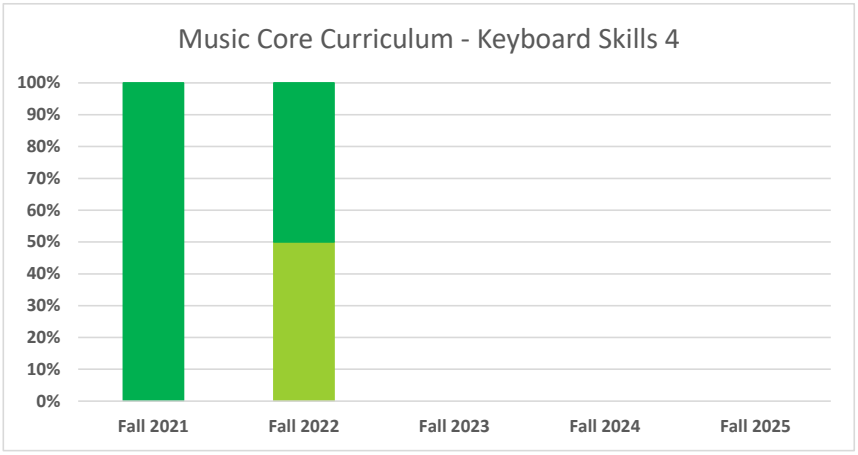




Learning Goal: Mastery of the Music Core Curriculum - Keyboard Skills 4 (MusB Performance Program, Core Courses)

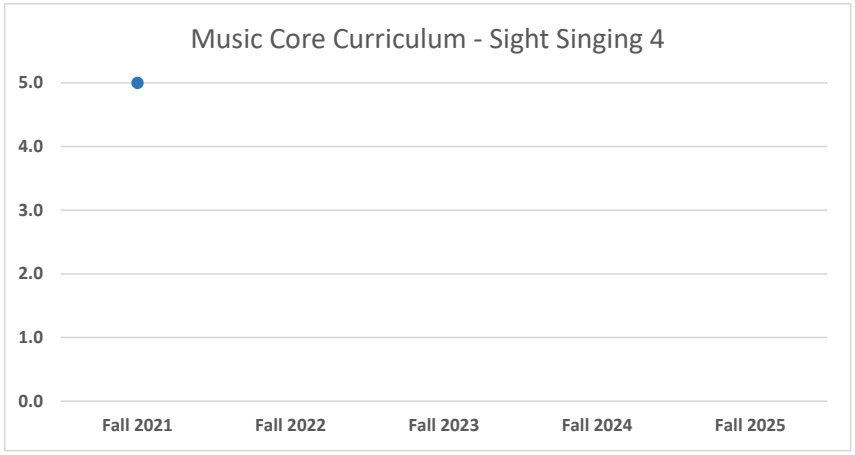
Recorded in: MUS286 - Keyboard Skills 4 Artifact: Piano Performance		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

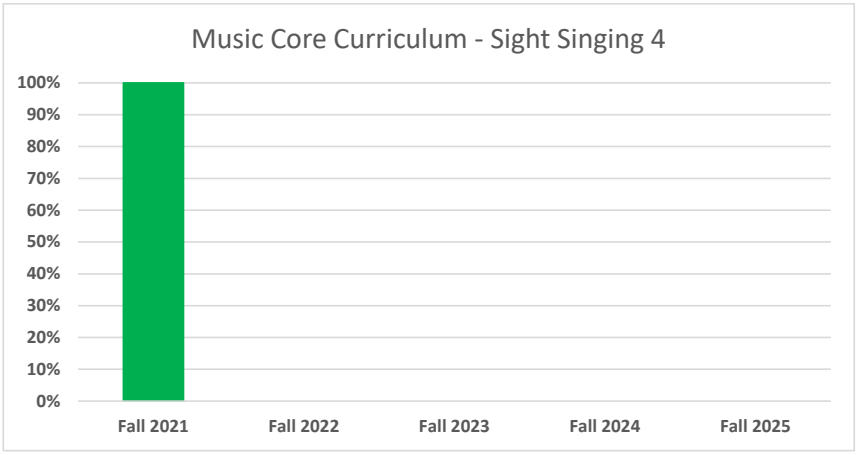




Learning Goal: Mastery of the Music Core Curriculum - Sight Singing 4 (MusB Performance Program, Core Courses)

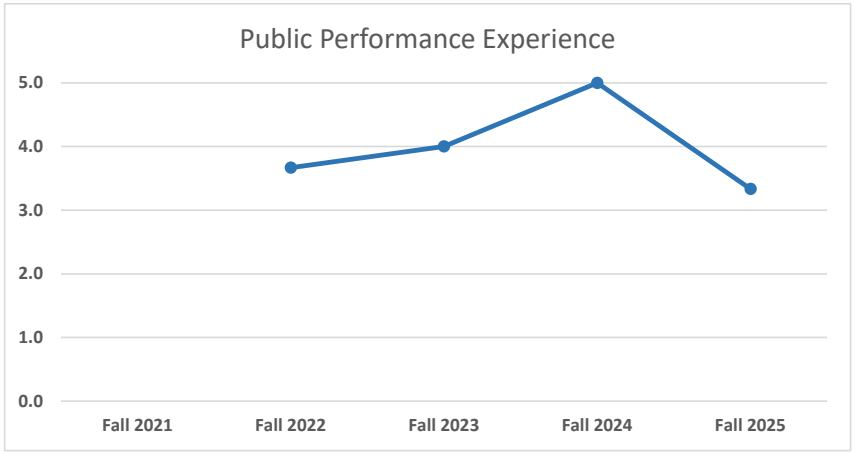
Recorded in: MUS222 - Sight Singing 4 Artifact: Performance at sight of a melody and rhythmic exercise		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

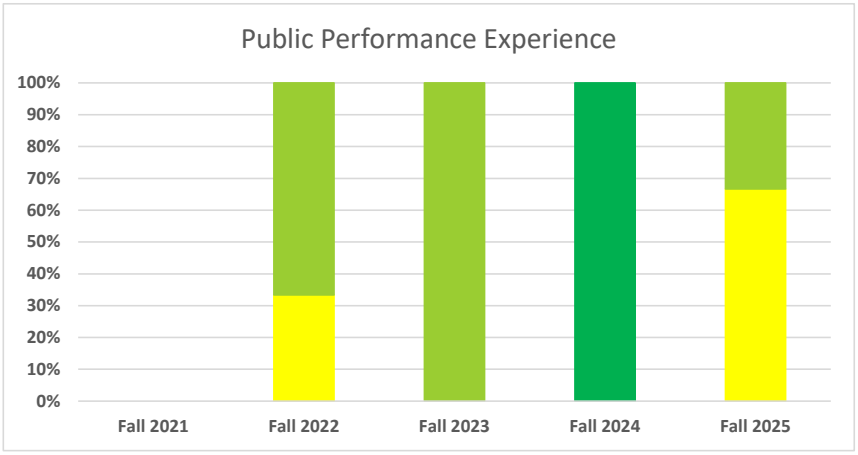




Learning Goal: Public Performance Experience (MusB Performance Program, Core Courses)

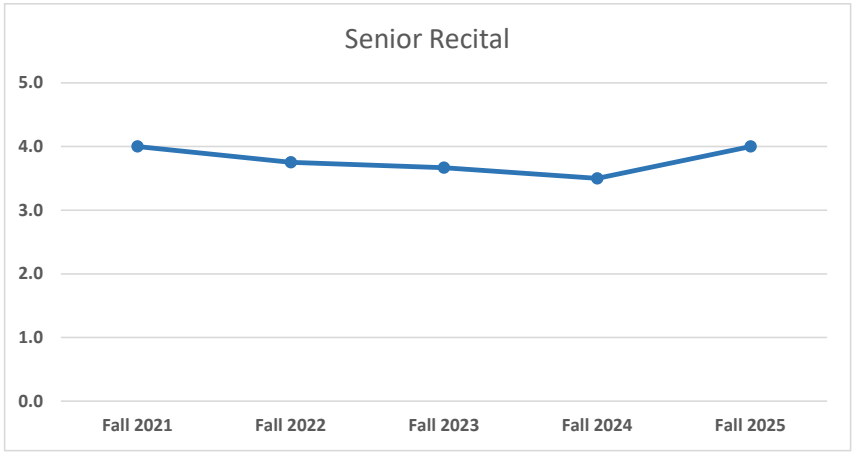
Recorded in: AML242 - Applied Music Lesson 4 (music performance elective) Artifact: Performance on major instrument / voice		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Compilation of juries, performance class performances, ensemble repertoire, performances of new student works, and performances at college sponsored events.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	1	33.3%	2	66.7%	0	0.0%	3	**3.7**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2025	0	0.0%	0	0.0%	2	66.7%	1	33.3%	0	0.0%	3	**3.3**

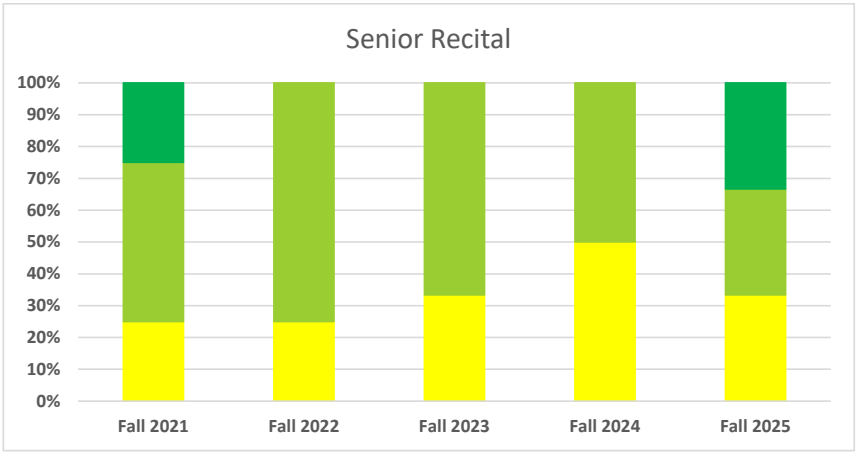




Learning Goal: Public Presentation of a Senior Recital (MusB Performance Program, Core Courses)

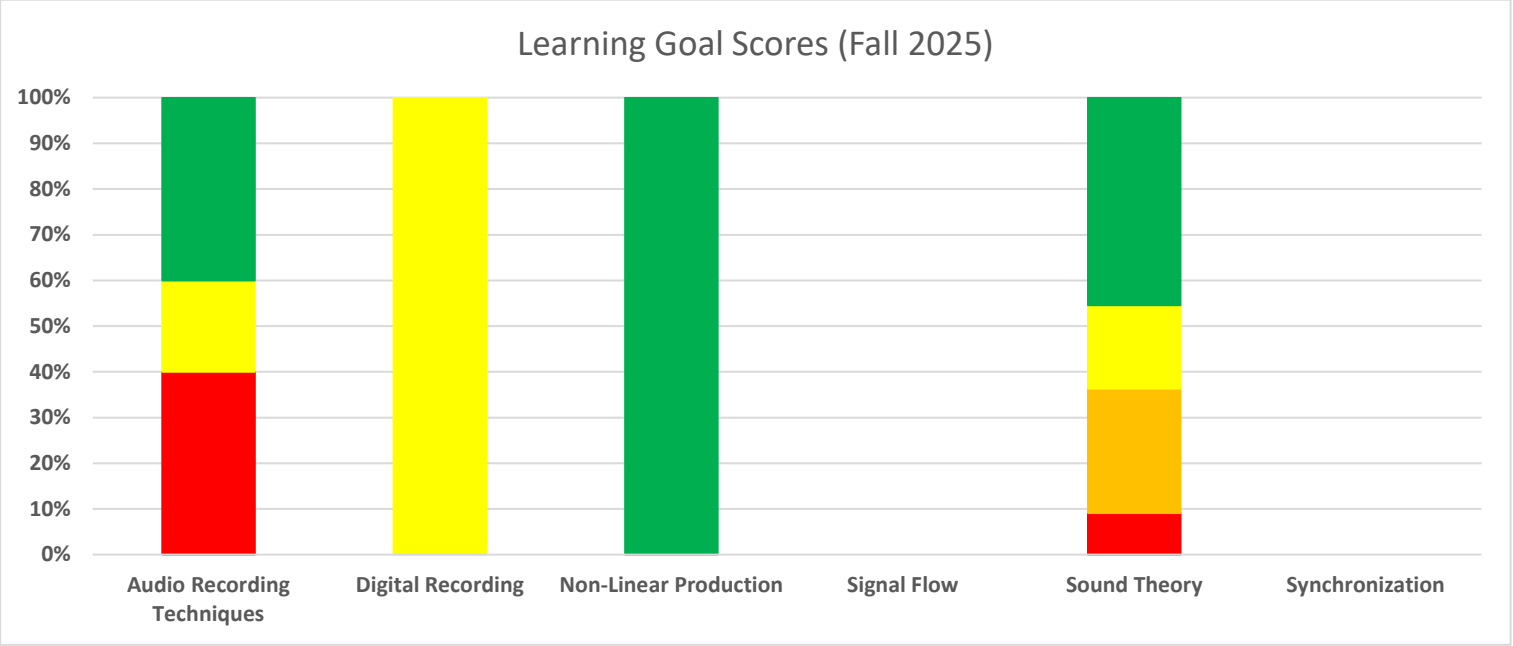
Recorded in: AML442 - Applied Music Lesson 8 (senior recital) Artifact: Recital application and recital		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
		N	%	N	%	N	%	N	%	N	%	N	
Capstone performance on the student's major instrument to include a collaborative performance and introductory remarks explaining each piece to the audience. Program notes that provide analytical, historical, and an interpretive explanation of each piece on the program will be submitted at the beginning of the recital semester for approval.	*Fall 2021*	0	0.0%	0	0.0%	1	25.0%	2	50.0%	1	25.0%	4	**4.0**
	Fall 2022	0	0.0%	0	0.0%	1	25.0%	3	75.0%	0	0.0%	4	**3.8**
	Fall 2023	0	0.0%	0	0.0%	1	33.3%	2	66.7%	0	0.0%	3	**3.7**
	Fall 2024	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
	Fall 2025	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**





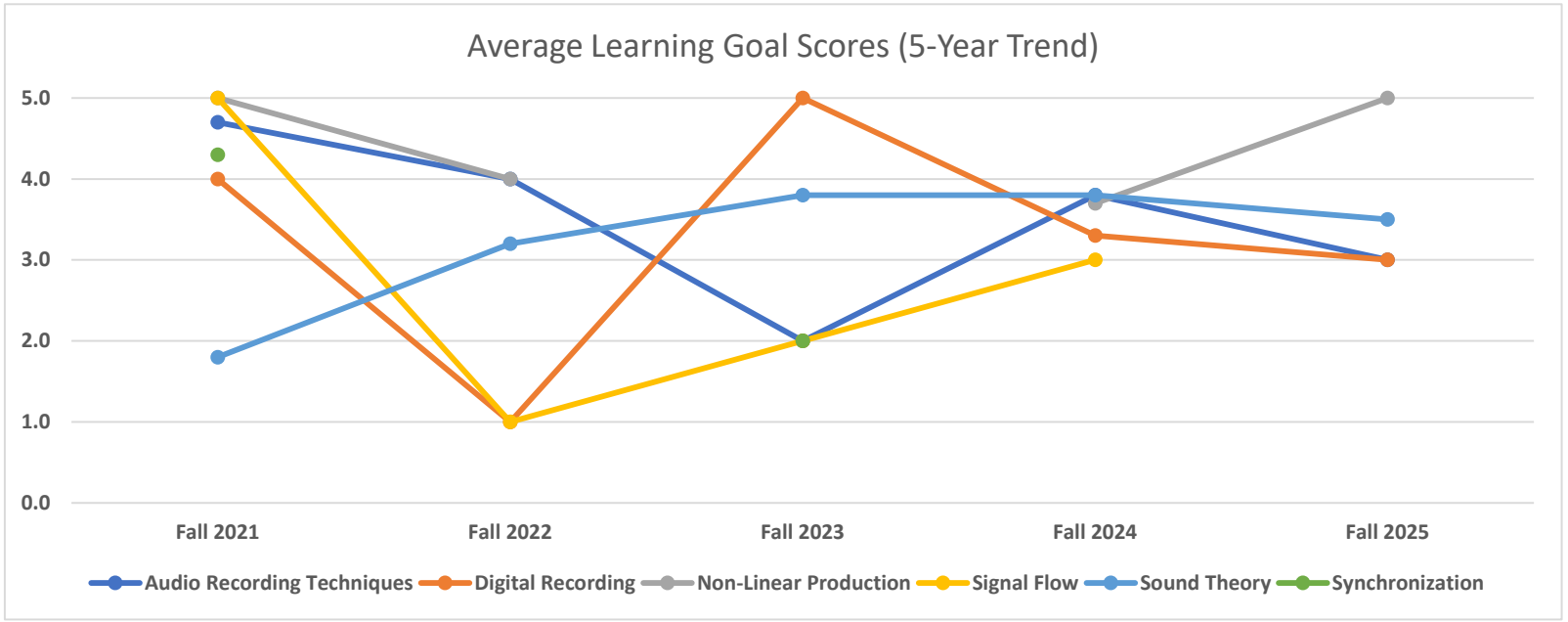
MusB Performance, Audio Recording Technology Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Audio Recording Techniques	2	40.0%	0	0.0%	1	20.0%	0	0.0%	2	40.0%	5	**3.0**
Digital Recording	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
Non-Linear Production	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Signal Flow	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Sound Theory	1	9.1%	3	27.3%	2	18.2%	0	0.0%	5	45.5%	11	**3.5**
Synchronization	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



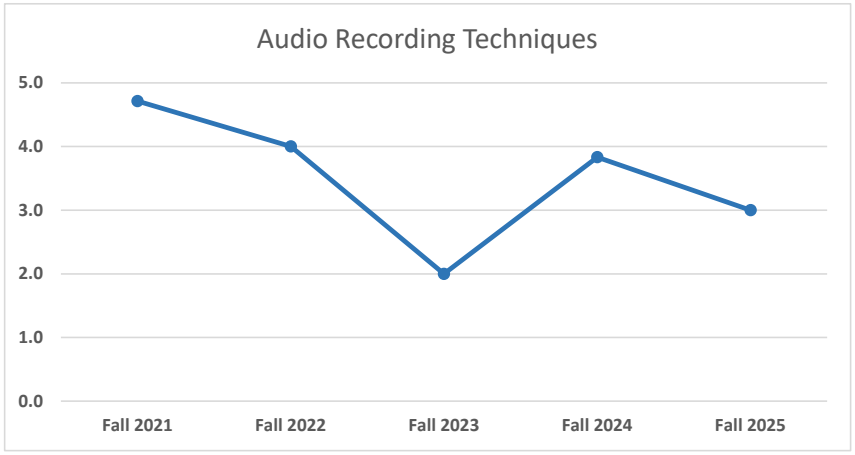
MusB Performance, Audio Recording Technology Concentration (5-Year Trend)

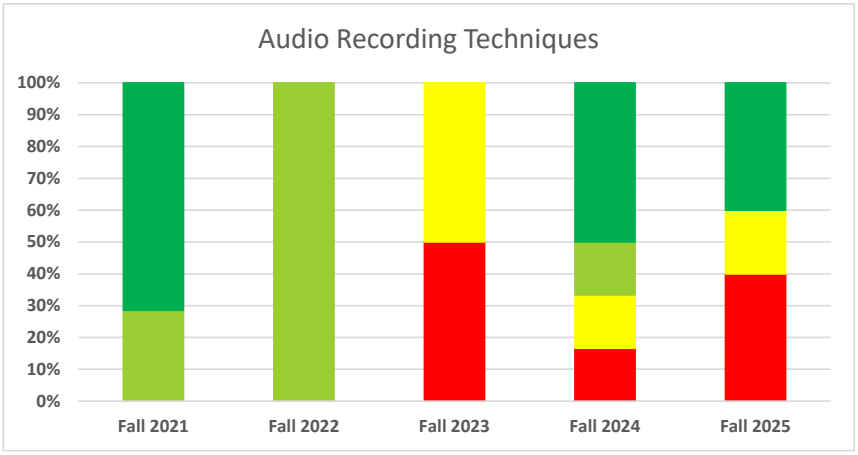
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Audio Recording Techniques	4.7	4.0	2.0	3.8	**3.0**
Digital Recording	4.0	1.0	5.0	3.3	**3.0**
Non-Linear Production	5.0	4.0		3.7	**5.0**
Signal Flow	5.0	1.0	2.0	3.0	
Sound Theory	1.8	3.2	3.8	3.8	**3.5**
Synchronization	4.3		2.0		



Learning Goal: Audio Recording Techniques (MusB Performance Program, Audio Recording Technology Concentration)

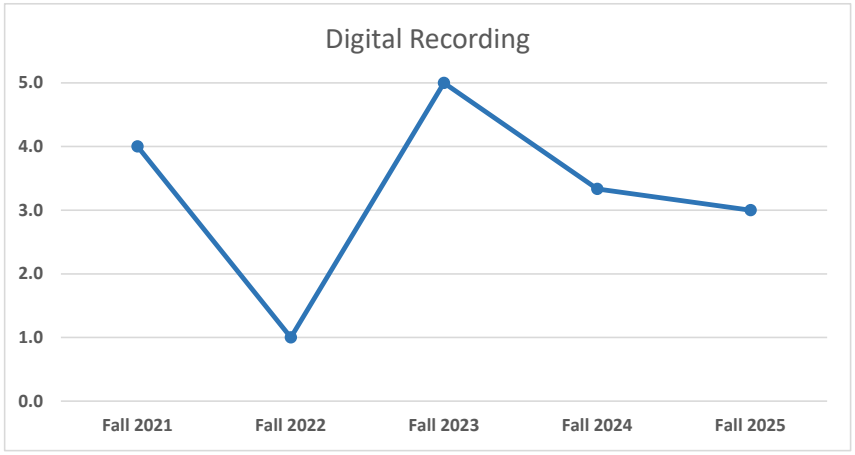
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Exam Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students also demonstrate the ability to perform proper recording procedures, set professional level with use of metering, recording compression techniques, independent headphone mixing systems, and playback mixing.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	2	28.6%	5	71.4%	7	**4.7**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2023	3	50.0%	0	0.0%	3	50.0%	0	0.0%	0	0.0%	6	**2.0**
	Fall 2024	1	16.7%	0	0.0%	1	16.7%	1	16.7%	3	50.0%	6	**3.8**
	Fall 2025	2	40.0%	0	0.0%	1	20.0%	0	0.0%	2	40.0%	5	**3.0**

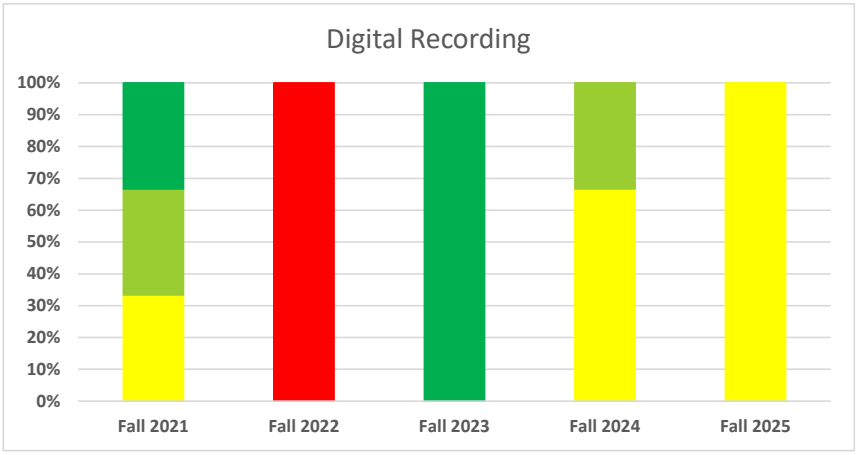




Learning Goal: Digital Recording (MusB Performance Program, Audio Recording Technology Concentration)

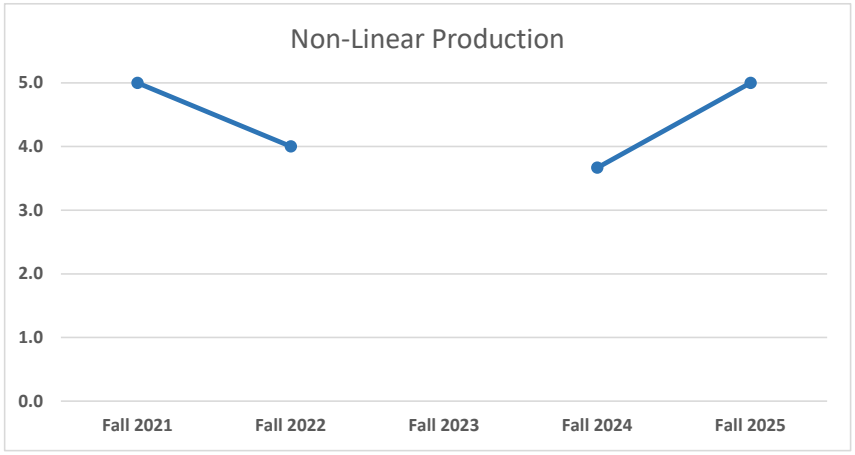
Recorded in: AUD303 - MIDI Applications Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to record and manipulate Musical Instrument Digital Interface (MIDI) data for music sequencing and composition.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Fall 2022	2	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	**1.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2024	0	0.0%	0	0.0%	2	66.7%	1	33.3%	0	0.0%	3	**3.3**
	Fall 2025	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**

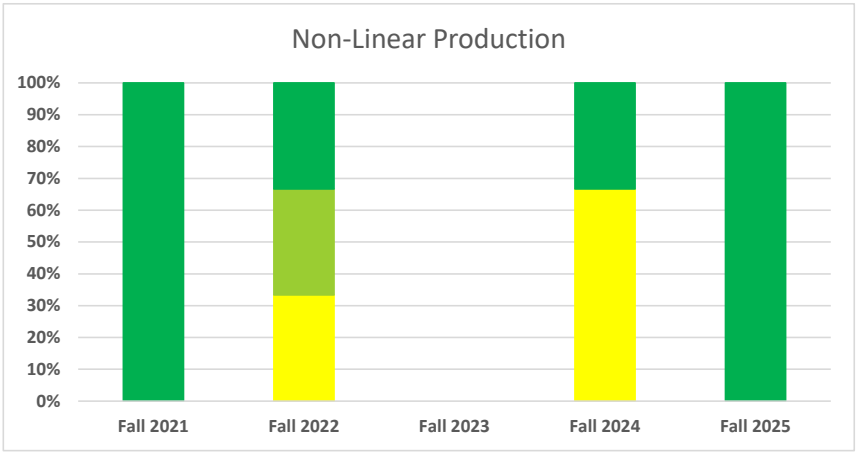




Learning Goal: Non-Linear Production (MusB Performance Program, Audio Recording Technology Concentration)

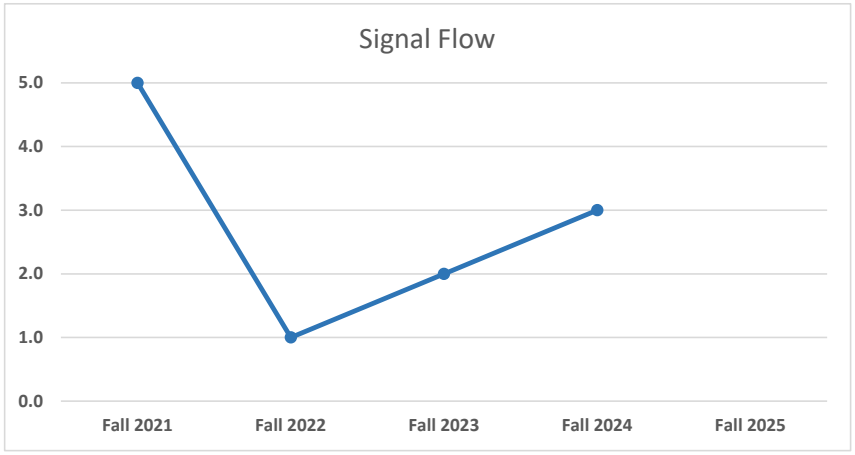
Recorded in: AUD304 - Nonlinear Recording Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate digital audio recording workstations, including plug-ins and control surfaces, to record, mix, edit, and store a production into a tangible medium of expression.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2022	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	2	66.7%	0	0.0%	1	33.3%	3	**3.7**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**

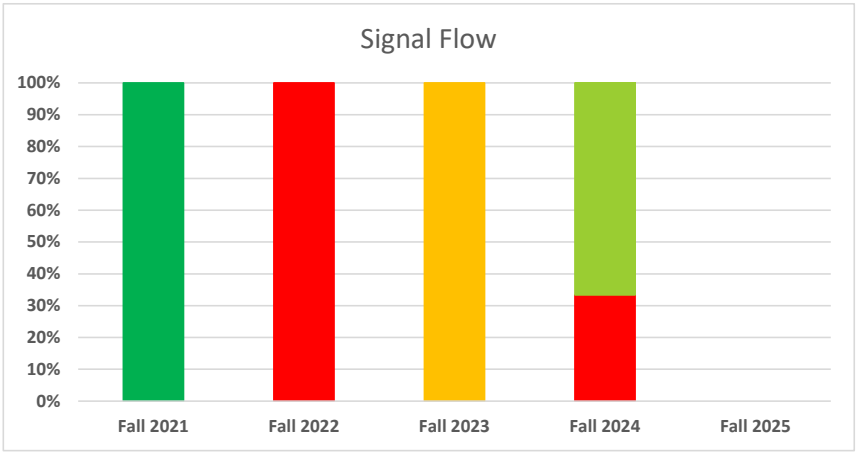




Learning Goal: Signal Flow (MusB Performance Program, Audio Recording Technology Concentration)

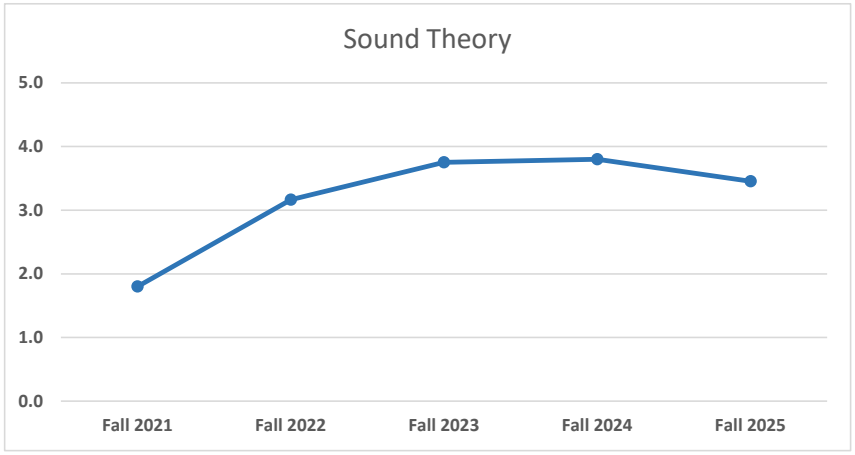
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2022	1	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	**1.0**
	Fall 2023	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Fall 2024	1	33.3%	0	0.0%	0	0.0%	2	66.7%	0	0.0%	3	**3.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

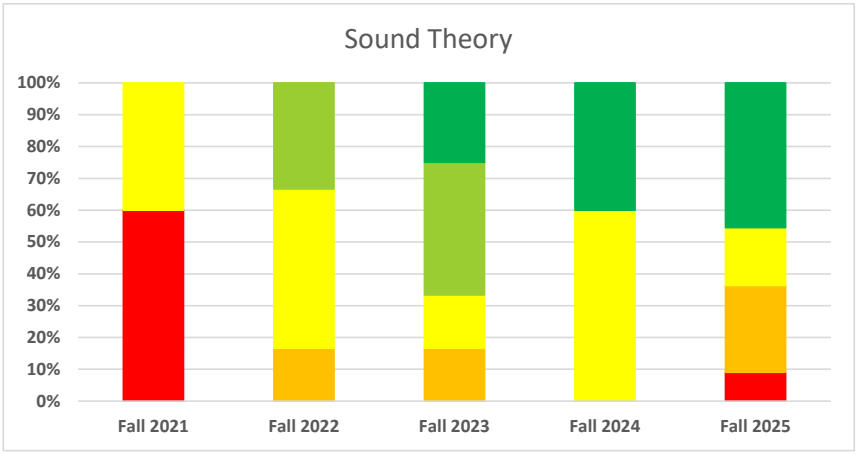




Learning Goal: Sound Theory (MusB Performance Program, Audio Recording Technology Concentration)

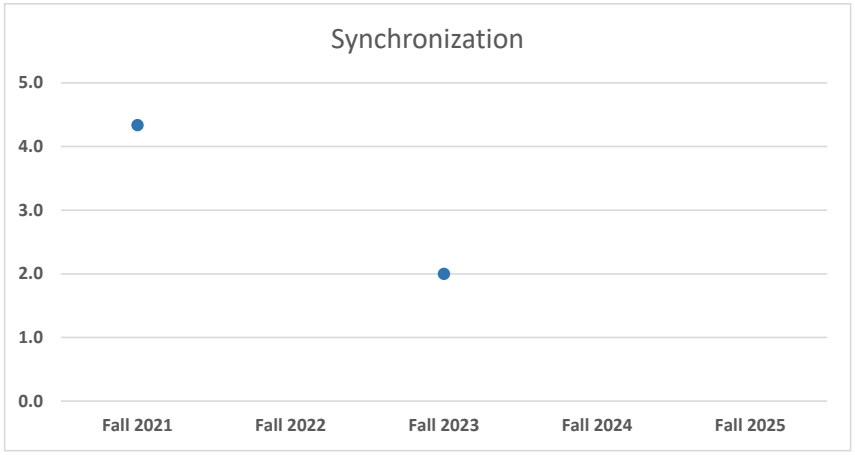
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	3	60.0%	0	0.0%	2	40.0%	0	0.0%	0	0.0%	5	**1.8**
	Fall 2022	0	0.0%	1	16.7%	3	50.0%	2	33.3%	0	0.0%	6	**3.2**
	Fall 2023	0	0.0%	2	16.7%	2	16.7%	5	41.7%	3	25.0%	12	**3.8**
	Fall 2024	0	0.0%	0	0.0%	3	60.0%	0	0.0%	2	40.0%	5	**3.8**
	Fall 2025	1	9.1%	3	27.3%	2	18.2%	0	0.0%	5	45.5%	11	**3.5**

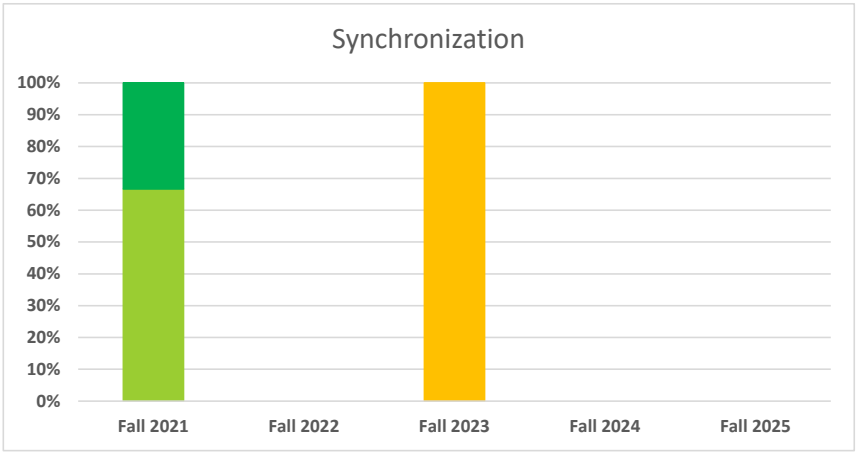




Learning Goal: Synchronization (MusB Performance Program, Audio Recording Technology Concentration)

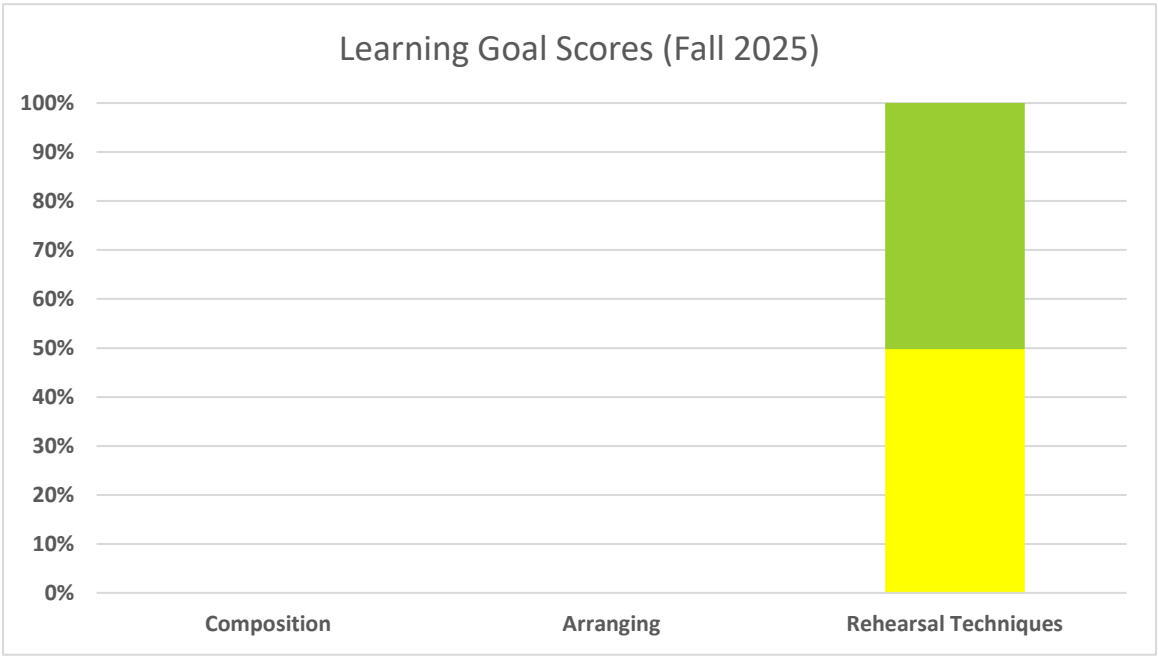
Recorded in: AUD401 - Audio/Video Post-Production Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to create and synch a soundtrack to motion pictures.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	2	66.7%	1	33.3%	3	**4.3**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





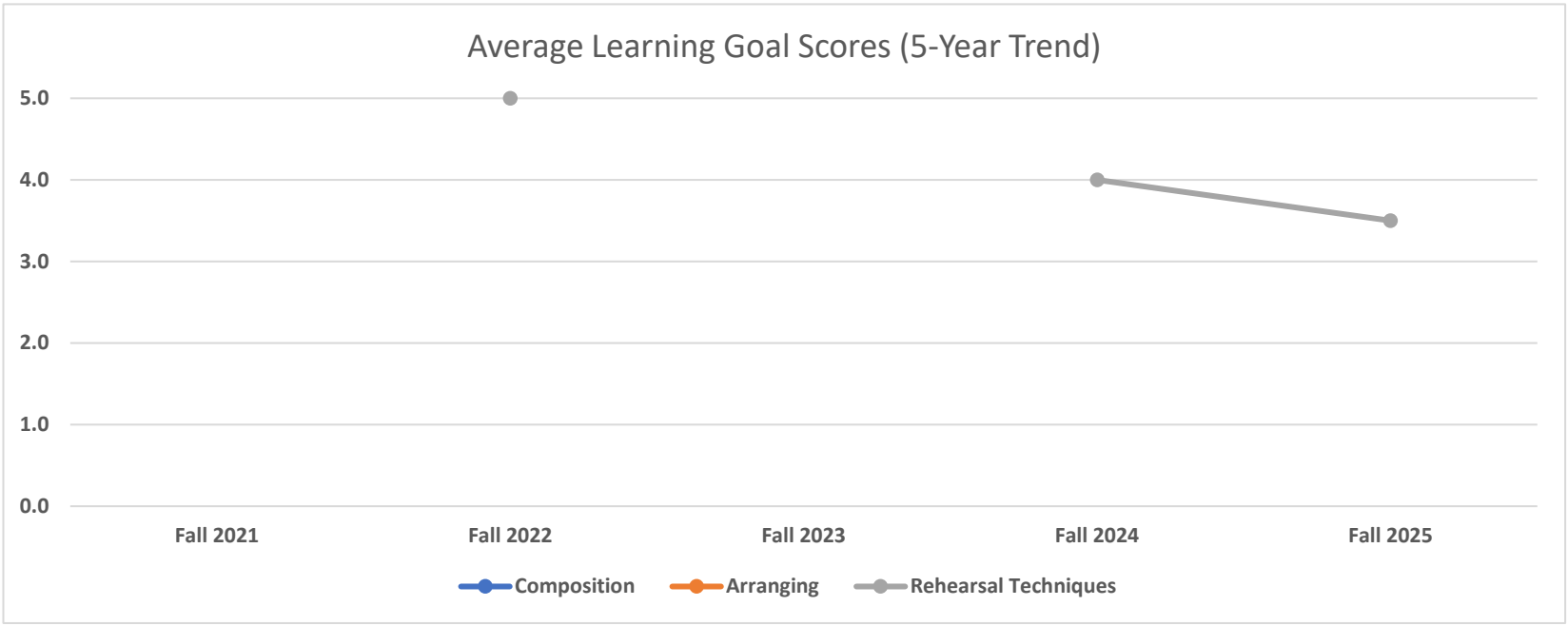
MusB Performance, Composition Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Composition	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Arranging	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Rehearsal Techniques	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**



MusB Performance, Composition Concentration (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Composition					
Arranging					
Rehearsal Techniques		5.0		4.0	**3.5**



Learning Goal: Composition (MusB Performance Program, Composition Concentration)

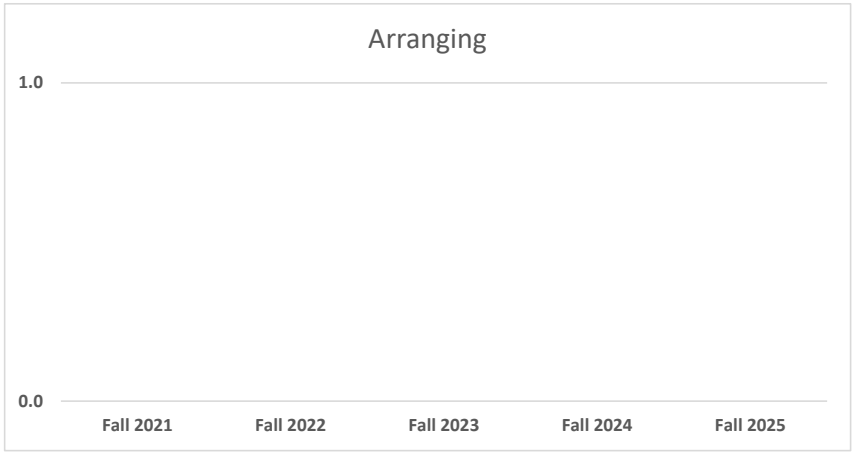
Recorded in: MUS416 - Studio Composition Artifact: Capstone Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Compose music that displays creativity, sophisticated ideas, utilizing various technical skills, employing both solo instruments and ensembles.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

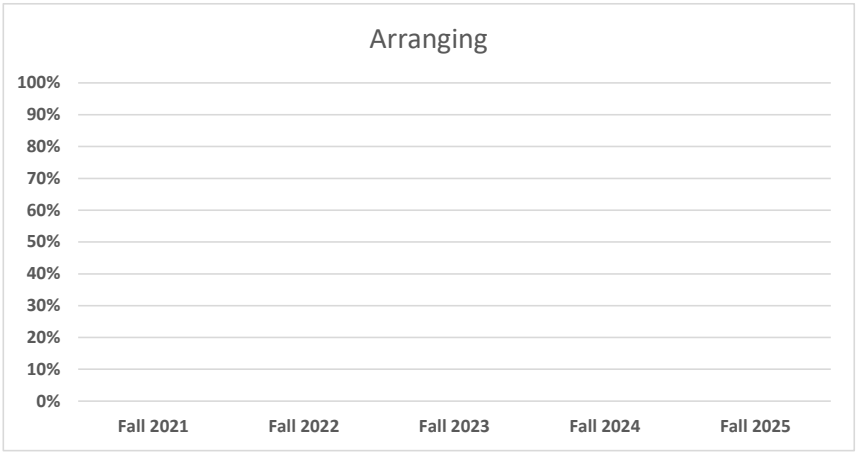




Learning Goal: Arranging (MusB Performance Program, Composition Concentration)

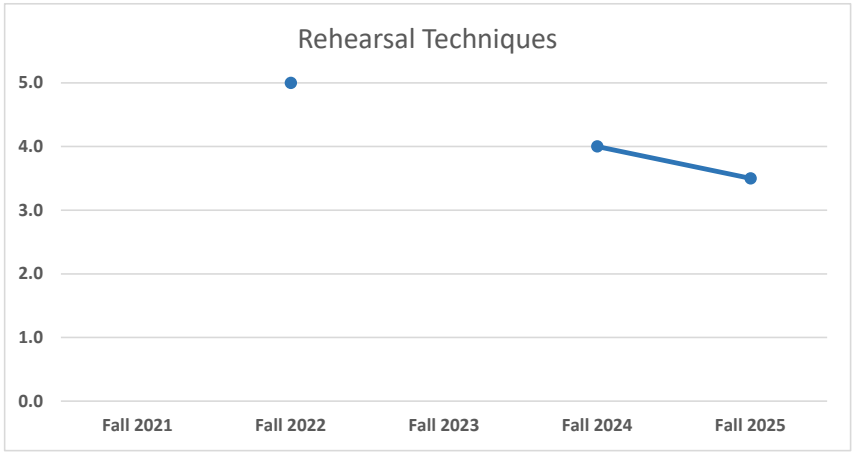
Recorded in: MUS315 - Commercial Arranging Artifact: Final Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Create arrangements that demonstrate the knowledge of transposition, line writing, and score preparation.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

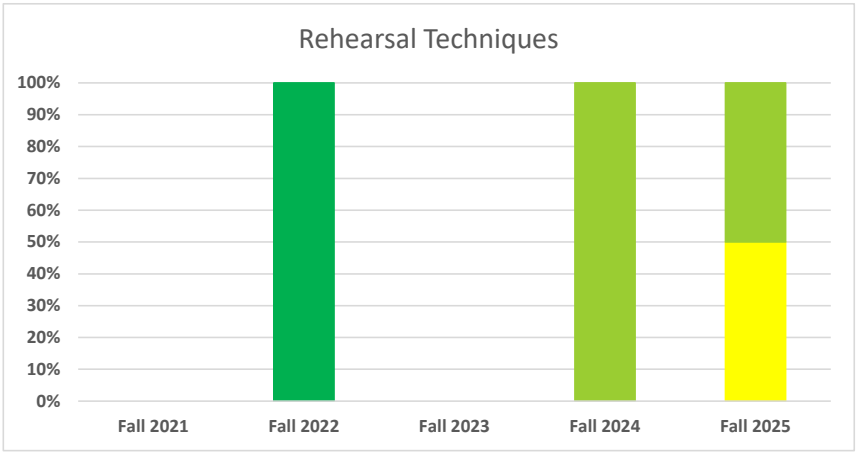




Learning Goal: Rehearsal Techniques (MusB Performance Program, Composition Concentration)

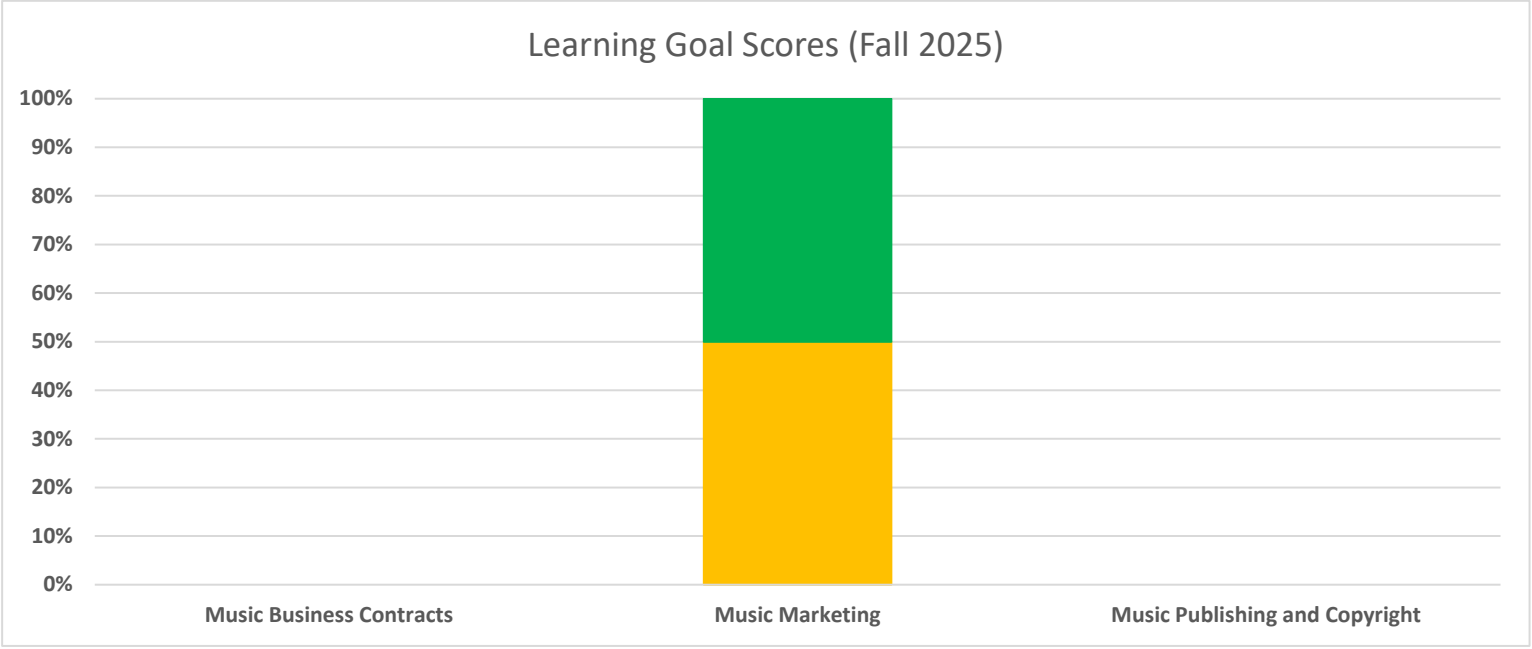
Recorded in: AML452 - Applied Composition Lesson Artifact: Final Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Organize, rehearse, and conduct with an informed musical narrative.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Fall 2025	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**





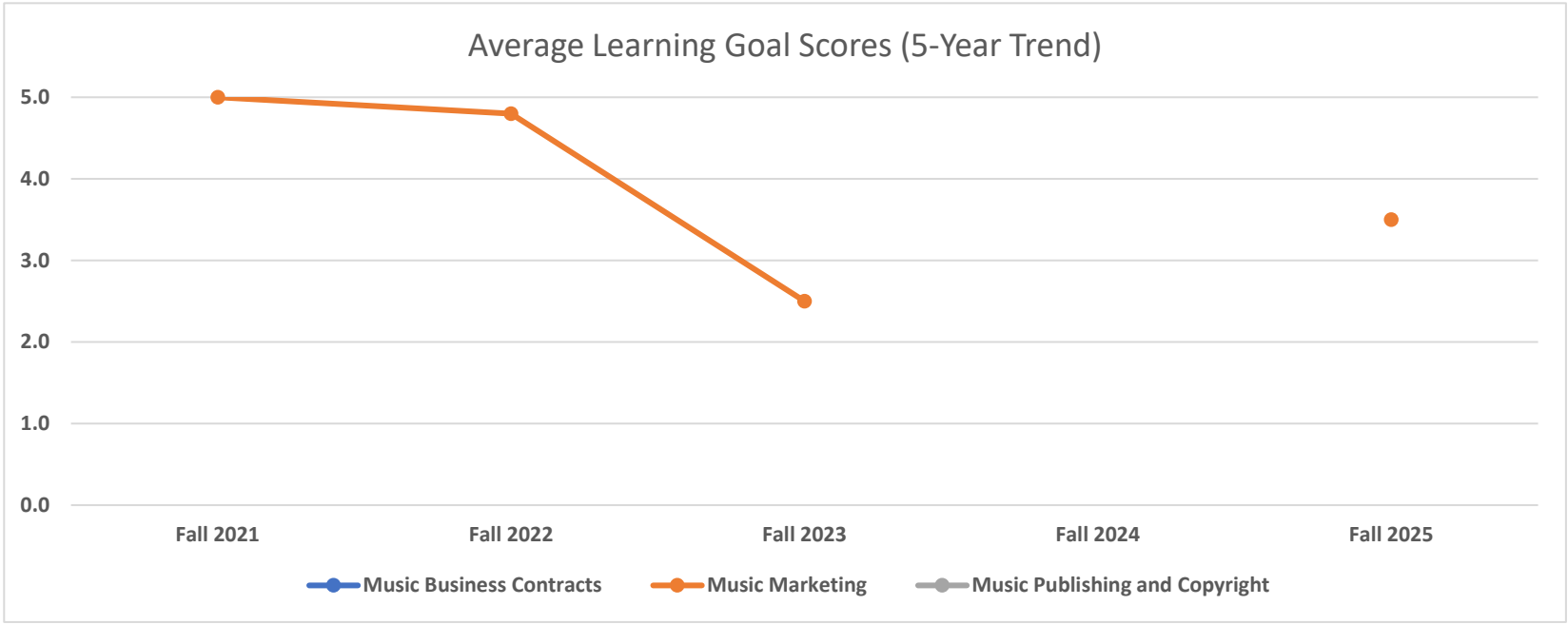
MusB Performance, MEIS Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Music Business Contracts	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Music Marketing	0	0.0%	1	50.0%	0	0.0%	0	0.0%	1	50.0%	2	**3.5**
Music Publishing and Copyright	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



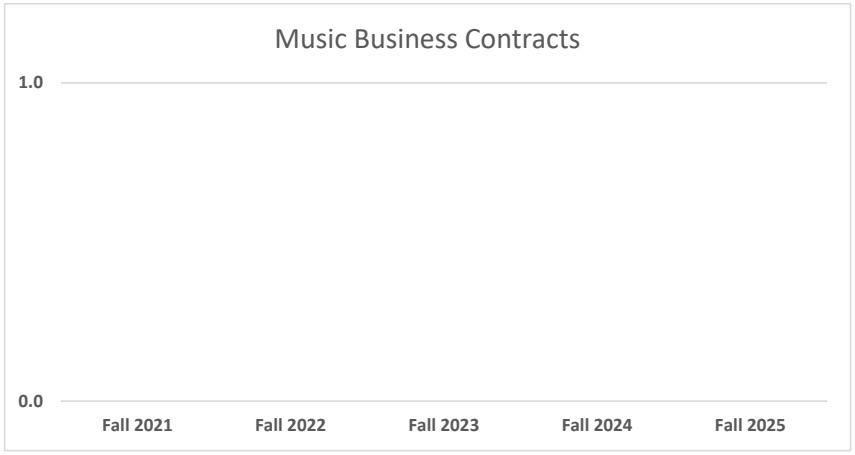
MusB Performance, MEIS Concentration (5-Year Trend)

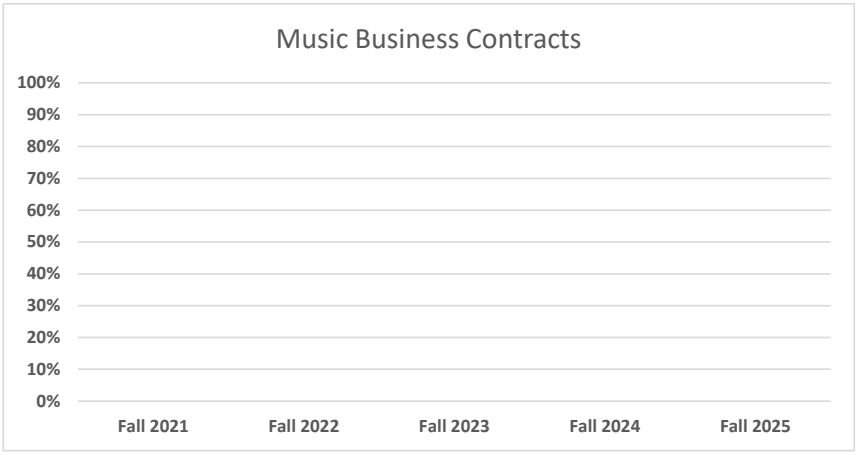
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Music Business Contracts					
Music Marketing	5.0	4.8	2.5		**3.5**
Music Publishing and Copyright					



Learning Goal: Music Business Contracts (MusB Performance Program, MEIS Concentration)

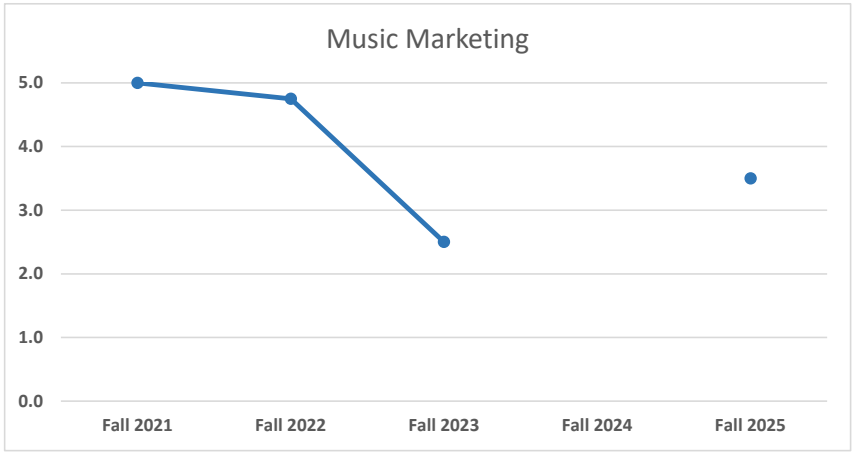
Recorded in: MUB202 - Music Business Contracts Artifact: The Music Business Contracts Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Review and discuss the major elements of business agreements and contracts commonly used in the music and entertainment industry.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

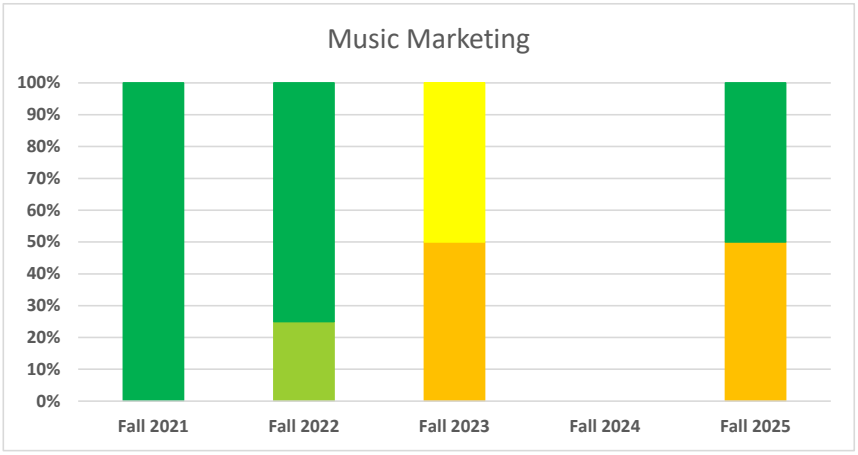




Learning Goal: Music Marketing (MusB Performance Program, MEIS Concentration)

Recorded in: MUB401 - Music Marketing Artifact: The Research Paper	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Identify and describe the basic processes by which music in all its forms (tangible and intangible) are professionally promoted and marketed.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	25.0%	3	75.0%	4	**4.8**
Fall 2023	0	0.0%	1	50.0%	1	50.0%	0	0.0%	0	0.0%	2	**2.5**
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	1	50.0%	0	0.0%	0	0.0%	1	50.0%	2	**3.5**





Learning Goal: Music Publishing and Copyright (MusB Performance Program, MEIS Concentration)

Recorded in: MUB403 - Advanced Music Publishing Artifact: The Research Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Identify and describe how the major collaborative songwriters and publishers utilize an understanding of basic copyright law and music licenses to generate value from the rights they control.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





MusB Performance, Performance Concentration (Fall 2025)

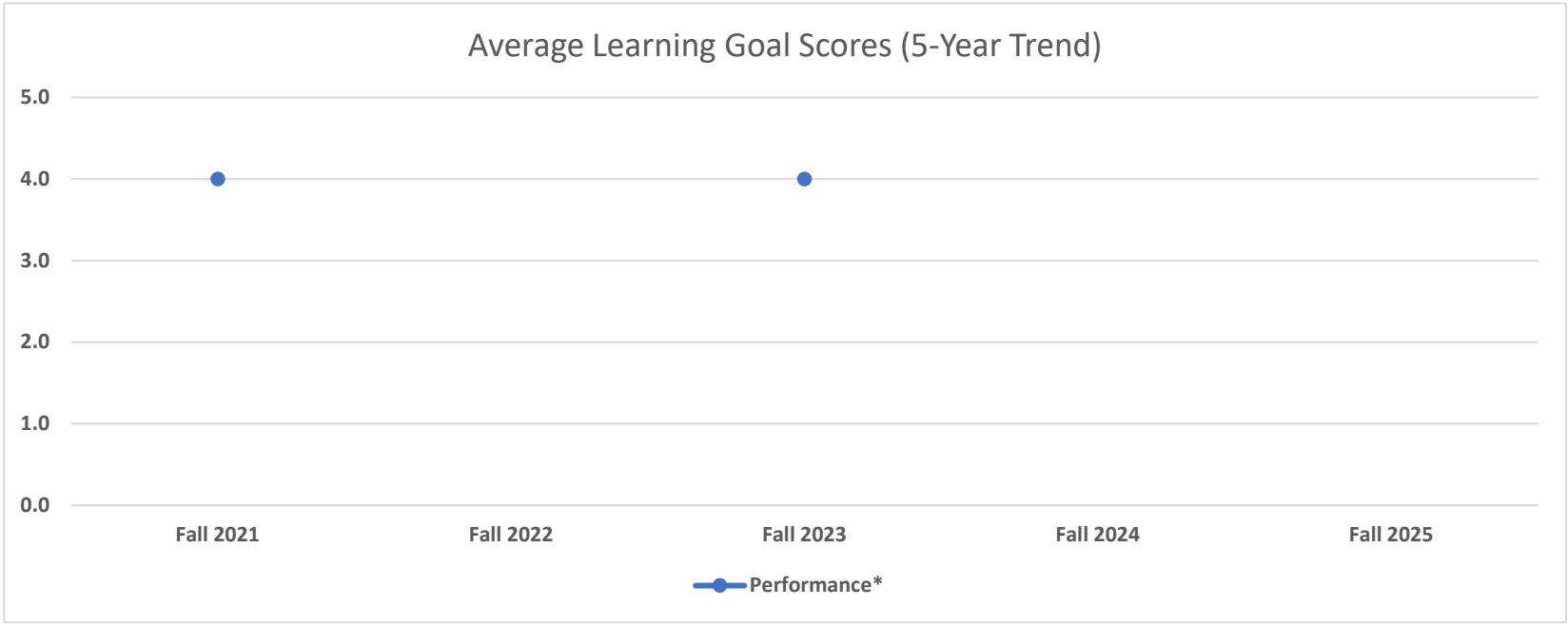
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Performance**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* The Performance learning goal is measured with artifacts in two different courses (Junior Recital and Senior Recital). The score listed here is the combined average score across both courses. Separate breakdowns for each artifact are provided on the following pages.

MusB Performance, Performance Concentration (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
*Performance**	4.0		4.0		

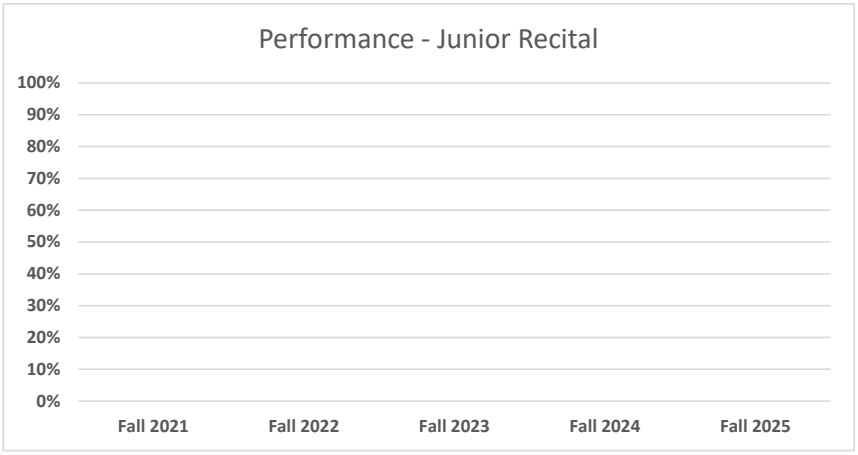


* The Performance learning goal is measured with artifacts in two different courses (Junior Recital and Senior Recital). The score listed here is the combined average score across both courses. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Performance - Junior Recital (MusB Performance Program, Performance Concentration)

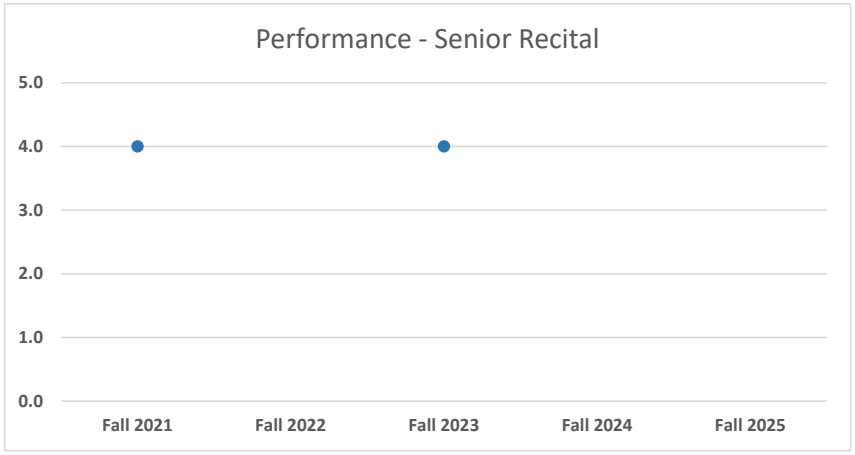
Recorded in: AML342 - Applied Music Lesson 6 (Junior Recital) Artifact: Recital	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Perform solo and ensemble repertoire at a professional level.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

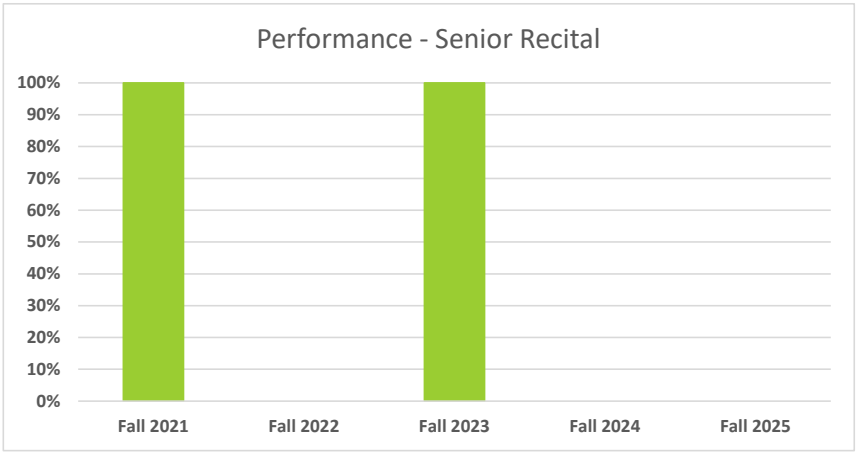




Learning Goal: Performance - Senior Recital (MusB Performance Program, Performance Concentration)

Recorded in: AML442 - Applied Music Lesson 8 (Senior Recital) Artifact: Recital	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Perform solo and ensemble repertoire at a professional level.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





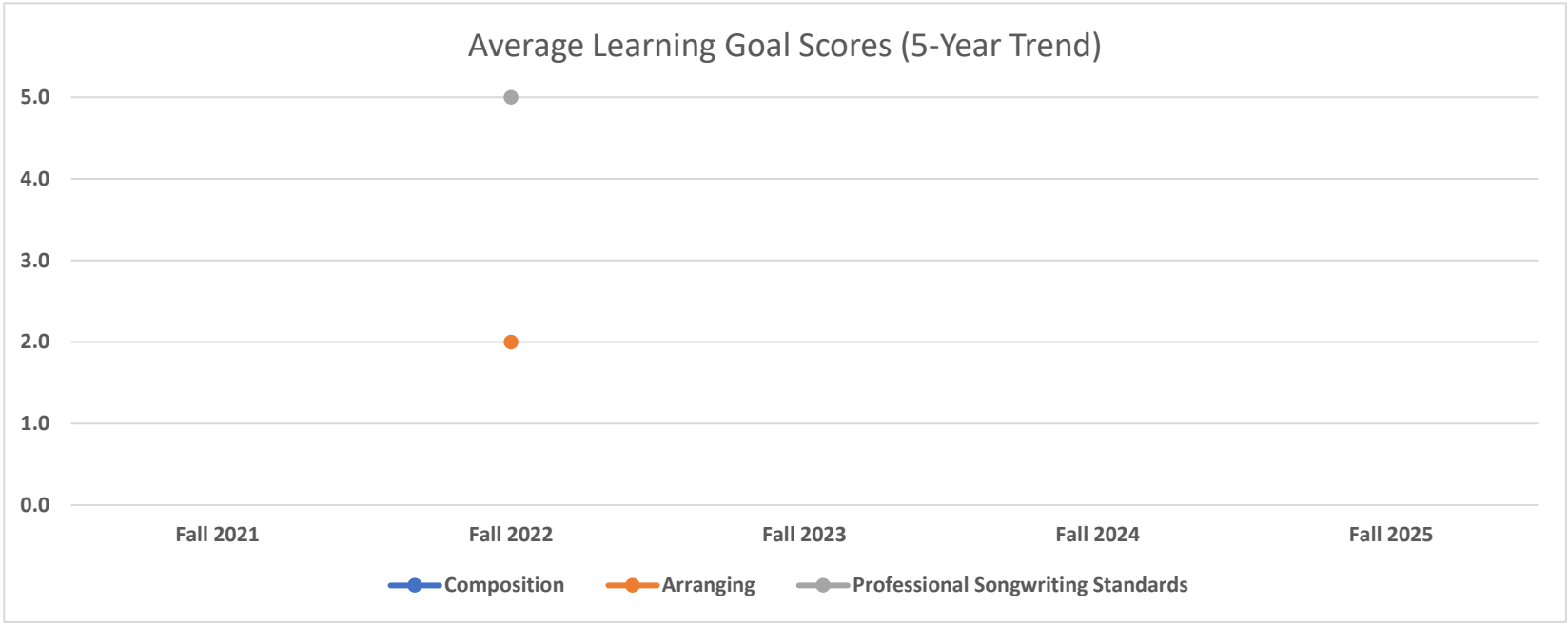
MusB Performance, Songwriting Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Composition	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Arranging	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Professional Songwriting Standards	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



MusB Performance, Songwriting Concentration (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Composition					
Arranging		2.0			
Professional Songwriting Standards		5.0			



Learning Goal: Composition (MusB Performance Program, Songwriting Concentration)

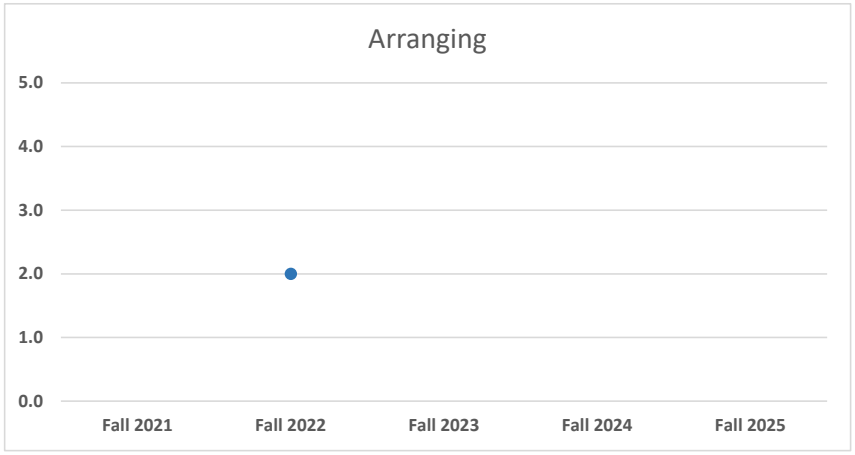
Recorded in: MUS415 - Popular Songwriting 1 Artifact: Final Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Compose music that displays creativity, sophisticated ideas, and utilizing various technical skills, employing both solo instruments and ensembles.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

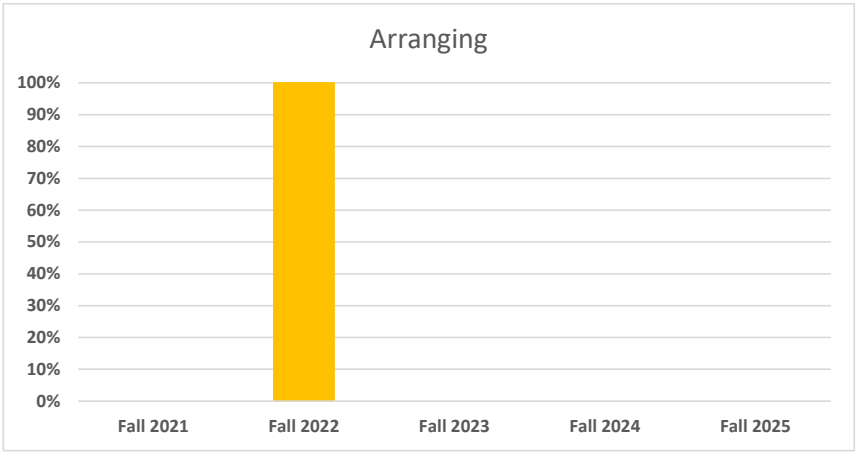




Learning Goal: Arranging (MusB Performance Program, Songwriting Concentration)

Recorded in: MUS365 - Vocal Arranging Artifact: Final Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Create arrangements that demonstrate the knowledge of transposition, line writing, and score preparation.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

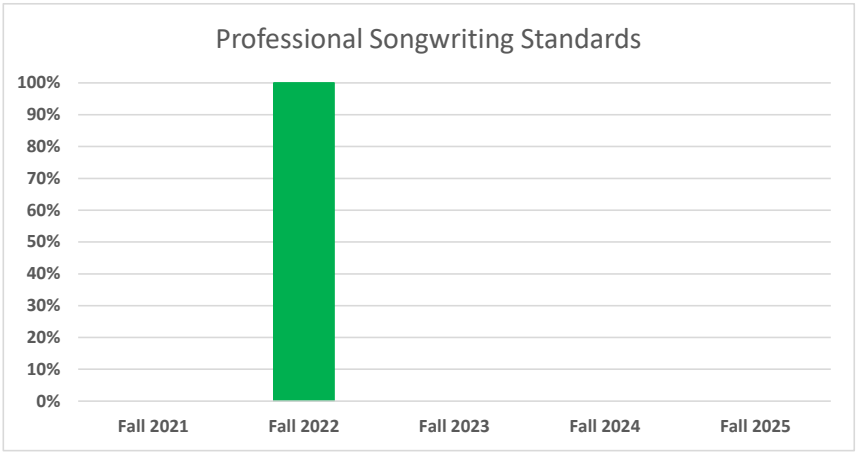




Learning Goal: Professional Songwriting Standards (MusB Performance Program, Songwriting Concentration)

Recorded in: AML452 - Applied Composition Lesson Artifact: Final Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate discernment regarding current professional standards relating to stylistically appropriate song structures as well as the performance and recording quality of a final song product.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





MM Composition (Fall 2025)

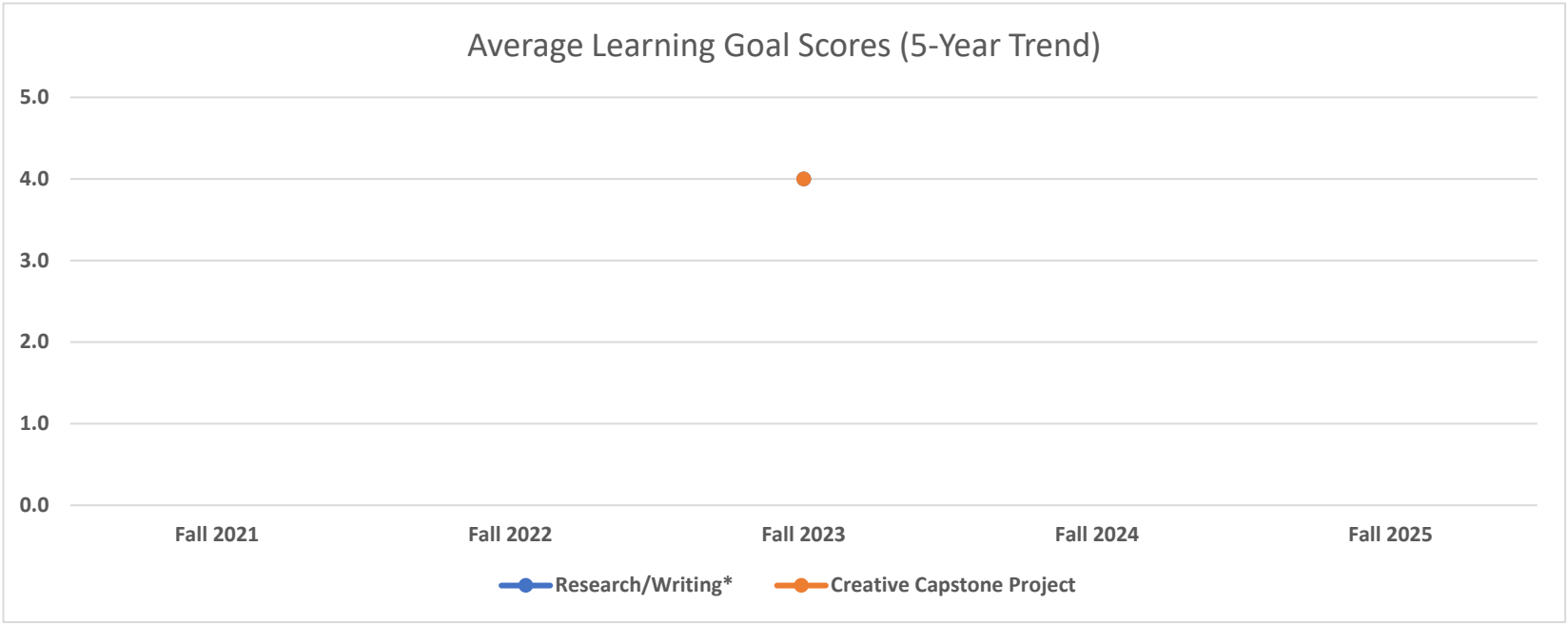
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Research/Writing**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Creative Capstone Project	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* The Research/Writing learning goal is composed of artifacts from multiple courses. The score listed here is the combined average score of all artifacts for the learning goal. Separate breakdowns for each artifact are provided on the following pages.

MM Composition (5-Year Trend)

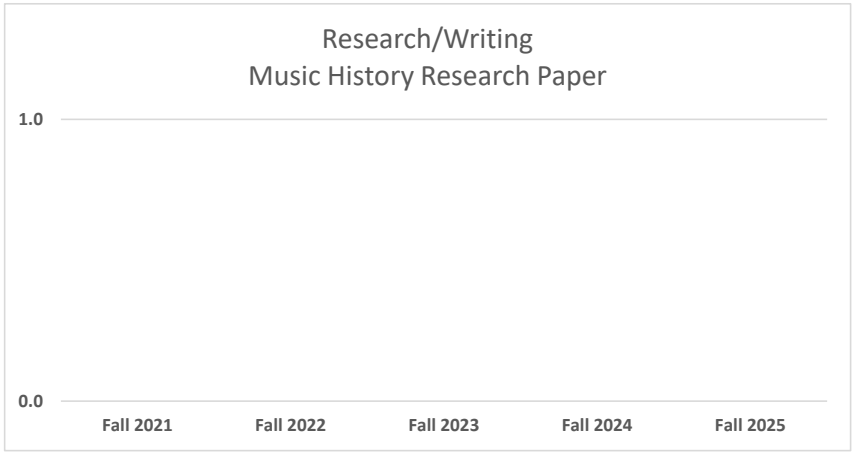
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
*Research/Writing**			4.0		
Creative Capstone Project			4.0		

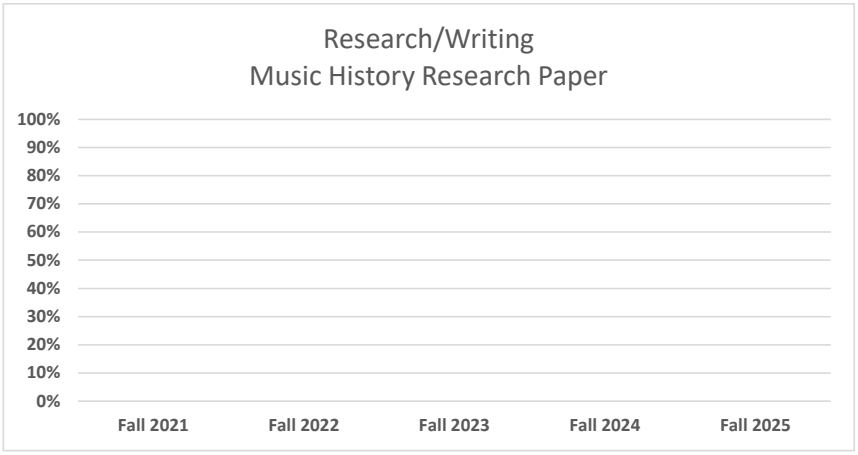


* The Research/Writing learning goal is composed of artifacts from multiple courses. The score listed here is the combined average score of all artifacts for the learning goal. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Research/Writing - artifact 1 (MM Composition Program)

Recorded in: MUH___ (music history elective) Artifact: Music History Research Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to research and write a paper with an original thesis including a bibliography and appropriate citations. Demonstrate the ability to write scholarly essays on composition, music history, and music theory. Prepare Program notes that describe their compositional process.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





Learning Goal: Research/Writing - artifact 2 (MM Composition Program)

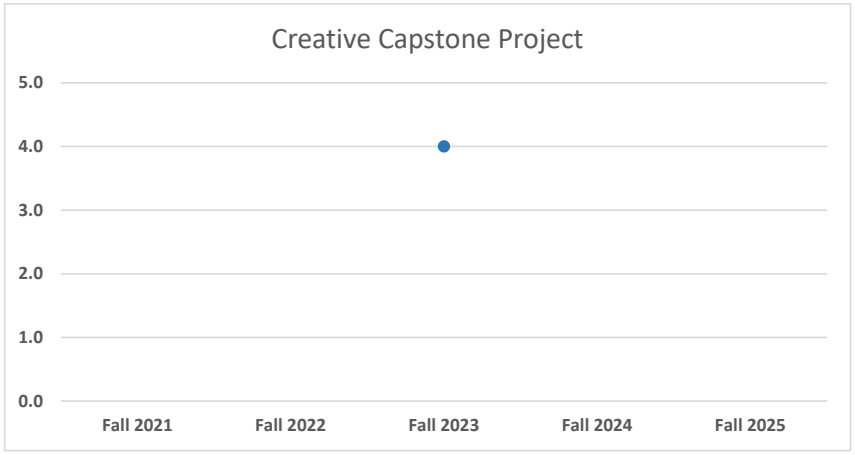
Recorded in: AML641 - Applied Music Lesson 3 (Composition Recital) Artifact: Composition Recital Program Notes		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to research and write a paper with an original thesis including a bibliography and appropriate citations. Demonstrate the ability to write scholarly essays on composition, music history, and music theory. Prepare Program notes that describe their compositional process.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

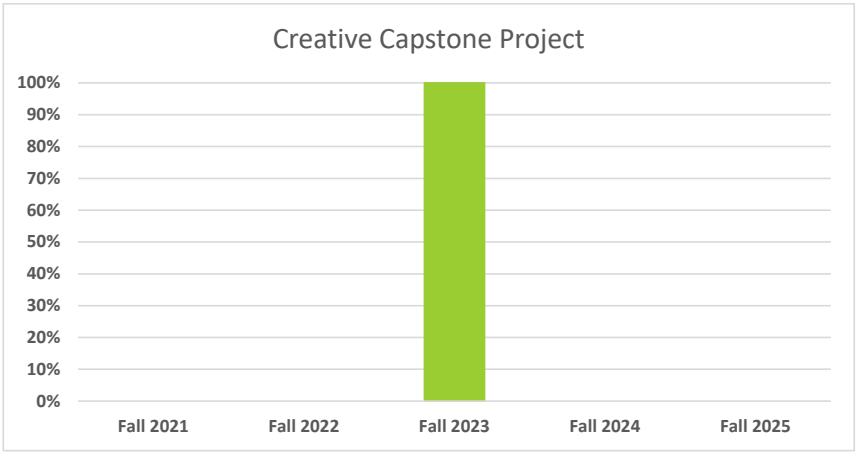




Learning Goal: Creative Capstone Project (MM Composition Program)

Recorded in: AML641 - Applied Music Lesson 3 (Composition Recital) Artifact: Recorded recital and scores		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to compose original music in a variety of mediums that presents creativity, formal coherence, and a personal style. Display the ability to orchestrate, arrange, prepare scores and parts, and proficiently manage rehearsals.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





MM Music History (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Research/Writing	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Creative Capstone Project	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



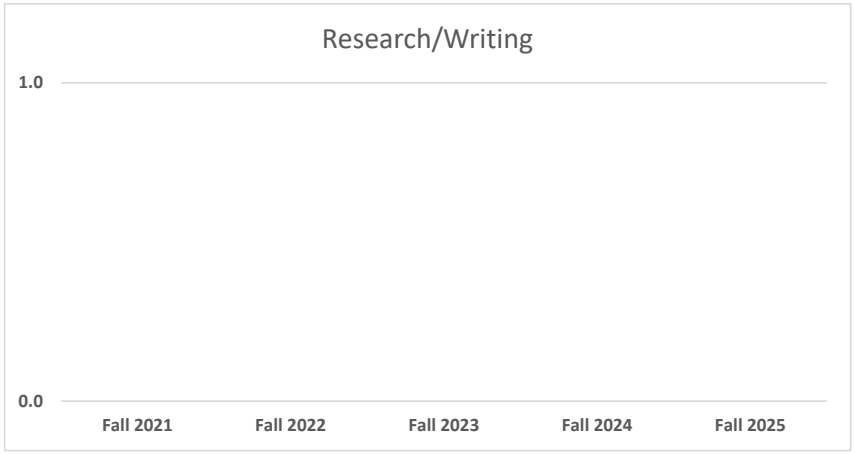
MM Music History (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Research/Writing					
Creative Capstone Project					



Learning Goal: Research/Writing (MM Music History Program)

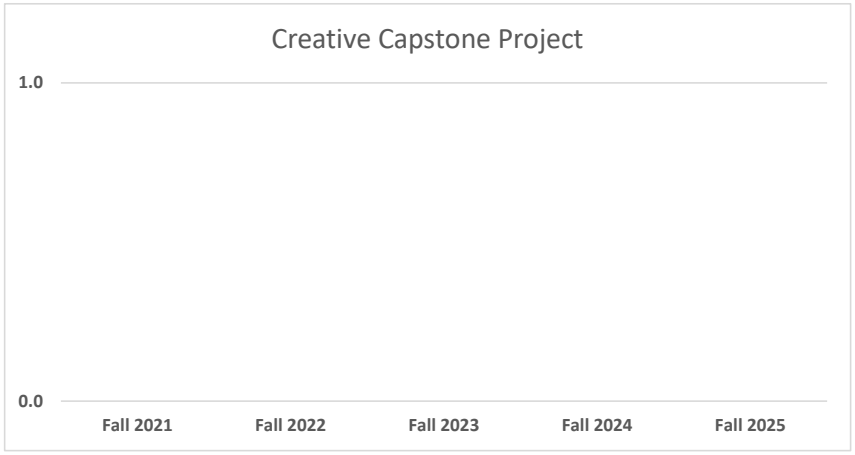
Recorded in: MUS552 - Project Seminar Artifact: Music History Thesis		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to research and write a paper with an original thesis including a bibliography and appropriate citations. Demonstrate the ability to write scholarly essays on music history and music theory.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





Learning Goal: Creative Capstone Project (MM Music History Program)

Recorded in: MUS552 - Project Seminar Artifact: Music History Thesis		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Prepare, present, and defend a scholarly thesis that makes an original contribution to the field of knowledge in American jazz, popular music, or contemporary styles.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





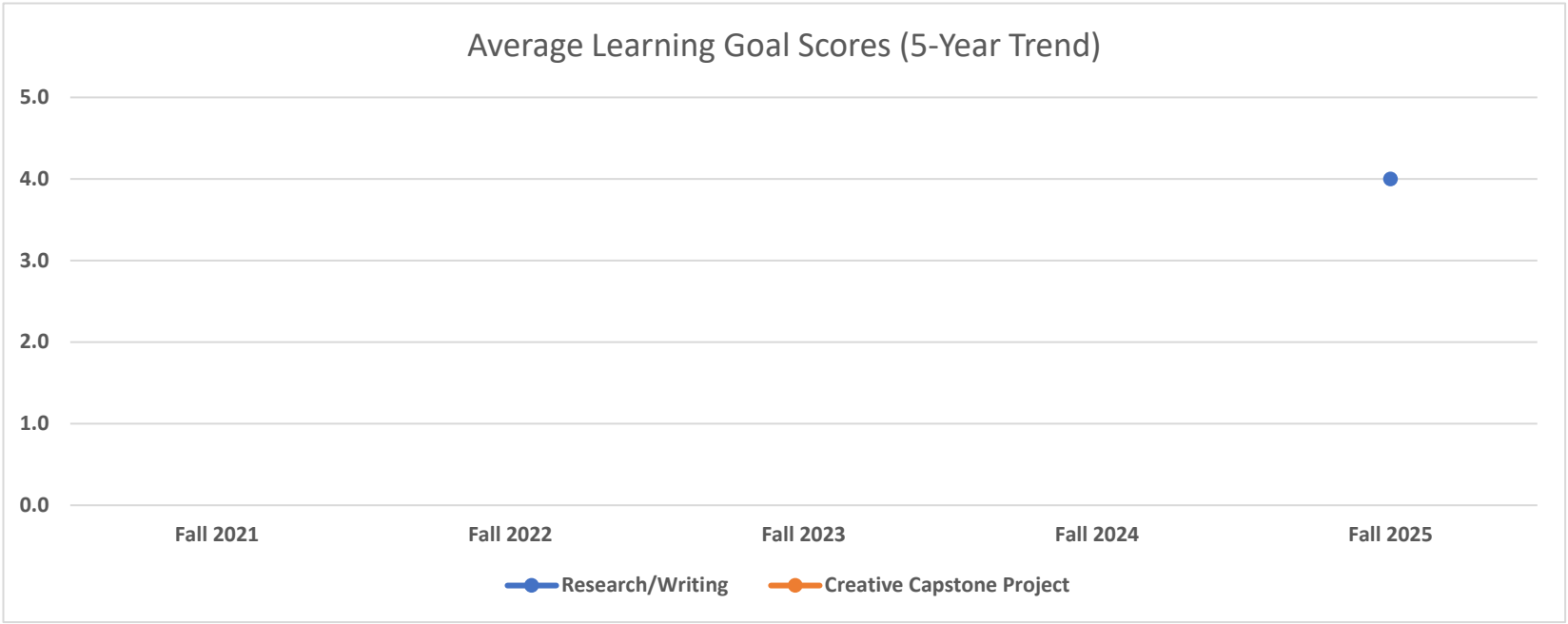
MM Music Technology (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Research/Writing	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Creative Capstone Project	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



MM Music Technology (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Research/Writing					**4.0**
Creative Capstone Project					



Learning Goal: Research/Writing (MM Music Technology Program)

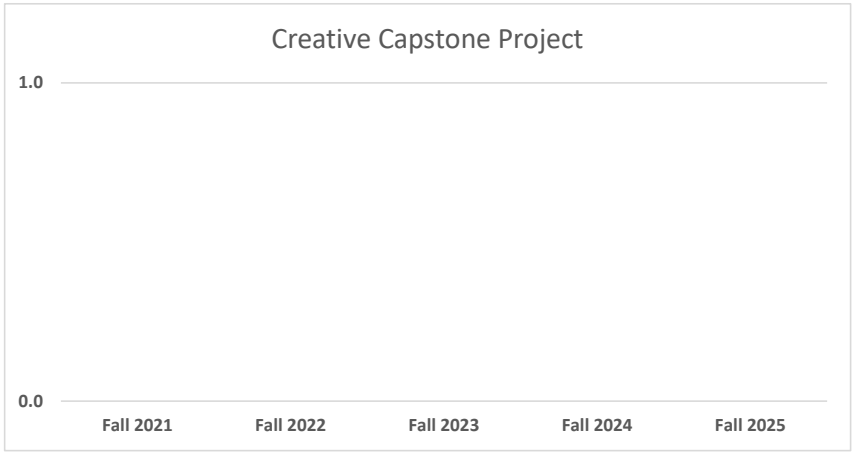
Recorded in: MUH___ - Music History Elective Artifact: Music History Research Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to research and write a paper with an original thesis including a bibliography and appropriate citations. Demonstrate the ability to write scholarly essays on music technology, music history, and music theory.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**





Learning Goal: Creative Capstone Project (MM Music Technology Program)

Recorded in: MUS552 - Project Seminar Artifact: Music Technology Thesis or Audio Recording Capstone Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Prepare, present, and defend a scholarly thesis that makes an original contribution to the field of music or prepare and present an original technology project.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





MM Performance (Fall 2025)

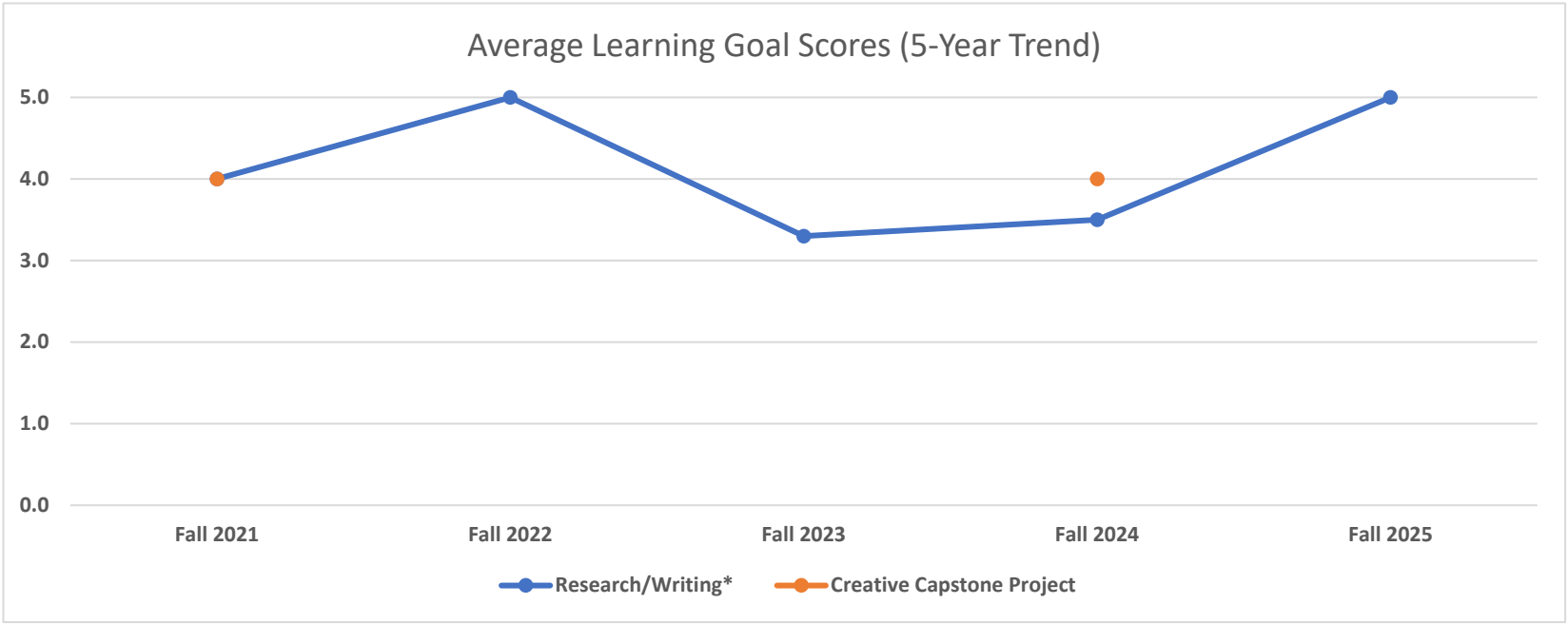
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Research/Writing**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
Creative Capstone Project	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* The Research/Writing learning goal is composed of artifacts from multiple courses. The score listed here is the combined average score of all artifacts for the learning goal. Separate breakdowns for each artifact are provided on the following pages.

MM Performance (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
*Research/Writing**	4.0	5.0	3.3	3.5	**5.0**
Creative Capstone Project	4.0			4.0	

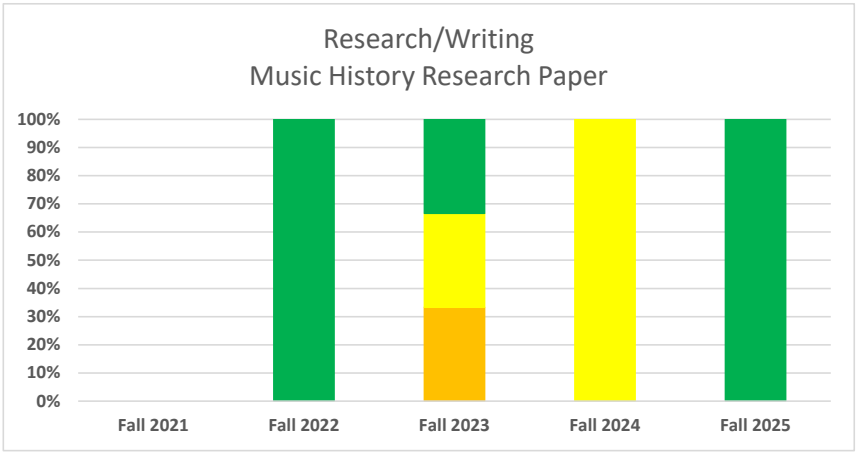


* The Research/Writing learning goal is composed of artifacts from multiple courses. The score listed here is the combined average score of all artifacts for the learning goal. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Research/Writing - artifact 1 (MM Performance Program)

Recorded in: MUH___ (music history elective) Artifact: Music History Research Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to research and write a paper with an original thesis including a bibliography and appropriate citations. Demonstrate the ability to write scholarly essays on performance, music history, and music theory. Prepare Program notes that clearly articulate the historical context of the selection including summaries of translations when appropriate.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2023	0	0.0%	1	33.3%	1	33.3%	0	0.0%	1	33.3%	3	**3.3**
	Fall 2024	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**





Learning Goal: Research/Writing - artifact 2 (MM Performance Program)

Recorded in: AML542 - Applied Music Lesson 2 (Recital) Artifact: Recital Program Notes		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to research and write a paper with an original thesis including a bibliography and appropriate citations. Demonstrate the ability to write scholarly essays on performance, music history, and music theory. Prepare Program notes that clearly articulate the historical context of the selection including summaries of translations when appropriate.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

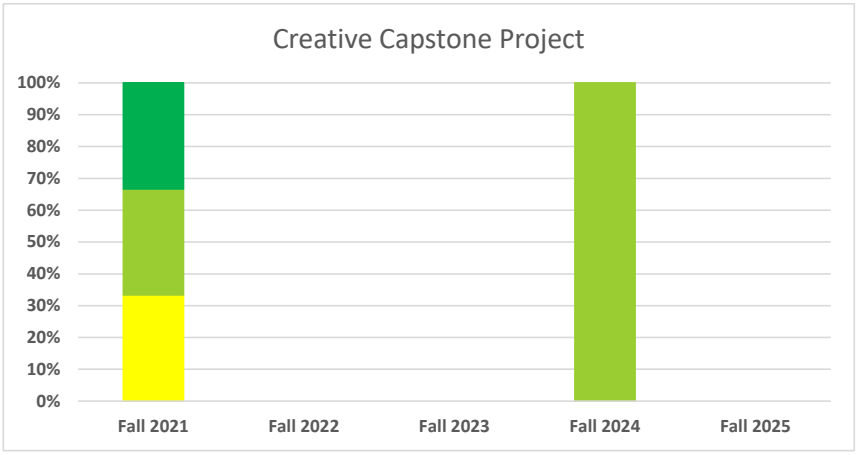




Learning Goal: Creative Capstone Project (MM Performance Program)

Recorded in: AML542 - Applied Music Lesson 2 (Recital) Artifact: Recorded recital		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the skills necessary to perform musical works at an advanced level, characterized by accurate stylistic treatment and artistry while communicating a personal music aesthetic.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





DMA Composition and Arranging (Fall 2025)

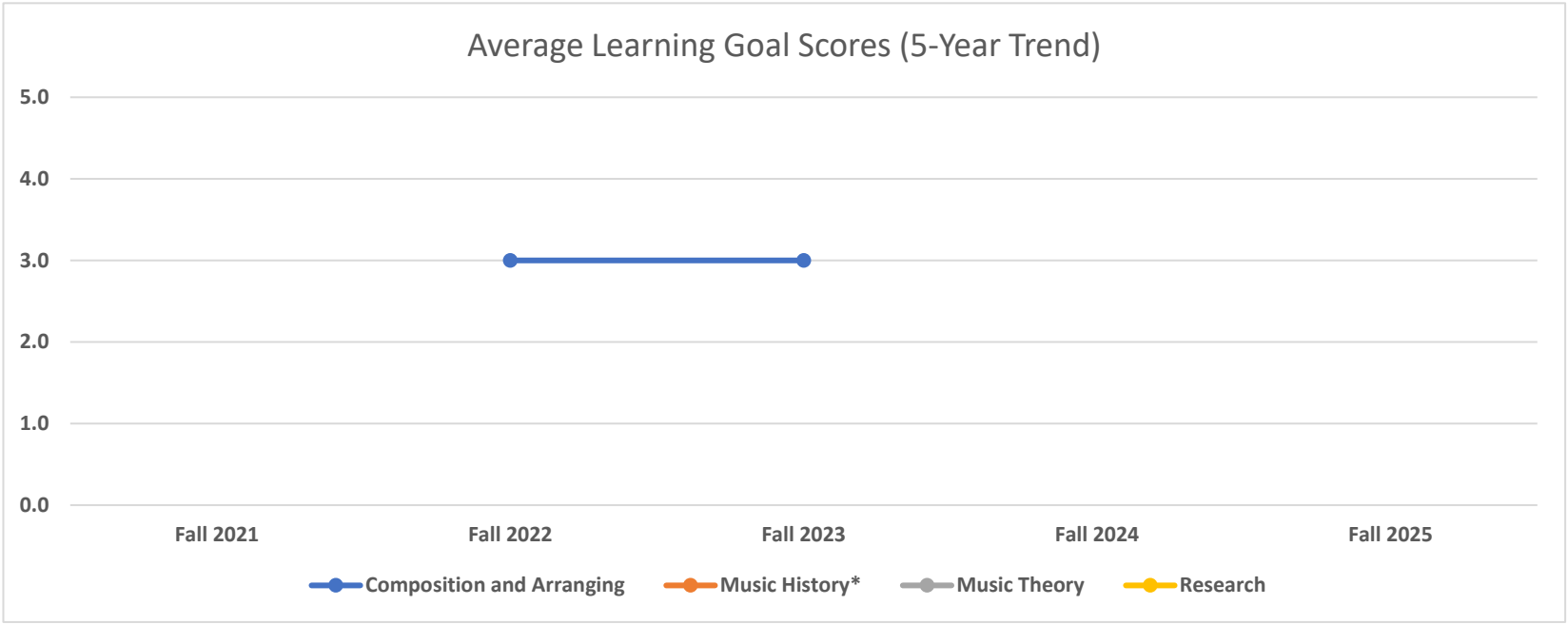
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Composition and Arranging	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Music History**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Music Theory	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Research	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* The Music History learning goal measures two portions of the comprehensive exam. The score listed here is the combined average score across both portions of the exam. Separate breakdowns for each portion are provided on the following pages.

DMA Composition and Arranging (5-Year Trend)

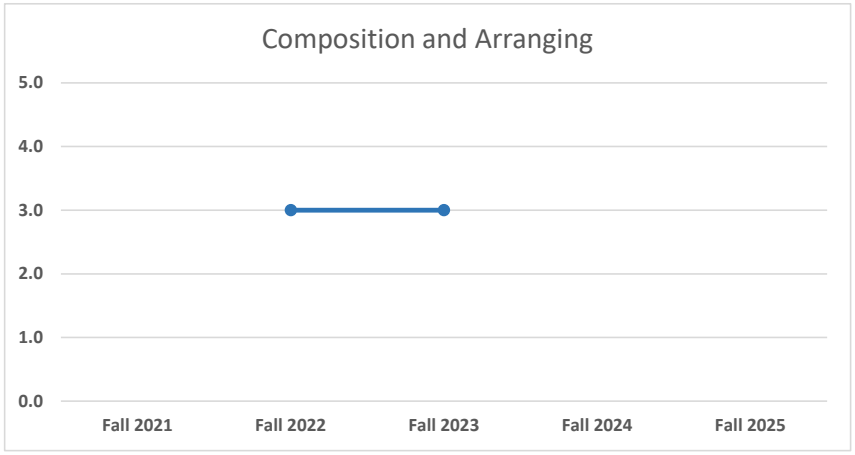
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Composition and Arranging		3.0	3.0		
*Music History**					
Music Theory					
Research					

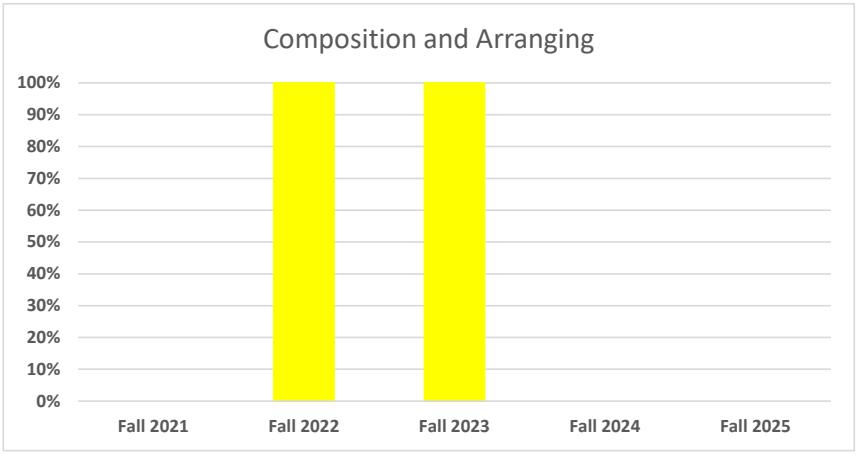


* The Music History learning goal measures two portions of the comprehensive exam. The score listed here is the combined average score across both portions of the exam. Separate breakdowns for each portion are provided on the following pages.

Learning Goal: Composition and Arranging (DMA Composition and Arranging Program)

Recorded in: Composition Recital Artifact: Two recorded recitals and scores		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to compose highly creative music in a variety of mediums with a definite personal aesthetic that is translatable in sound, including the ability to accurately describe their composition process and historical influences.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Fall 2023	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

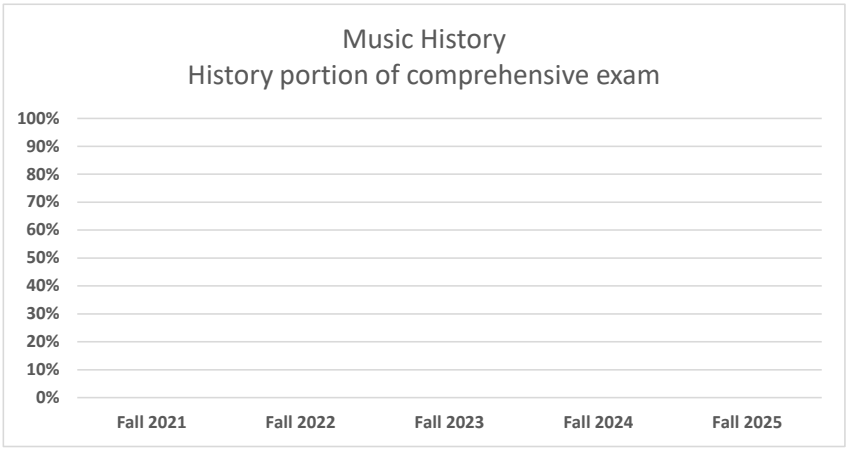




Learning Goal: Music History - History portion of comprehensive exam (DMA Composition and Arranging Program)

Recorded in: Comprehensive Exam Artifact: History portion of the Comprehensive Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify and describe 20th and 21st-century musical styles, with a particular emphasis on jazz/commercial music, including knowledge of influential artists, compositions, trends, and events.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

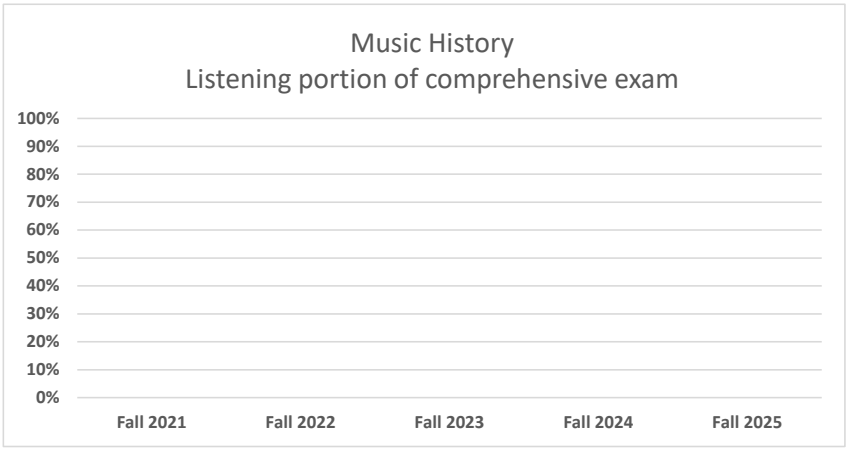




Learning Goal: Music History - Listening portion of comprehensive exam (DMA Composition and Arranging Program)

Recorded in: Comprehensive Exam Artifact: Listening portion of the Comprehensive Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify and describe 20th and 21st-century musical styles, with a particular emphasis on jazz/commercial music, including knowledge of influential artists, compositions, trends, and events.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

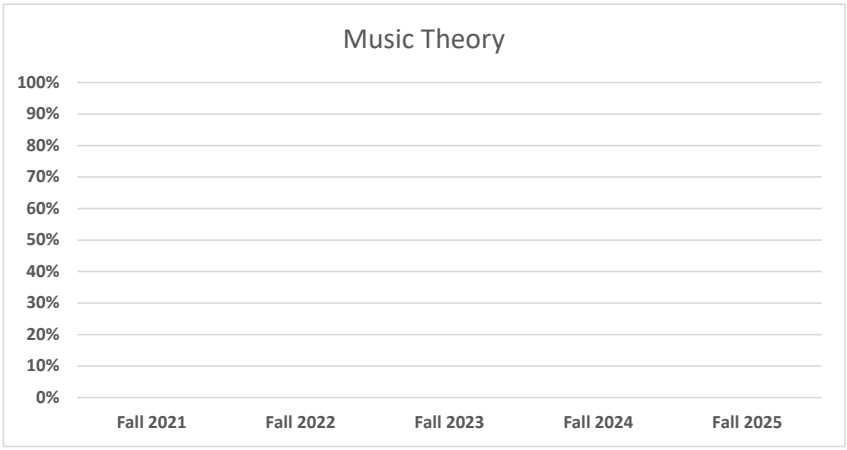




Learning Goal: Music Theory (DMA Composition and Arranging Program)

Recorded in: Comprehensive Exam Artifact: Music Theory/Analysis portion of the Comprehensive Exam	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify, construct, and apply analytical techniques to music.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

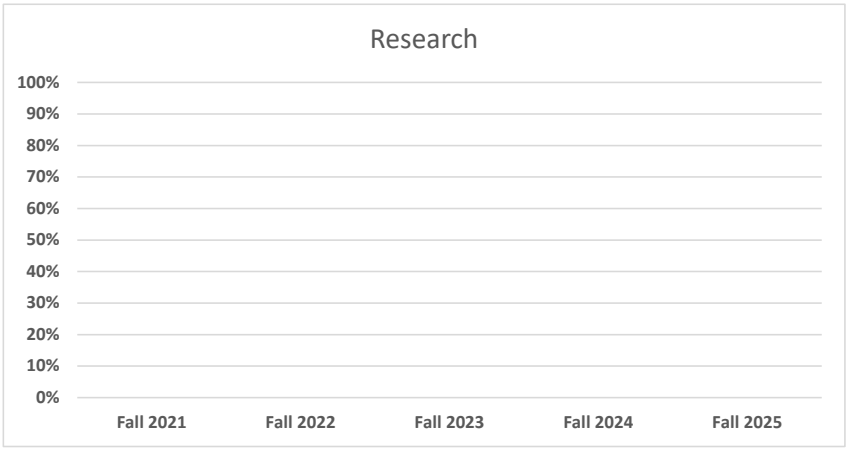




Learning Goal: Research (DMA Composition and Arranging Program)

Recorded in: Dissertation Artifact: Dissertation	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Prepare, present, and defend a scholarly document that accurately describes the dissertation composition process and historical influences.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





DMA Music History and Literature (Fall 2025)

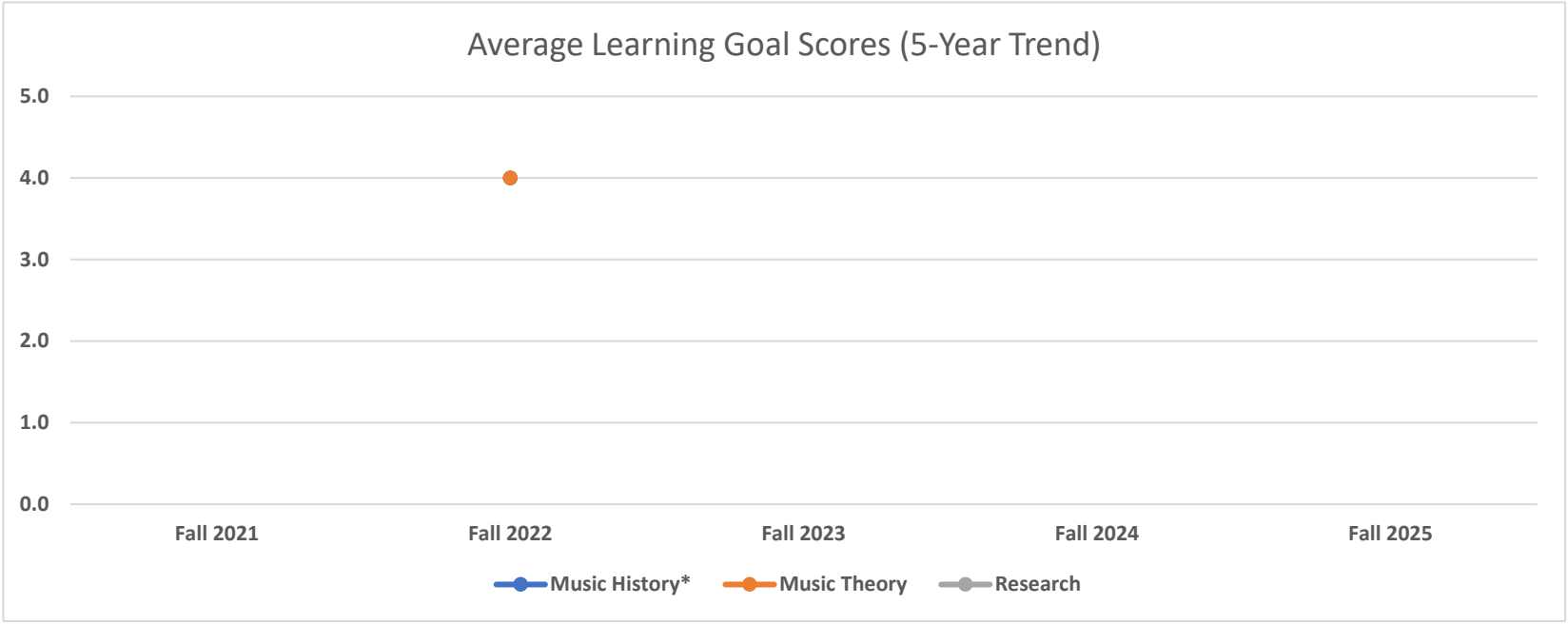
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Music History**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Music Theory	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Research	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* The Music History learning goal measures two portions of the comprehensive exam. The score listed here is the combined average score across both portions of the exam. Separate breakdowns for each portion are provided on the following pages.

DMA Music History and Literature (5-Year Trend)

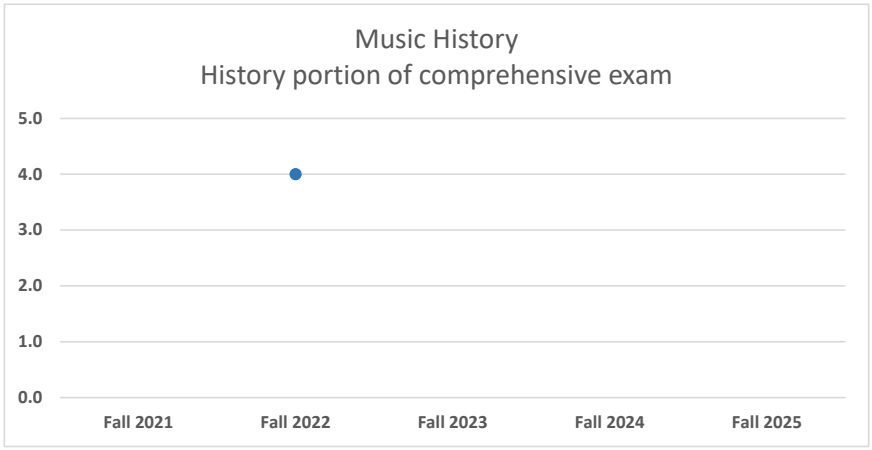
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
*Music History**		4.0			
Music Theory		4.0			
Research					

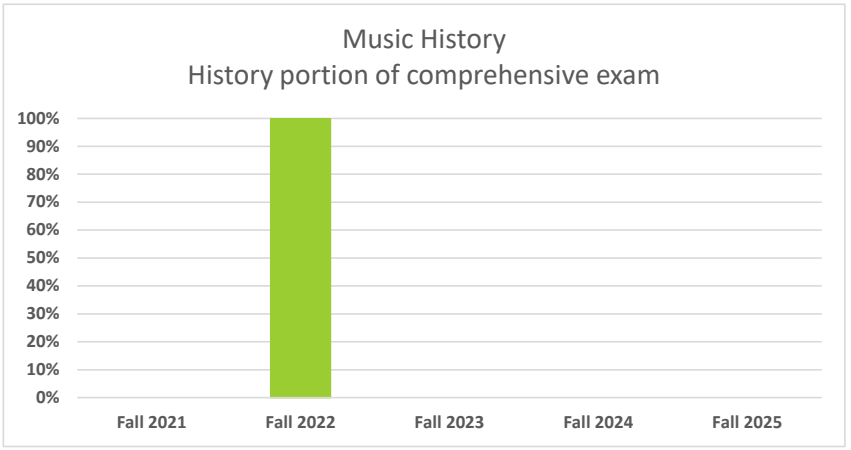


* The Music History learning goal measures two portions of the comprehensive exam. The score listed here is the combined average score across both portions of the exam. Separate breakdowns for each portion are provided on the following pages.

Learning Goal: Music History - History portion of comprehensive exam (DMA Music History and Literature Program)

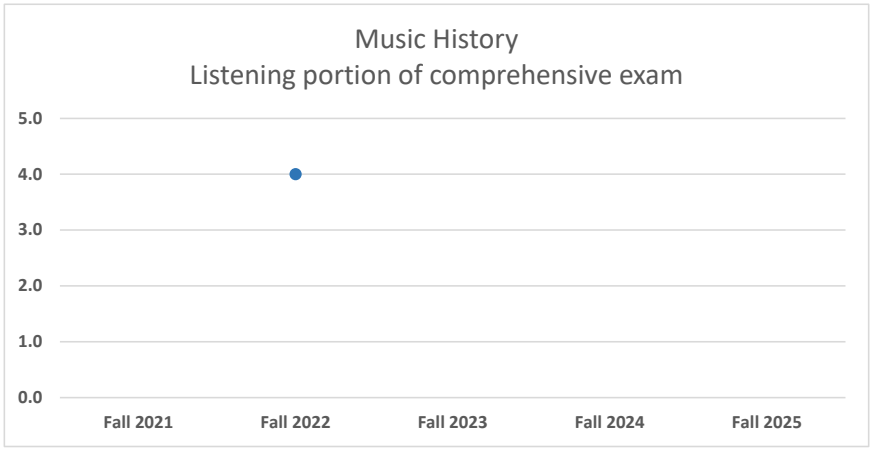
Recorded in: Comprehensive Exam Artifact: History portion of the Comprehensive Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify and describe 20th and 21st-century musical styles, with a particular emphasis on jazz/commercial music, including knowledge of influential artists, compositions, trends, and events.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

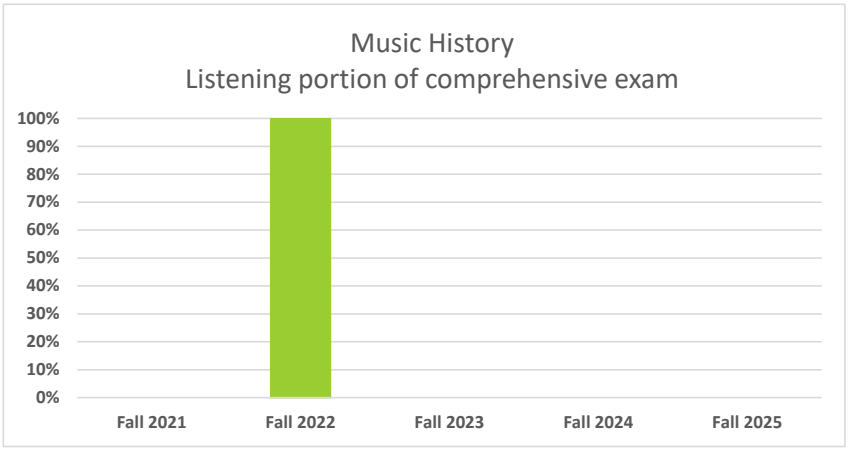




Learning Goal: Music History - Listening portion of comprehensive exam (DMA Music History and Literature Program)

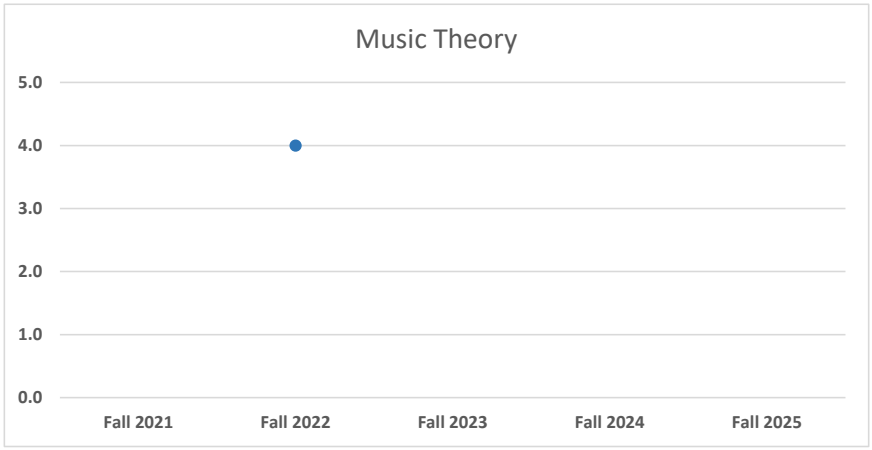
Recorded in: Comprehensive Exam Artifact: Listening portion of the Comprehensive Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify and describe 20th and 21st-century musical styles, with a particular emphasis on jazz/commercial music, including knowledge of influential artists, compositions, trends, and events.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

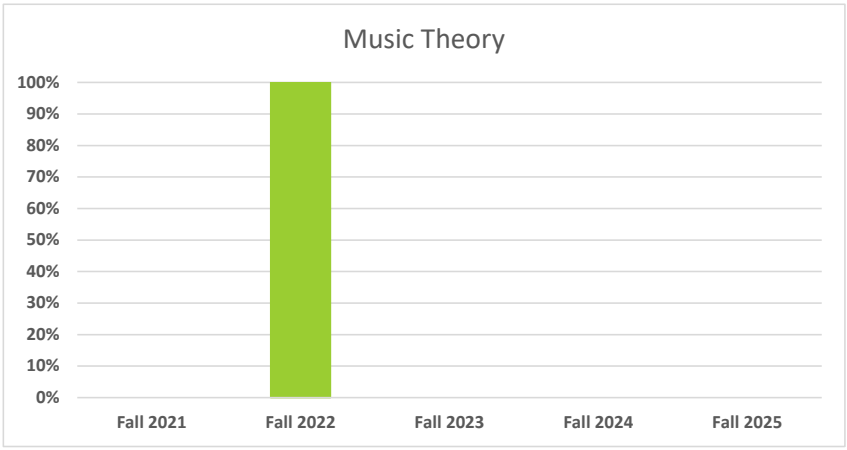




Learning Goal: Music Theory (DMA Music History and Literature Program)

Recorded in: Comprehensive Exam Artifact: Music Theory/Analysis portion of the Comprehensive Exam	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify, construct, and apply analytical techniques to music.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

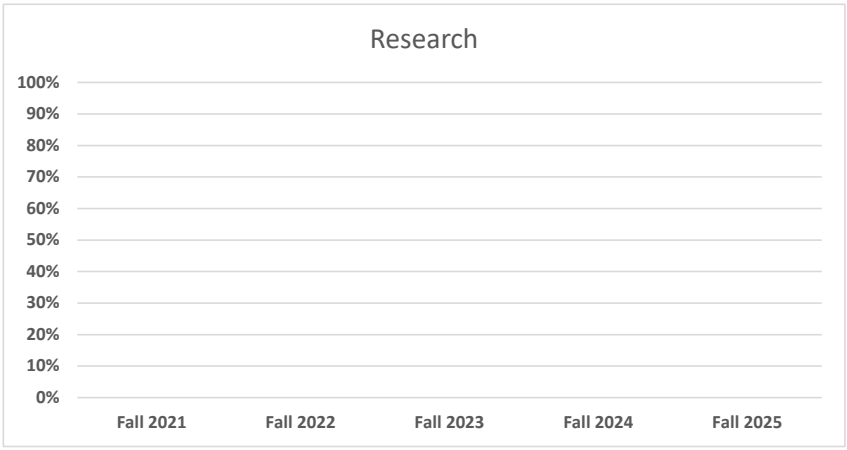




Learning Goal: Research (DMA Music History and Literature Program)

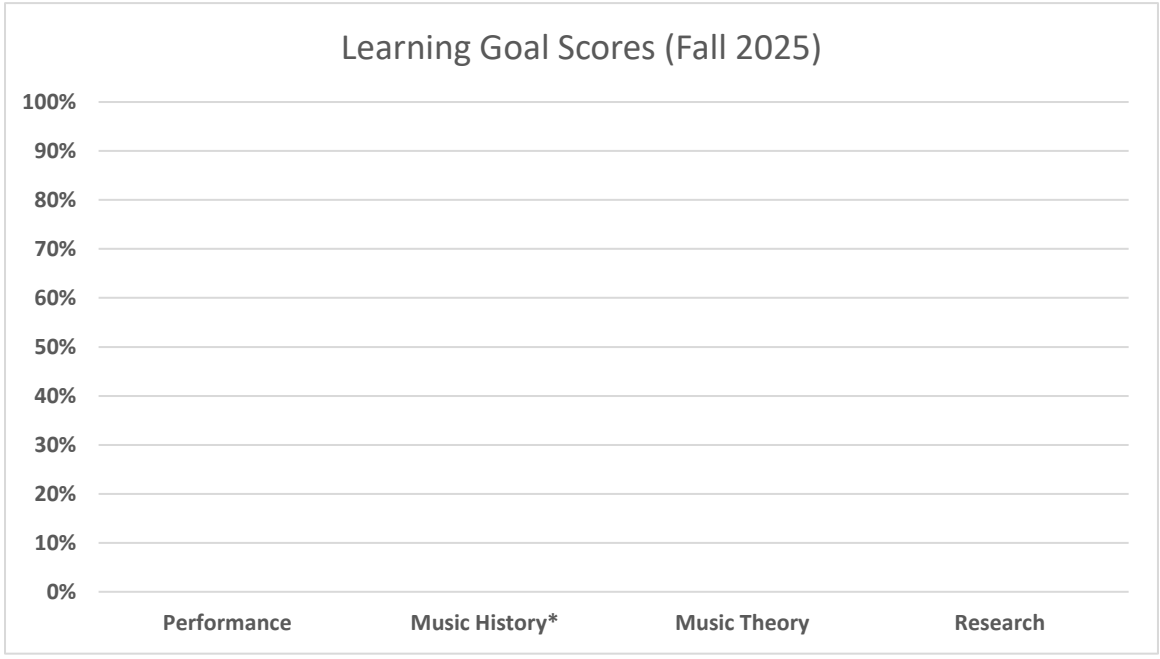
Recorded in: Dissertation Artifact: Dissertation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Prepare, present, and defend a scholarly dissertation that makes an original contribution to the field of knowledge in music history and literature.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





DMA Music Performance (Fall 2025)

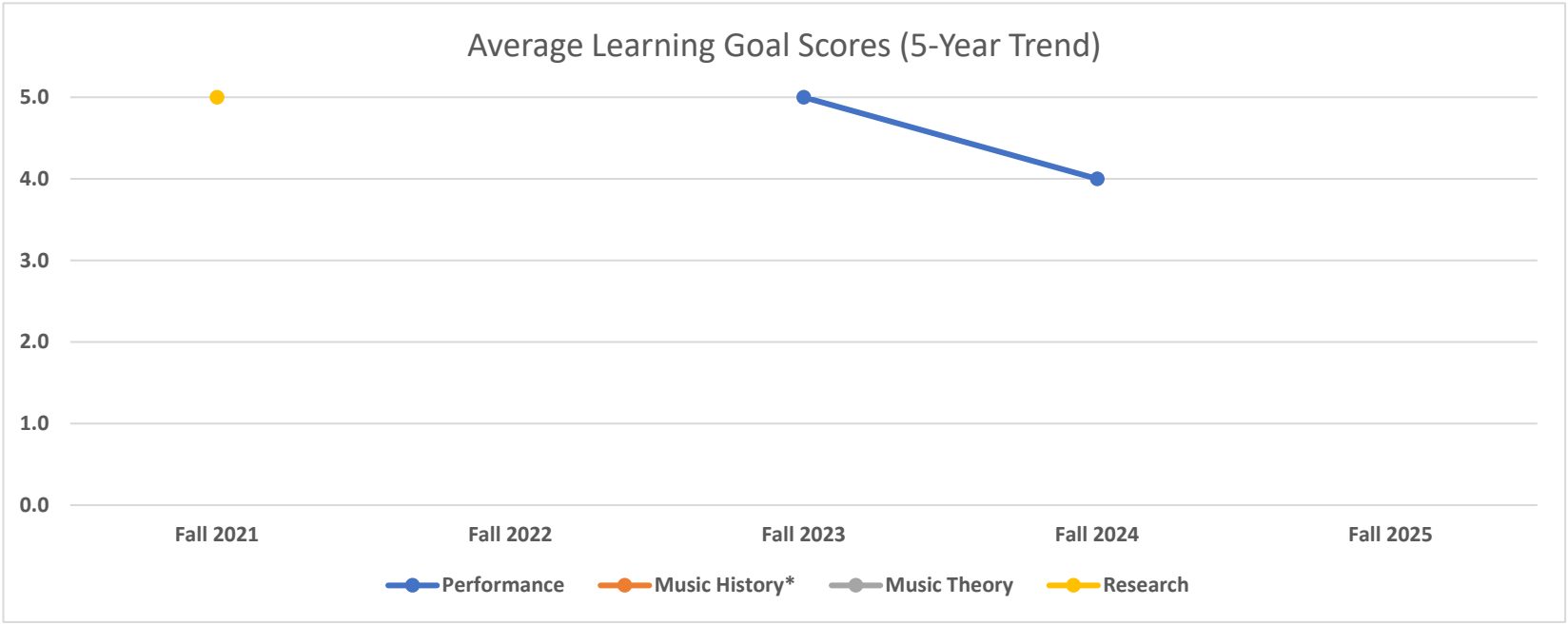
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Performance	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Music History**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Music Theory	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Research	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* The Music History learning goal measures two portions of the comprehensive exam. The score listed here is the combined average score across both portions of the exam. Separate breakdowns for each portion are provided on the following pages.

DMA Music Performance (5-Year Trend)

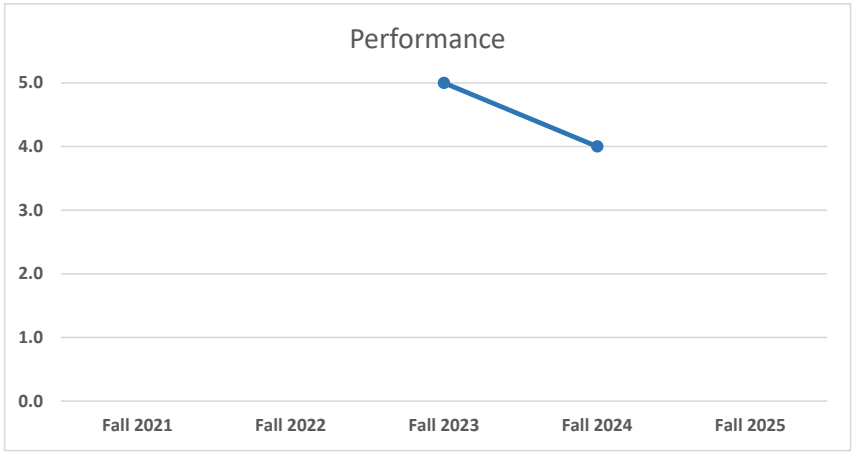
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Performance			5.0	4.0	
*Music History**					
Music Theory					
Research	5.0				

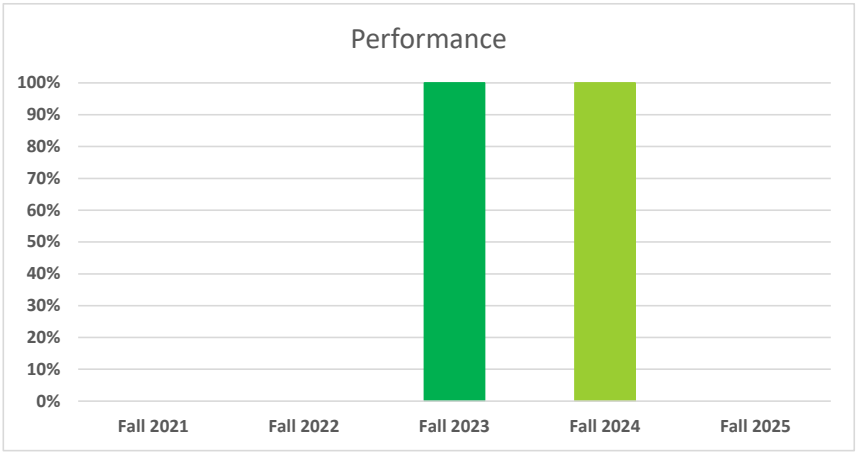


* The Music History learning goal measures two portions of the comprehensive exam. The score listed here is the combined average score across both portions of the exam. Separate breakdowns for each portion are provided on the following pages.

Learning Goal: Performance (DMA Music Performance Program)

Recorded in: Three Recitals Artifact: Three Recitals		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the knowledge, skills, and dispositions necessary to perform musical works at an advanced level, characterized by accurate stylistic treatment and artistry while communicating a personal musical aesthetic.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

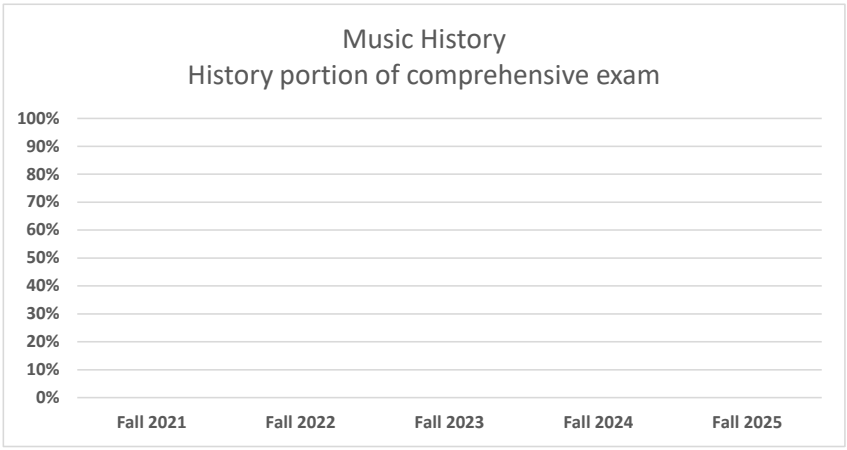




Learning Goal: Music History - History portion of comprehensive exam (DMA Music Performance Program)

Recorded in: Comprehensive Exam Artifact: History portion of the Comprehensive Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify and describe 20th and 21st-century musical styles, with a particular emphasis on jazz/commercial music, including knowledge of influential artists, compositions, trends, and events.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

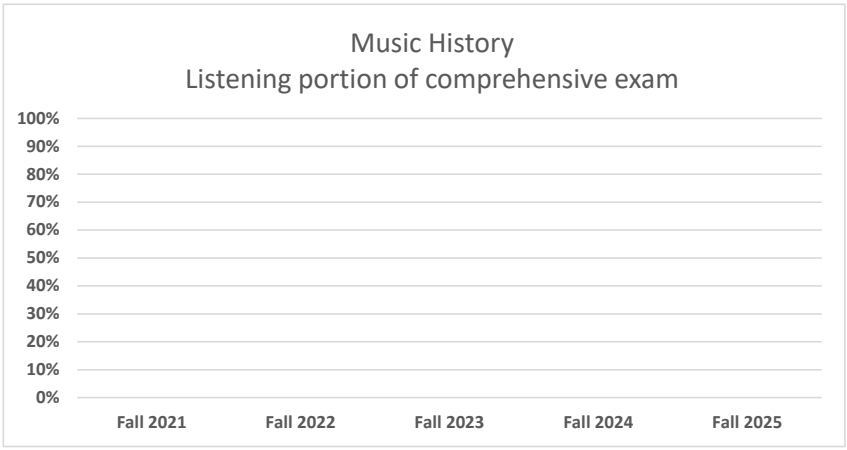




Learning Goal: Music History - Listening portion of comprehensive exam (DMA Music Performance Program)

Recorded in: Comprehensive Exam Artifact: Listening portion of the Comprehensive Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify and describe 20th and 21st-century musical styles, with a particular emphasis on jazz/commercial music, including knowledge of influential artists, compositions, trends, and events.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

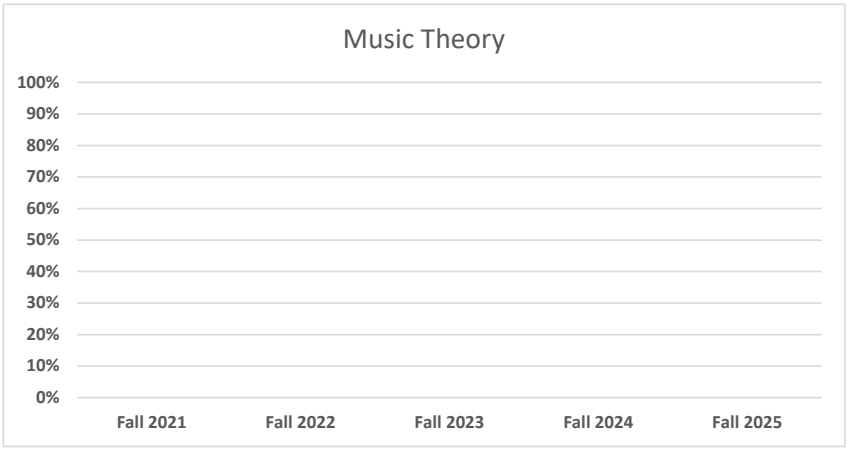




Learning Goal: Music Theory (DMA Musical Performance Program)

Recorded in: Comprehensive Exam Artifact: Music Theory/Analysis portion of the Comprehensive Exam	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify, construct, and apply analytical techniques to music.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

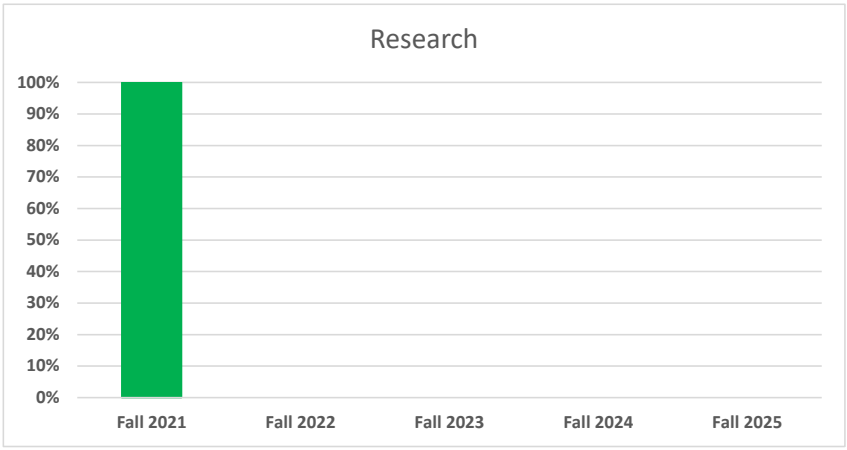




Learning Goal: Research (DMA Musical Performance Program)

Recorded in: Dissertation Artifact: Dissertation	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Prepare, present, and defend a scholarly dissertation that makes an original contribution to the field of knowledge on an aspect of performance.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



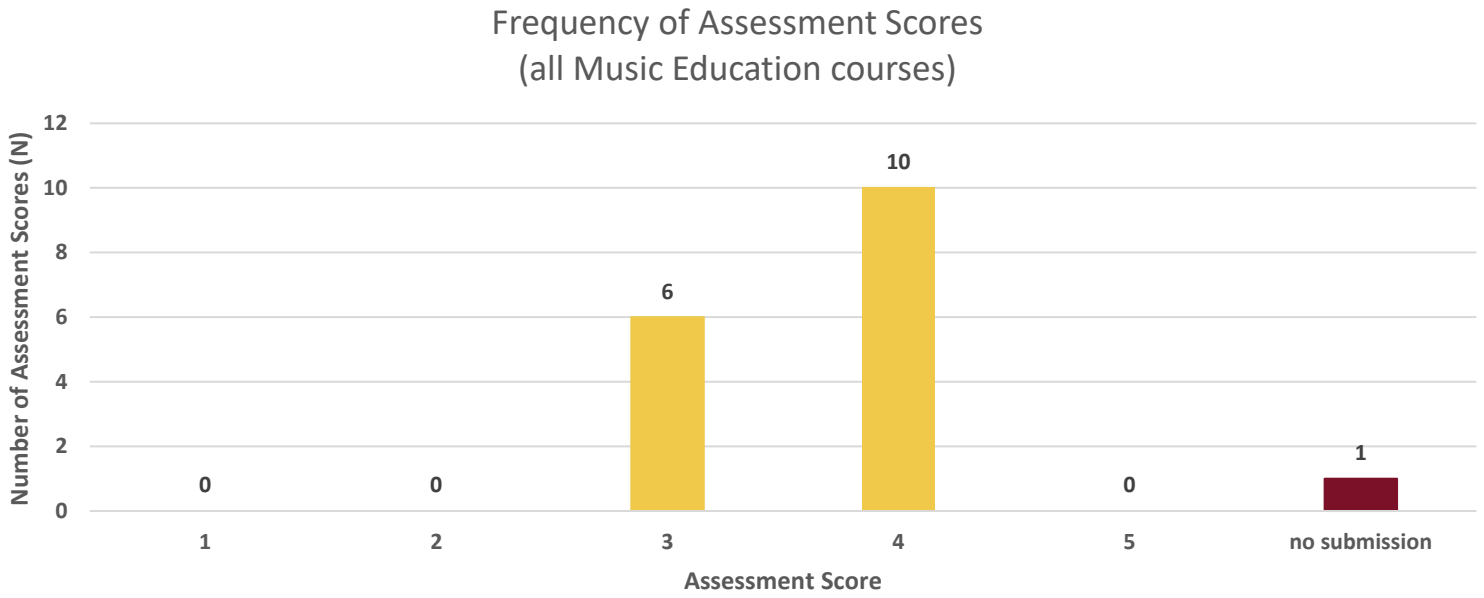


Music Education

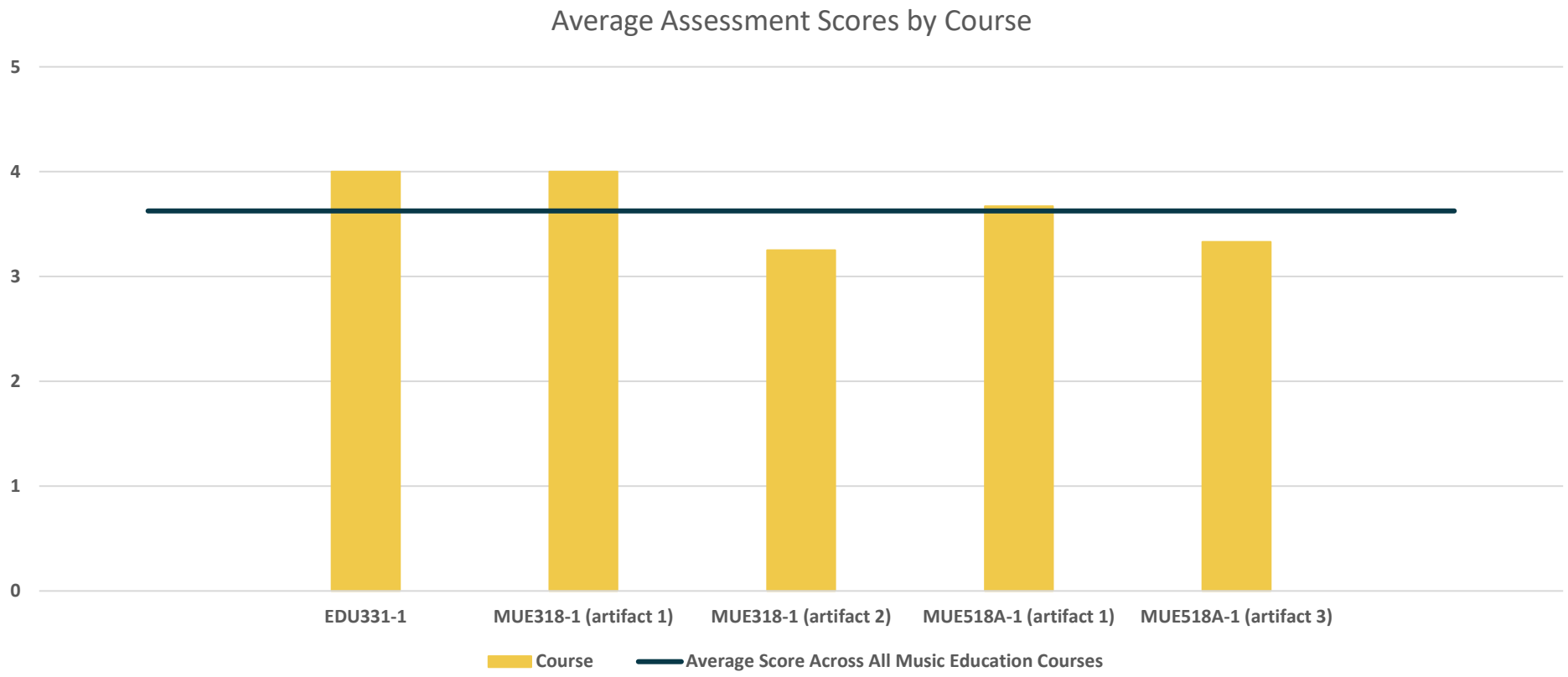
Artifact Scores by Course

FALL 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Music Education courses)	
SCORE	**N**
1	0
2	0
3	6
4	10
5	0
no submission	1
Total	17
Submissions Scored (Total minus No Submissions)	16
AVERAGE SCORE	**3.63**



AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
EDU331-1	4.00
MUE318-1 (artifact 1)	4.00
MUE318-1 (artifact 2)	3.25
MUE518A-1 (artifact 1)	3.67
MUE518A-1 (artifact 3)	3.33
AVERAGE SCORE ACROSS ALL MUSIC EDUCATION COURSES	**3.63**



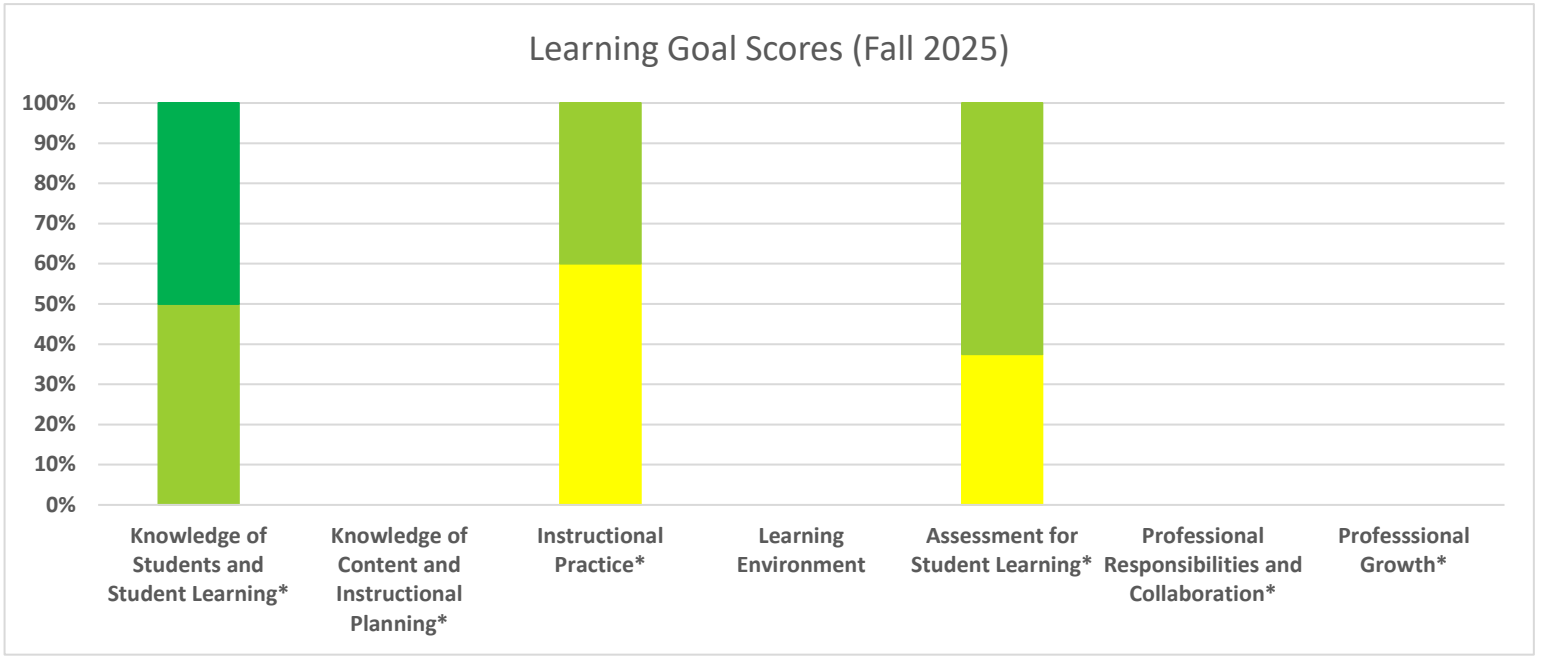
Artifact Scores by Program and Learning Goal

MusB Music Education (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Knowledge of Students and Student Learning**	0	0.0%	0	0.0%	0	0.0%	3	50.0%	3	50.0%	6	**4.5**
*Knowledge of Content and Instructional Planning**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Instructional Practice**	0	0.0%	0	0.0%	9	60.0%	6	40.0%	0	0.0%	15	**3.4**
Learning Environment	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Assessment for Student Learning**	0	0.0%	0	0.0%	3	37.5%	5	62.5%	0	0.0%	8	**3.6**
*Professional Responsibilities and Collaboration**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Professsional Growth**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

* The Knowledge of Students and Student Learning, Knowledge of Concent and Instructional Planning, Instructional Practice, Assessment for Student Learning, and Professional Growth learning goals all have multiple artifacts collected across multiple courses. The Professional Responsibilities and Collaboration learning goal is assessed with a four-step Critical Dispositions Review that takes places once each year in the program by multiple reviewers. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided on the following pages.

MusB Music Education (Fall 2025)



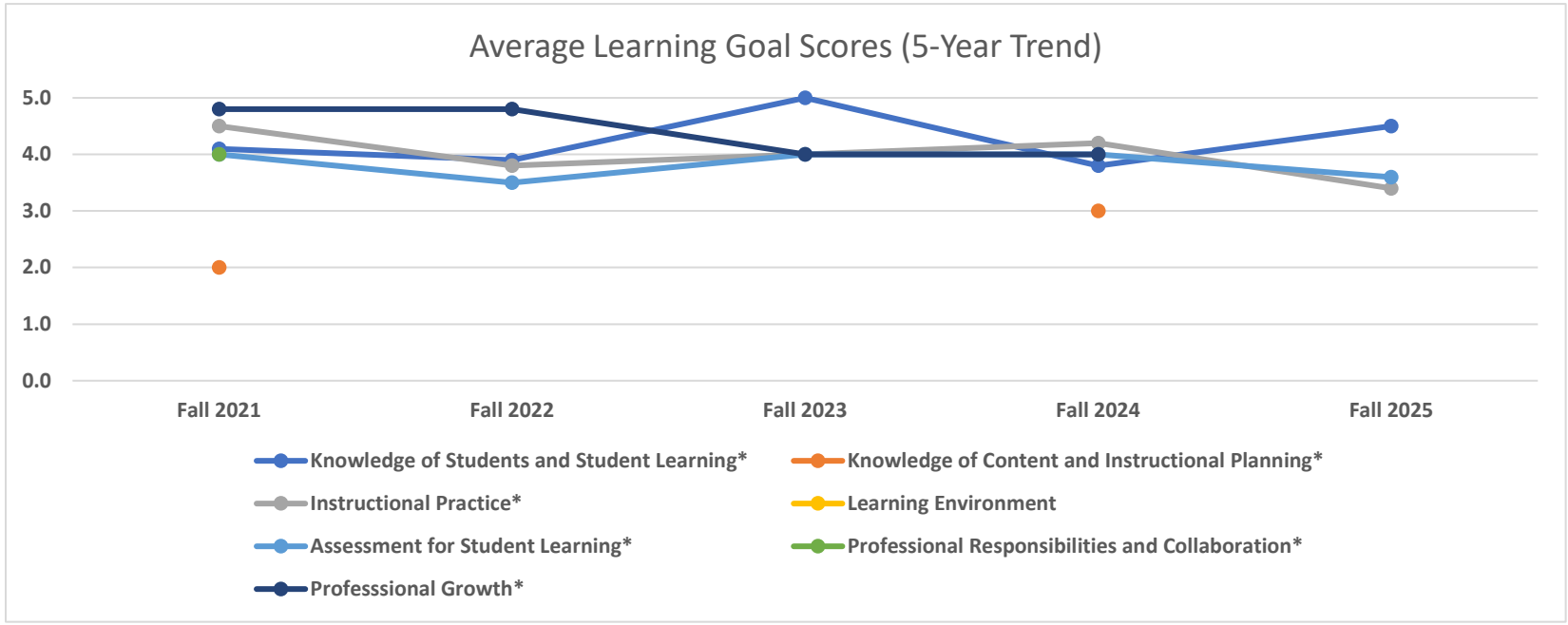
* The Knowledge of Students and Student Learning, Knowledge of Concent and Instructional Planning, Instructional Practice, Assessment for Student Learning, and Professional Growth learning goals all have multiple artifacts collected across multiple courses. The Professional Responsibilities and Collaboration learning goal is assessed with a four-step Critical Dispositions Review that takes places once each year in the program by multiple reviewers. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided on the following pages.

MusB Music Education (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
*Knowledge of Students and Student Learning**	4.1	3.9	5.0	3.8	**4.5**
*Knowledge of Content and Instructional Planning**	2.0			3.0	
*Instructional Practice**	4.5	3.8	4.0	4.2	**3.4**
Learning Environment					
*Assessment for Student Learning**	4.0	3.5	4.0	4.0	**3.6**
*Professional Responsibilities and Collaboration**	4.0				
*Professsional Growth**	4.8	4.8	4.0	4.0	

* The Knowledge of Students and Student Learning, Knowledge of Concent and Instructional Planning, Instructional Practice, Assessment for Student Learning, and Professional Growth learning goals all have multiple artifacts collected across multiple courses. The Professional Responsibilities and Collaboration learning goal is assessed with a four-step Critical Dispositions Review that takes places once each year in the program by multiple reviewers. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided on the following pages.

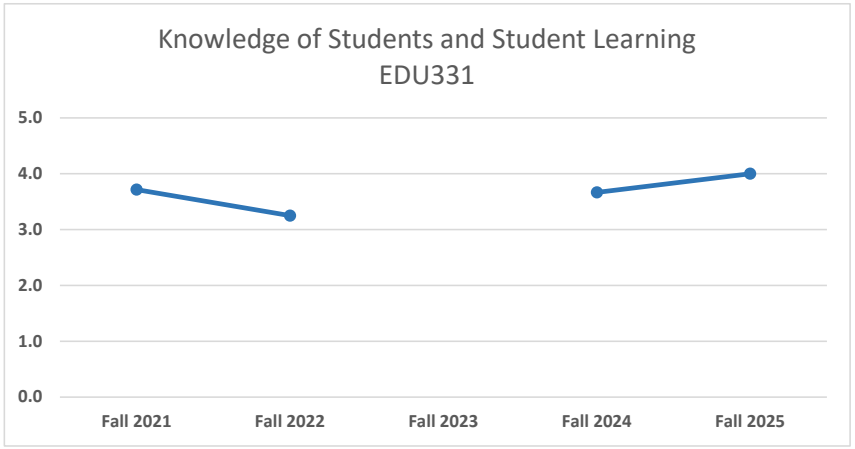
MusB Music Education (5-Year Trend)

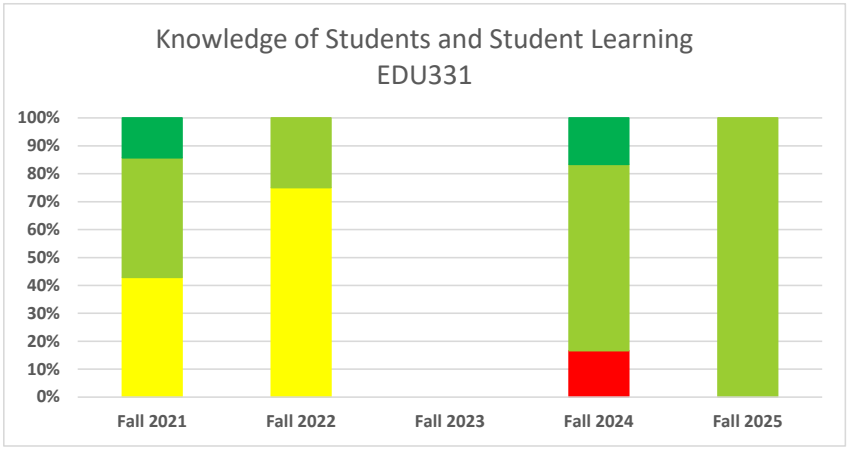


* The Knowledge of Students and Student Learning, Knowledge of Concent and Instructional Planning, Instructional Practice, Assessment for Student Learning, and Professional Growth learning goals all have multiple artifacts collected across multiple courses. The Professional Responsibilities and Collaboration learning goal is assessed with a four-step Critical Dispositions Review that takes places once each year in the program by multiple reviewers. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Knowledge of Students and Student Learning - EDU331 (MusB Music Education Program)

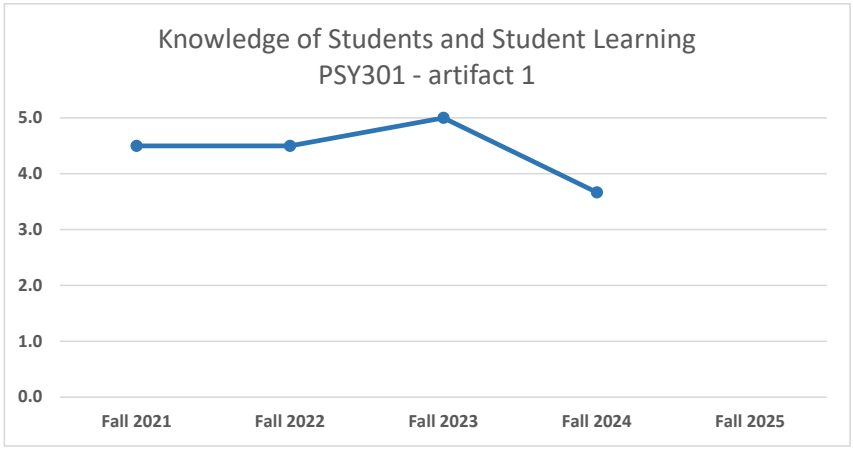
Recorded in: EDU331 - School and Society Artifact: A Philosophy of Education		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child development theories as well as principles of learning, motivation, and pedagogy so that they may identify the specific contexts in which their students exist.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	3	42.9%	3	42.9%	1	14.3%	7	**3.7**
	Fall 2022	0	0.0%	0	0.0%	3	75.0%	1	25.0%	0	0.0%	4	**3.3**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	1	16.7%	0	0.0%	0	0.0%	4	66.7%	1	16.7%	6	**3.7**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**

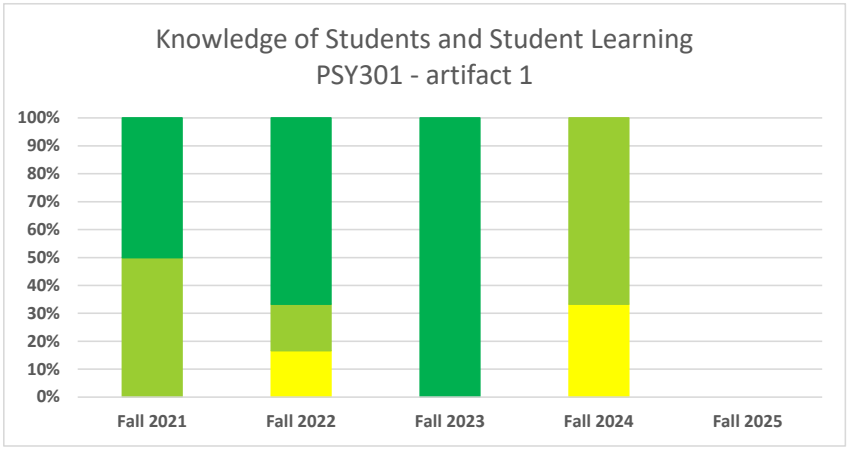




Learning Goal: Knowledge of Students and Student Learning - PSY301 artifact 1 (MusB Music Education Program)

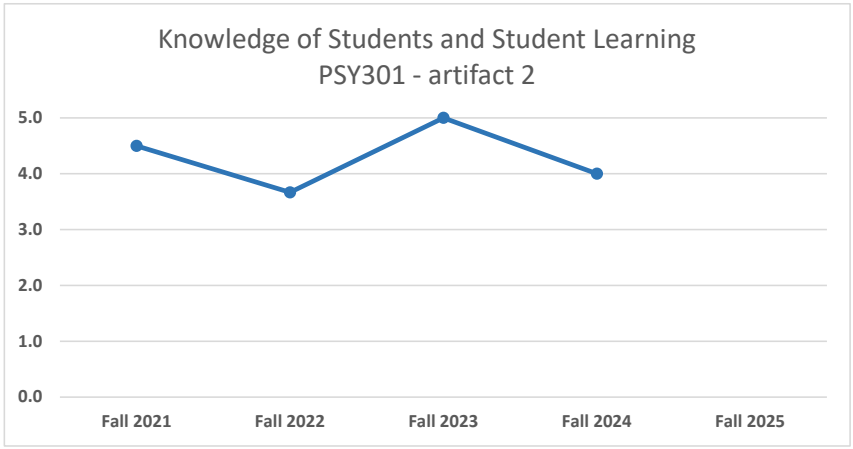
Recorded in: PSY301 - Educational Psychology Artifact: Midsemester Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child development theories as well as principles of learning, motivation, and pedagogy so that they may identify the specific contexts in which their students exist.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Fall 2022	0	0.0%	0	0.0%	1	16.7%	1	16.7%	4	66.7%	6	**4.5**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2024	0	0.0%	0	0.0%	3	33.3%	6	66.7%	0	0.0%	9	**3.7**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

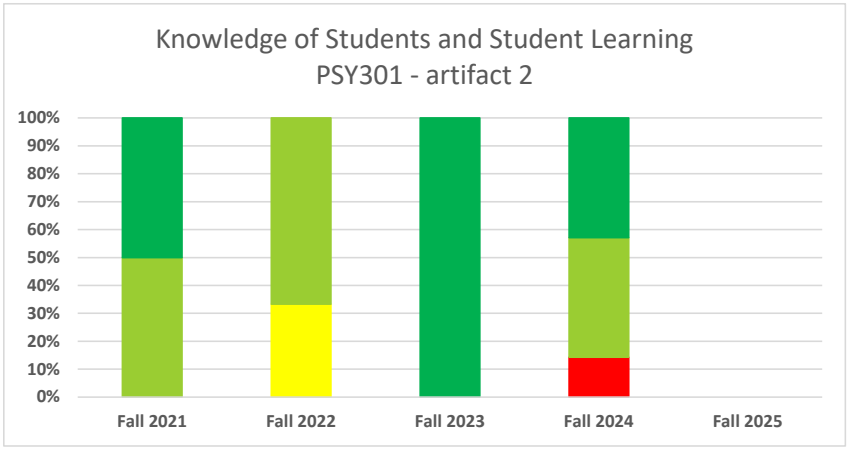




Learning Goal: Knowledge of Students and Student Learning - PSY301 artifact 2 (MusB Music Education Program)

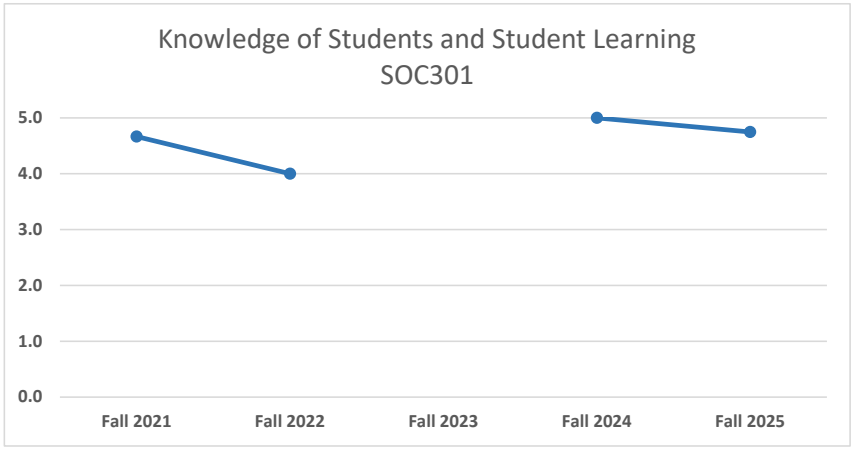
Recorded in: PSY301 - Educational Psychology Artifact: Child Development Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child development theories as well as principles of learning, motivation, and pedagogy so that they may identify the specific contexts in which their students exist.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Fall 2022	0	0.0%	0	0.0%	2	33.3%	4	66.7%	0	0.0%	6	**3.7**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2024	1	14.3%	0	0.0%	0	0.0%	3	42.9%	3	42.9%	7	**4.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

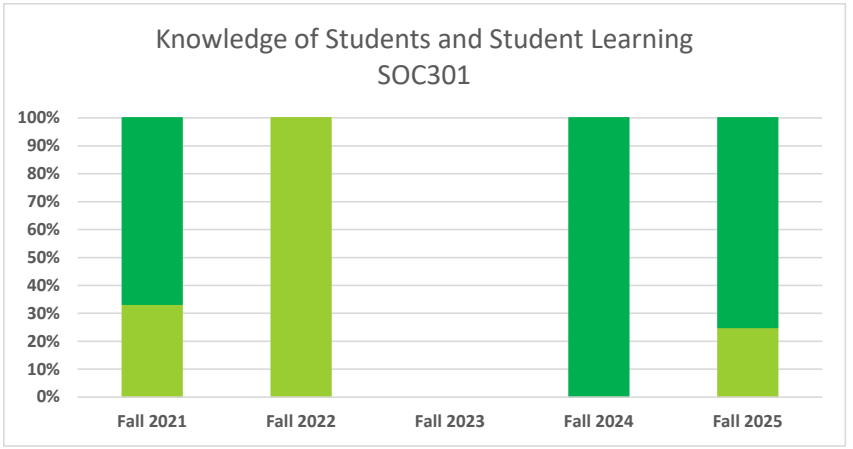




Learning Goal: Knowledge of Students and Student Learning - PSY301 (MusB Music Education Program)

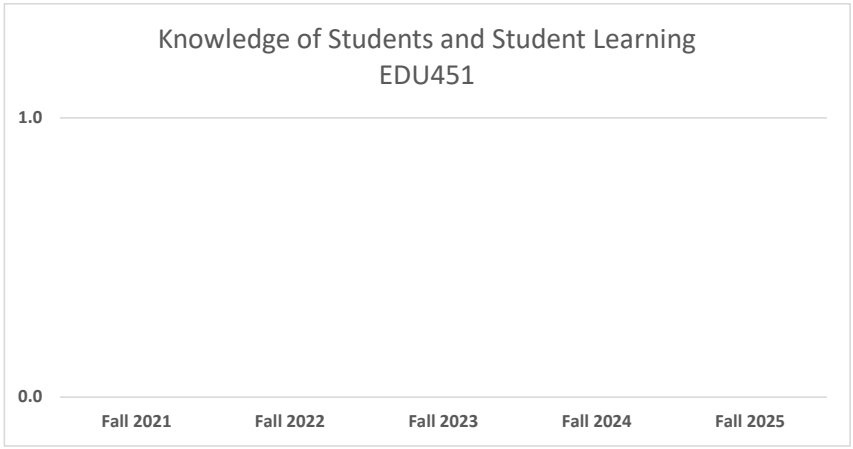
Recorded in: SOC301 - Cultural Diversity Artifact: Reseach Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child development theories as well as principles of learning, motivation, and pedagogy so that they may identify the specific contexts in which their students exist.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	1	25.0%	3	75.0%	4	**4.8**

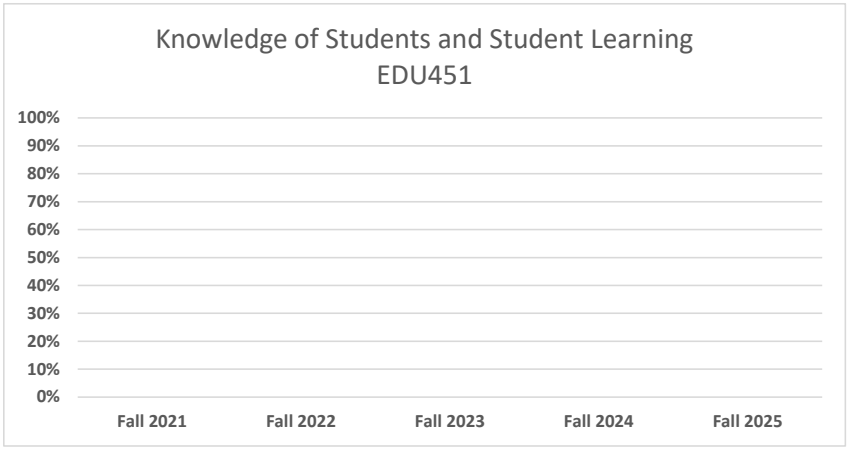




Learning Goal: Knowledge of Students and Student Learning - EDU451 (MusB Music Education Program)

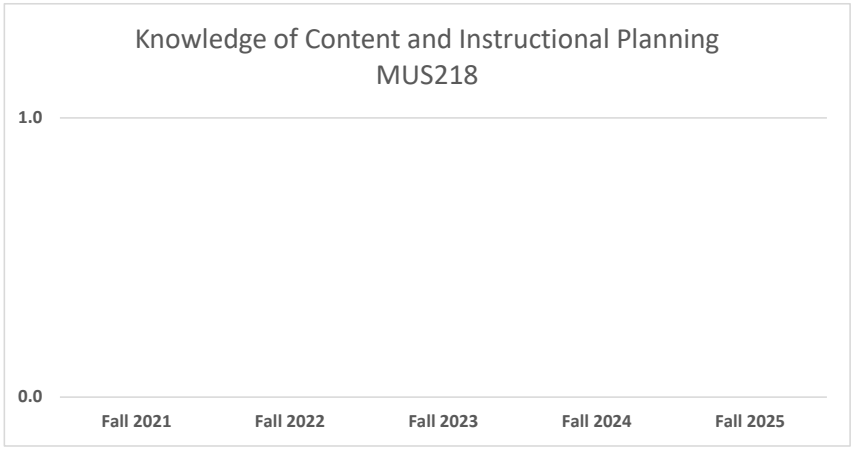
Recorded in: EDU451 - Health and Learning Disabilities Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child development theories as well as principles of learning, motivation, and pedagogy so that they may identify the specific contexts in which their students exist.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

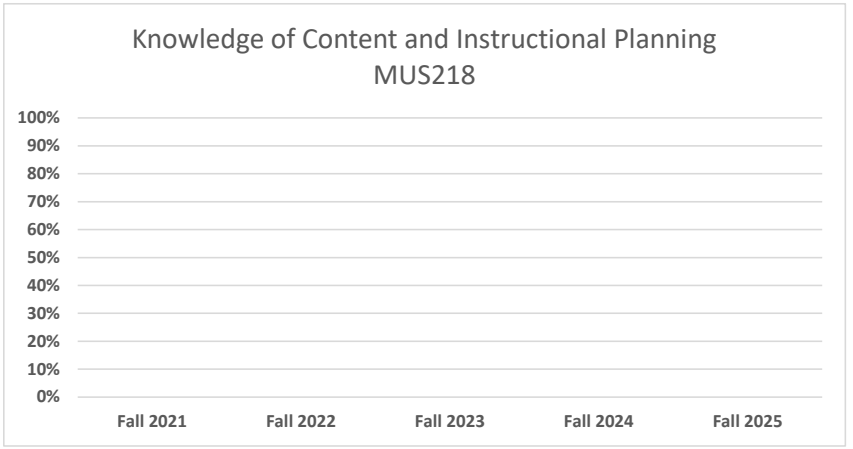




Learning Goal: Knowledge of Content and Instructional Planning - MUS218 (MusB Music Education Program)

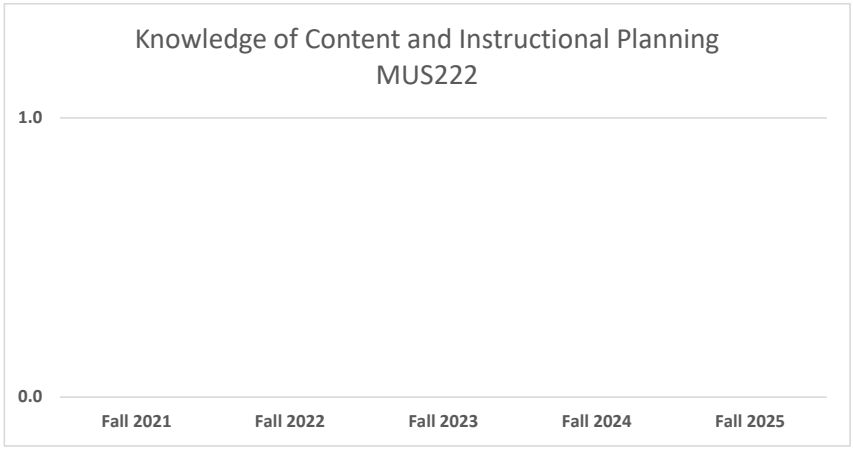
Recorded in: MUS218 - Form and Analysis Artifact: Sonata-Allegro form analysis		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

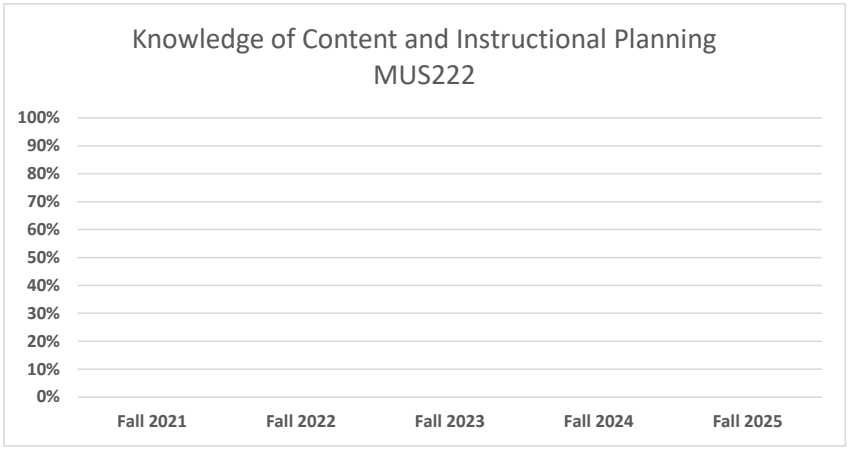




Learning Goal: Knowledge of Content and Instructional Planning - MUS222 (MusB Music Education Program)

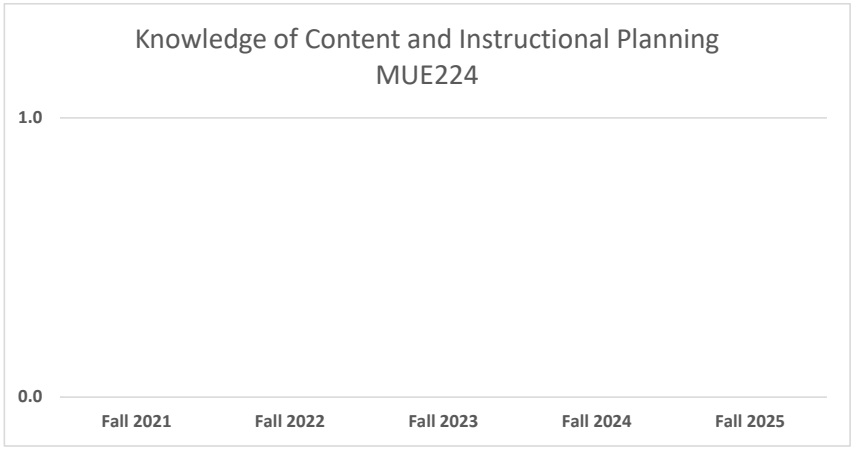
Recorded in: MUS222 - Sight Singing 4 Artifact: Week 10 assessment (video)		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

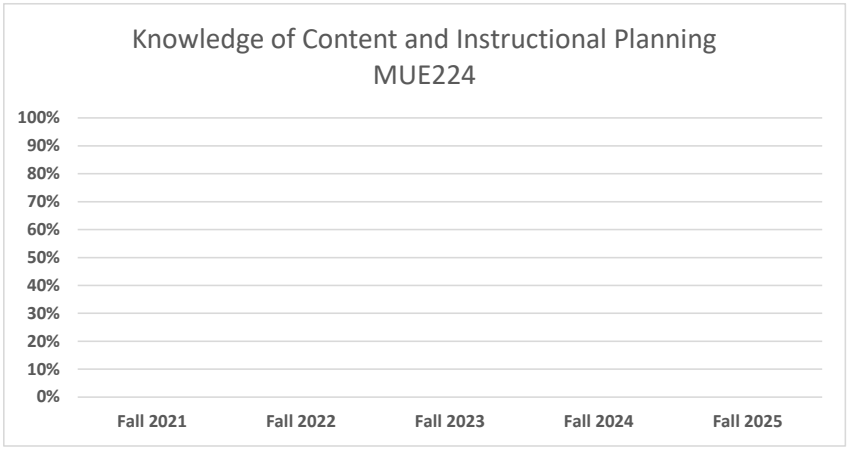




Learning Goal: Knowledge of Content and Instructional Planning - MUE224 (MusB Music Education Program)

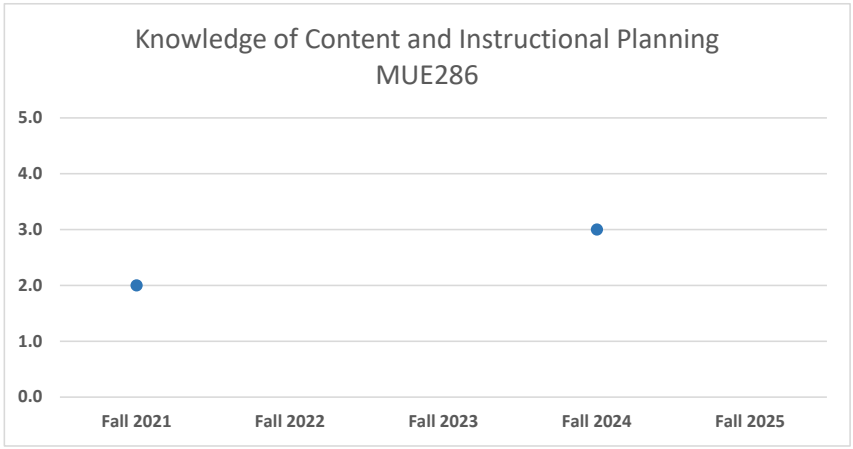
Recorded in: MUE224 - Ear Training 4 Artifact: Week 10 assessment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

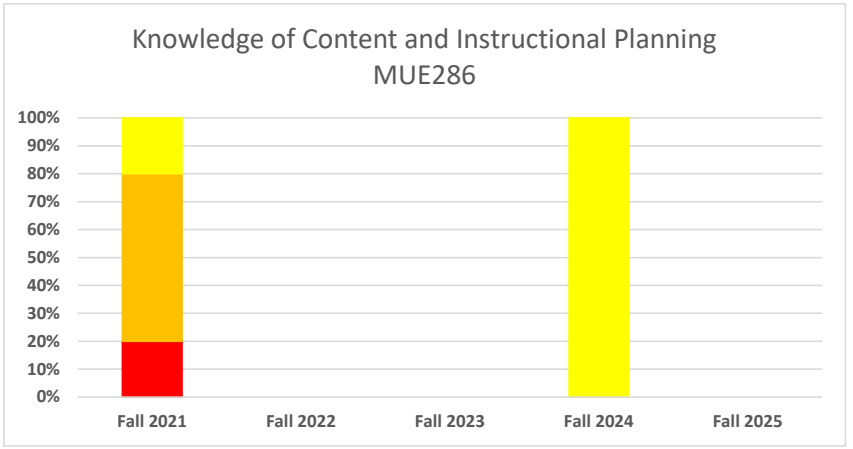




Learning Goal: Knowledge of Content and Instructional Planning - MUE286 (MusB Music Education Program)

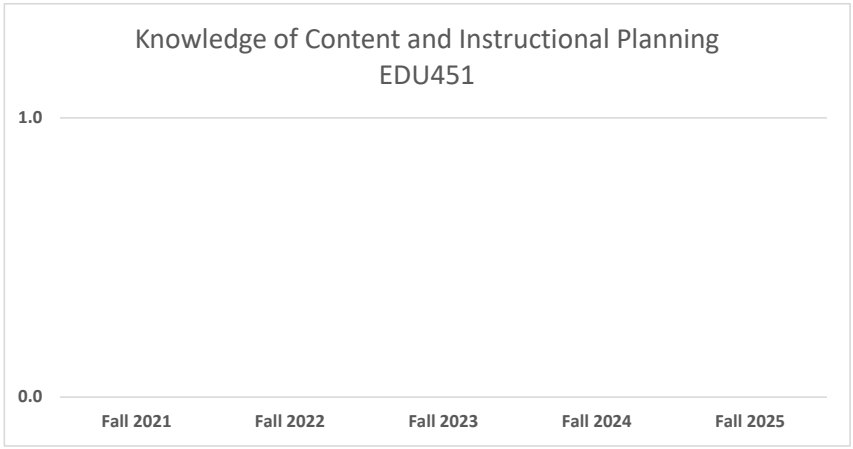
Recorded in: MUE286 - Keyboard Skills 4 Artifact: Keyboard qualifying exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	1	20.0%	3	60.0%	1	20.0%	0	0.0%	0	0.0%	5	**2.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

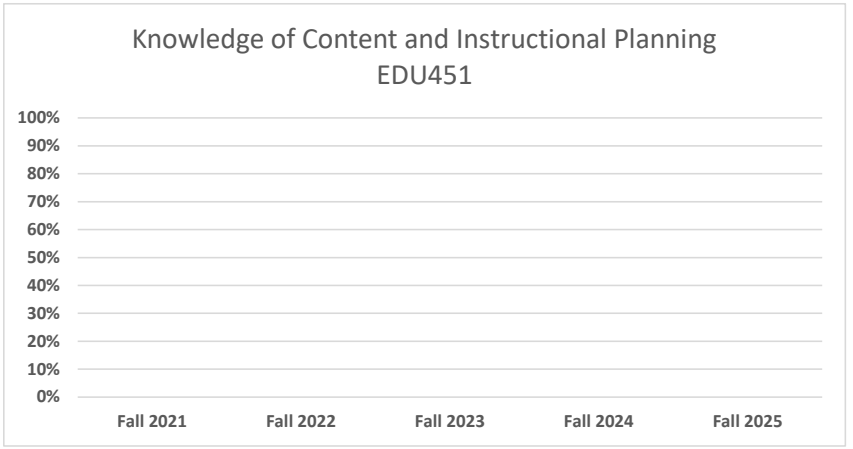




Learning Goal: Knowledge of Content and Instructional Planning - EDU451 (MusB Music Education Program)

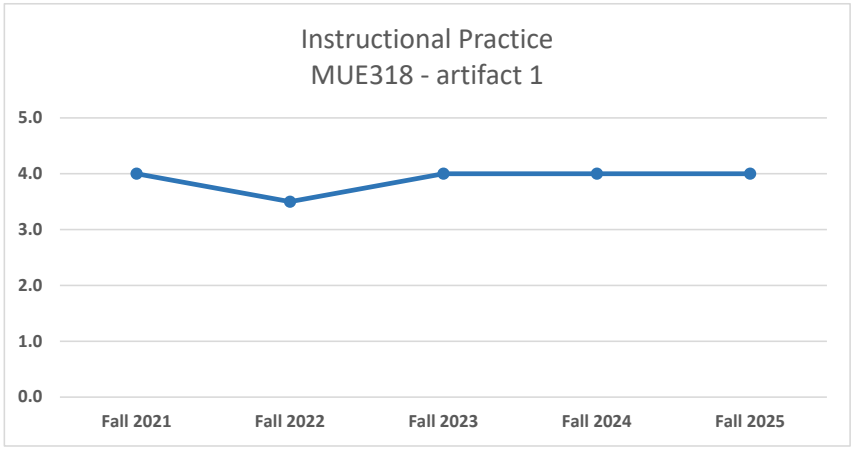
Recorded in: EDU451 - Health and Learning Disabilities Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

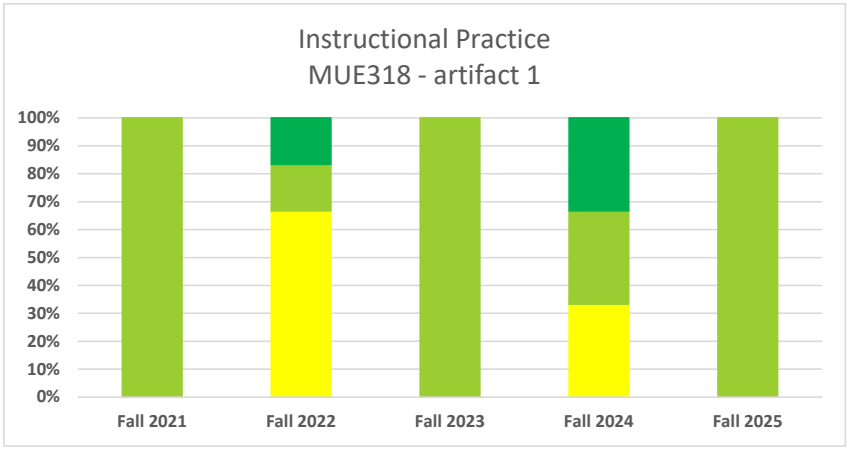




Learning Goal: Instructional Practice - MUE318 artifact 1 (MusB Music Education Program)

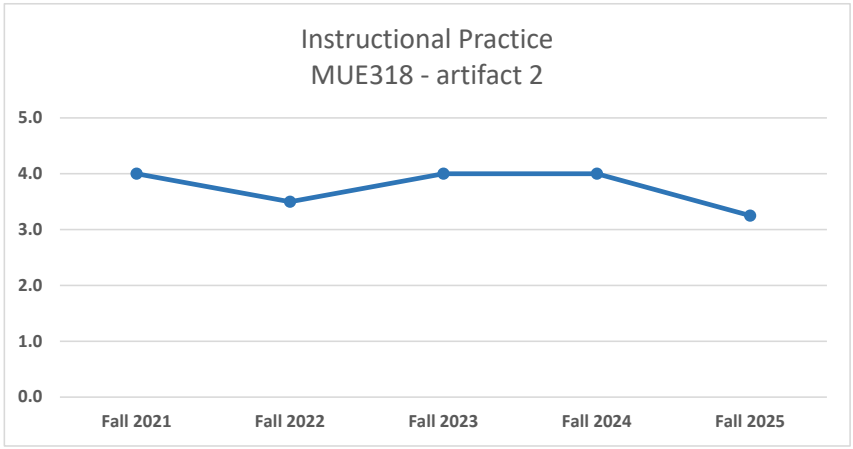
Recorded in: MUE318 - Elementary Music Education Methods Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2022	0	0.0%	0	0.0%	4	66.7%	1	16.7%	1	16.7%	6	**3.5**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2024	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	4	100.0%	0	0.0%	4	**4.0**

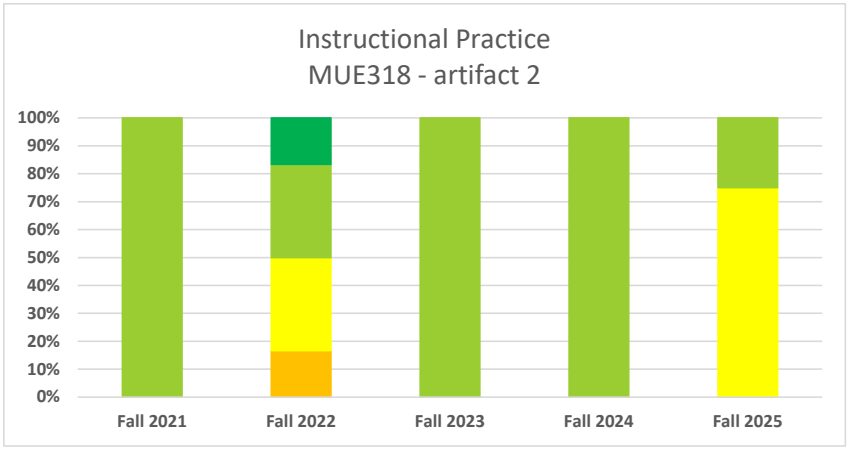




Learning Goal: Instructional Practice - MUE318 artifact 2 (MusB Music Education Program)

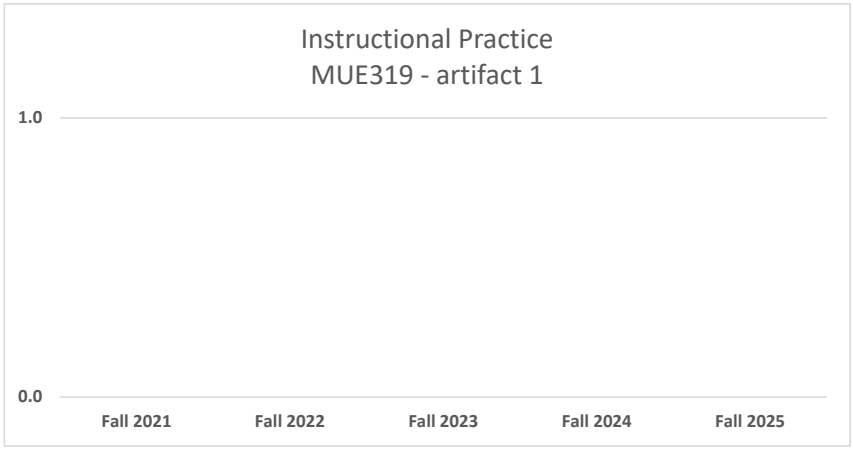
Recorded in: MUE318 - Elementary Music Education Methods Artifact: Teaching demo video		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2022	0	0.0%	1	16.7%	2	33.3%	2	33.3%	1	16.7%	6	**3.5**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**
	Fall 2025	0	0.0%	0	0.0%	3	75.0%	1	25.0%	0	0.0%	4	**3.3**

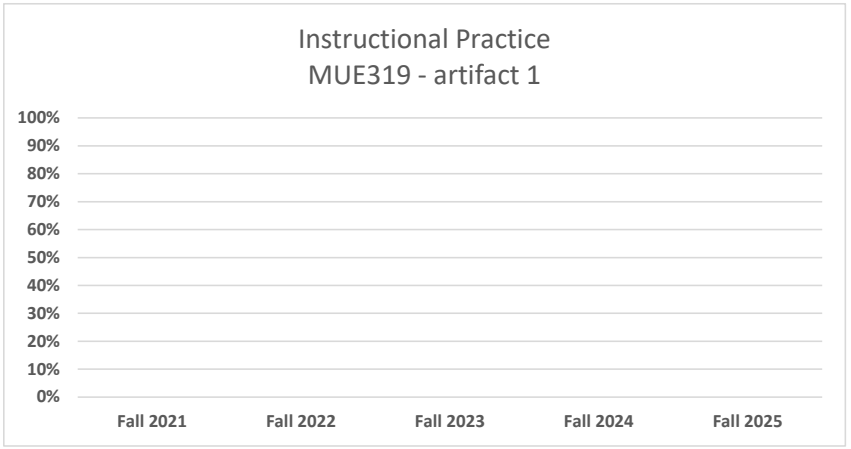




Learning Goal: Instructional Practice - MUE319 artifact 1 (MusB Music Education Program)

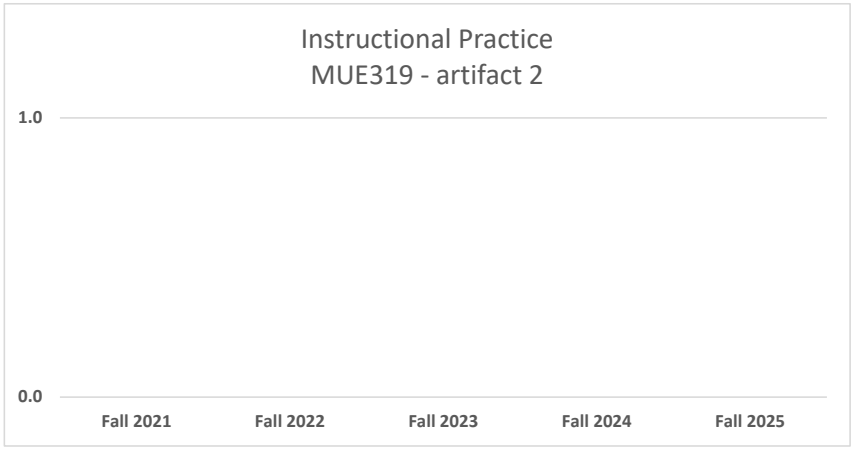
Recorded in: MUE319 - Secondary Music Education Methods Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

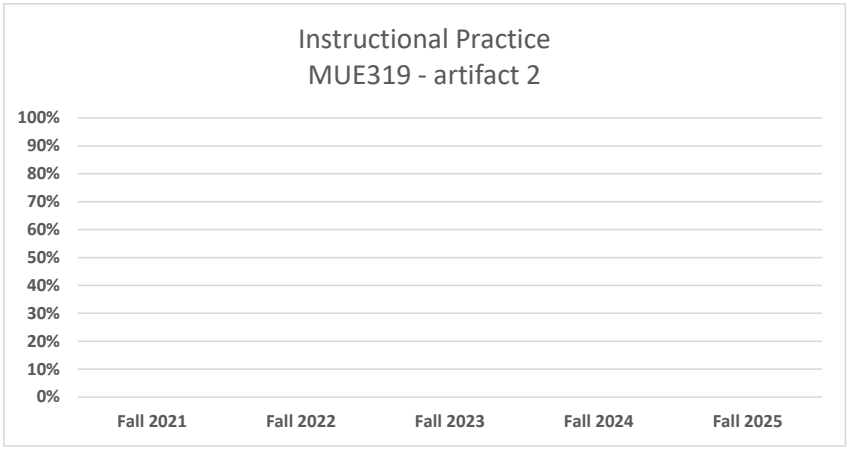




Learning Goal: Instructional Practice - MUE319 artifact 2 (MusB Music Education Program)

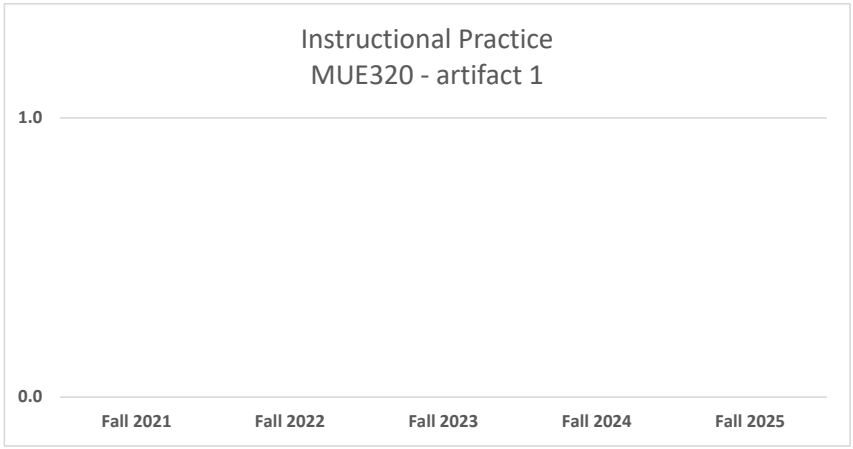
Recorded in: MUE319 - Secondary Music Education Methods Artifact: Teaching demo video		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

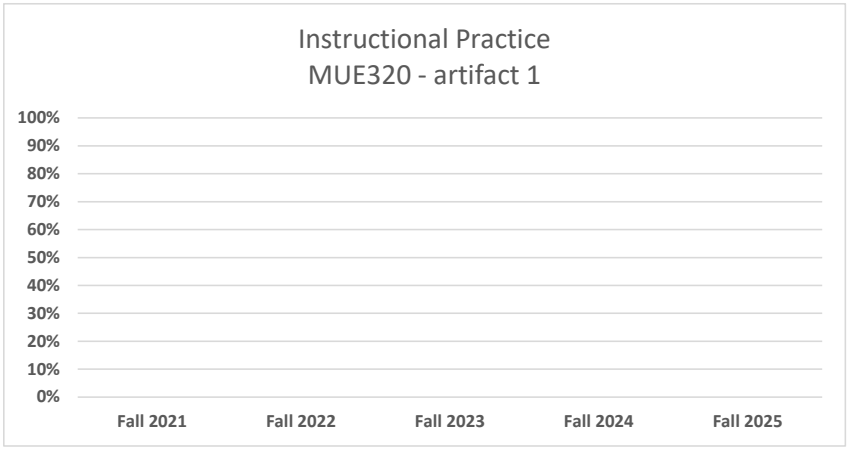




Learning Goal: Instructional Practice - MUE320 artifact 1 (MusB Music Education Program)

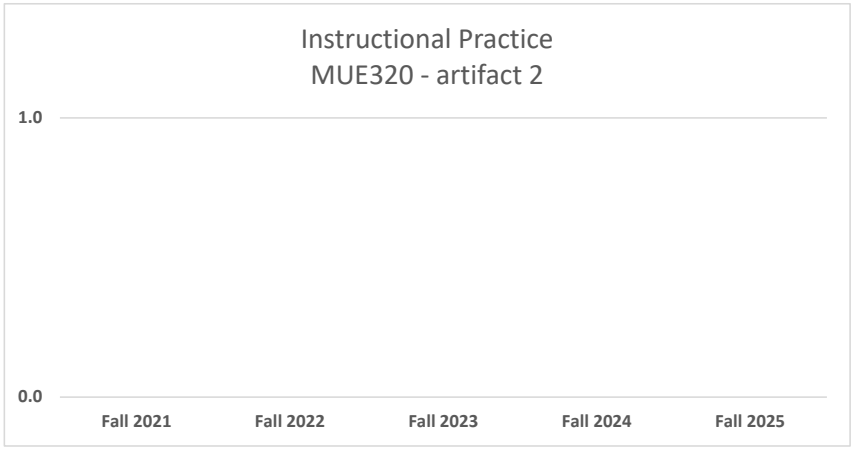
Recorded in: MUE320 - Choral Music Education Methods Artifact: Video of final evaluation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

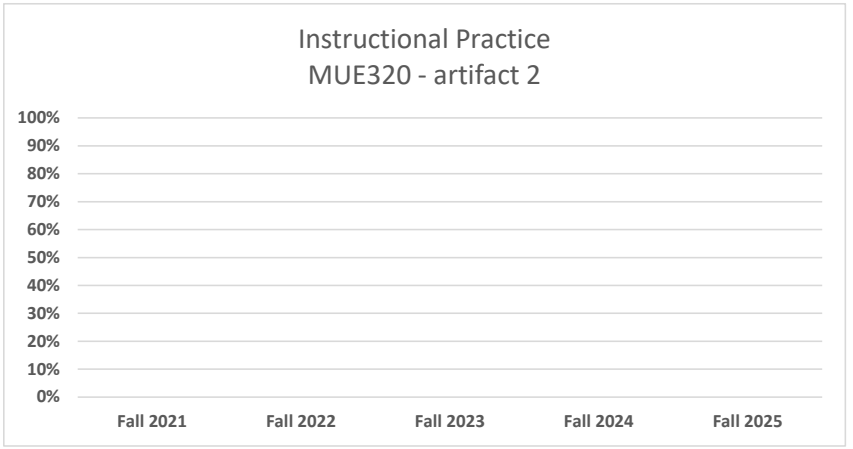




Learning Goal: Instructional Practice - MUE320 artifact 2 (MusB Music Education Program)

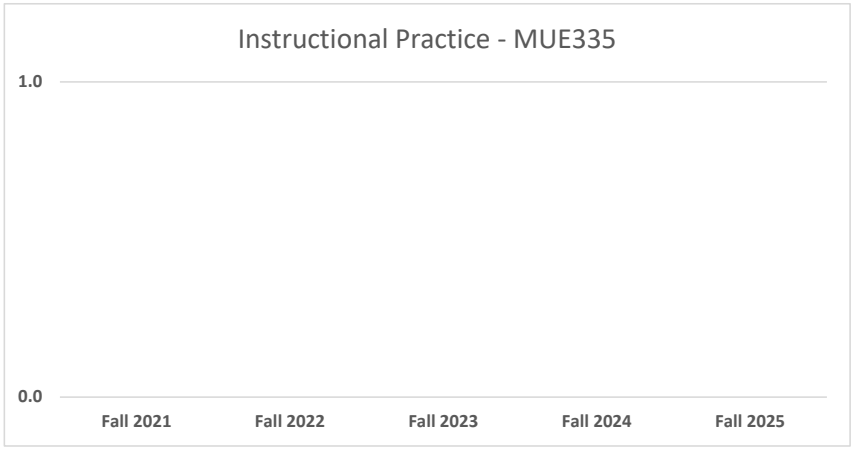
Recorded in: MUE320 - Choral Music Education Methods Artifact: Self-reflection		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

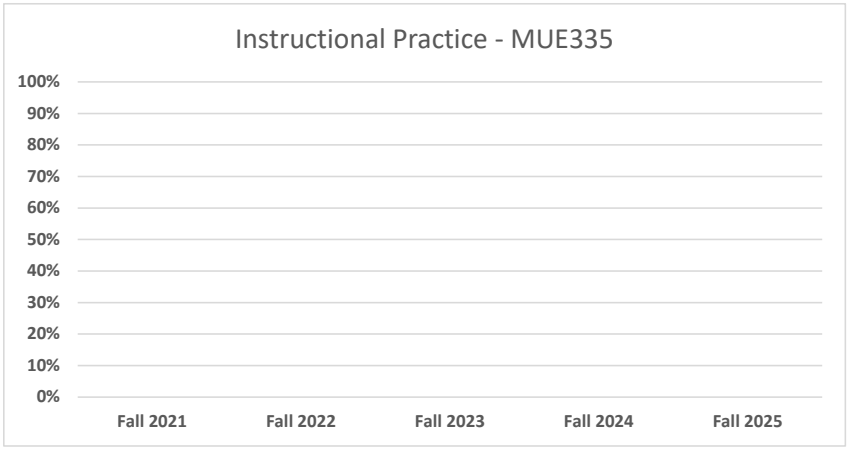




Learning Goal: Instructional Practice - MUE335 (MusB Music Education Program)

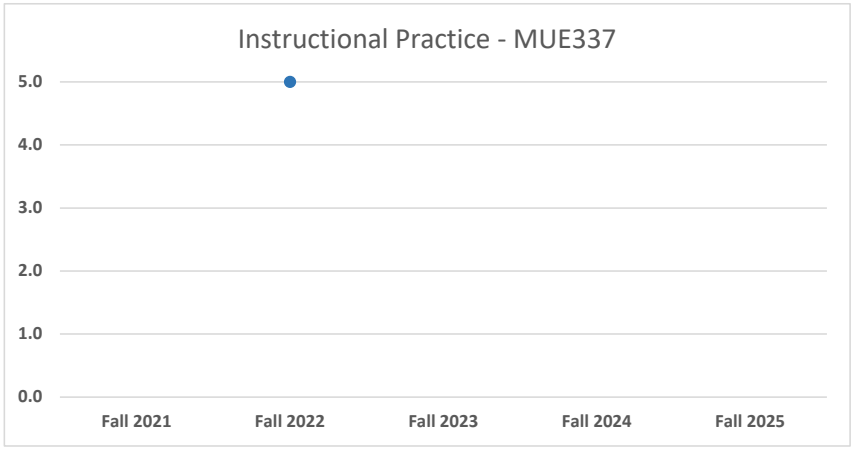
Recorded in: MUE335 - Instrumental Music Education Band I Artifact: Video of final evaluation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
		N	%	N	%	N	%	N	%	N	%	N	
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.	*Fall 2021*	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

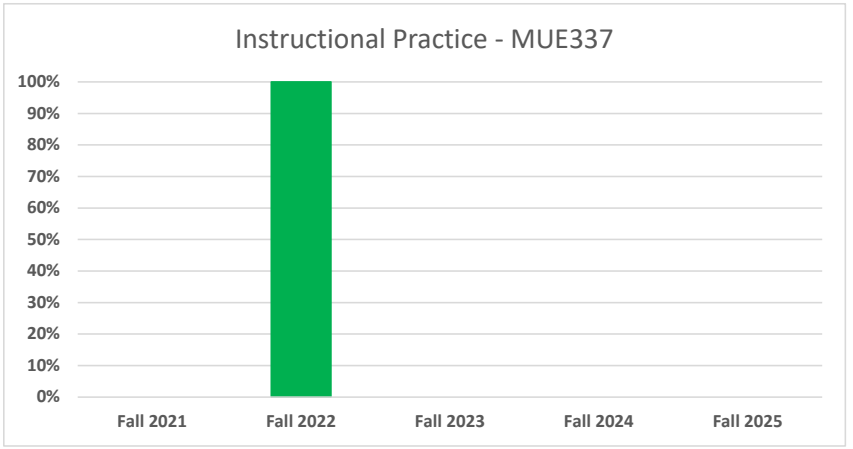




Learning Goal: Instructional Practice - MUE337 (MusB Music Education Program)

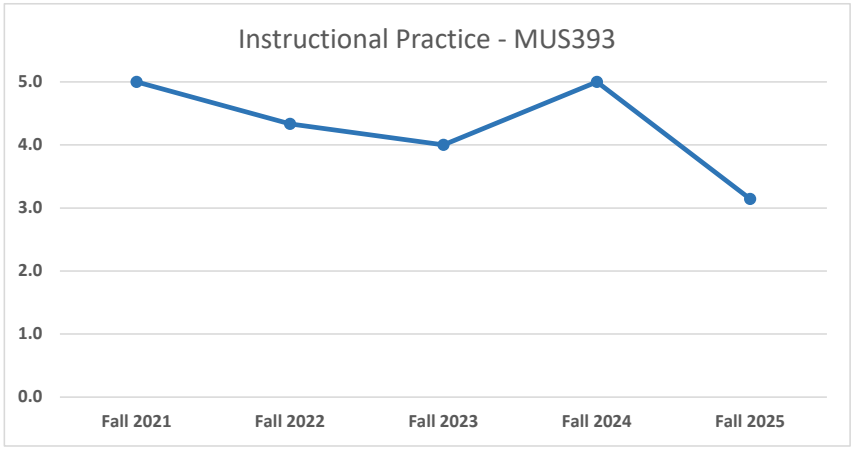
Recorded in: MUE337 - Instrumental Music Education Strings I Artifact: Video of final evaluation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

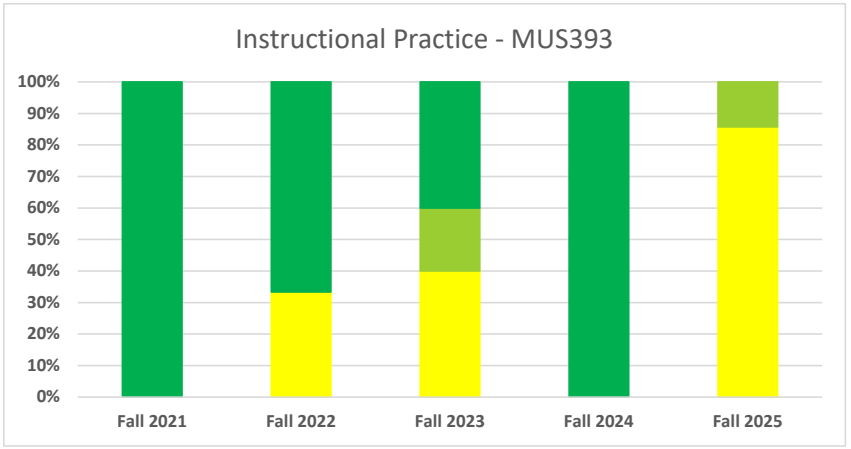




Learning Goal: Instructional Practice - MUS393 (MusB Music Education Program)

Recorded in: MUS393 - Instrumetnal Conducting Artifact: Video of final evaluation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2022	0	0.0%	0	0.0%	1	33.3%	0	0.0%	2	66.7%	3	**4.3**
	Fall 2023	0	0.0%	0	0.0%	2	40.0%	1	20.0%	2	40.0%	5	**4.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2025	0	0.0%	0	0.0%	6	85.7%	1	14.3%	0	0.0%	7	**3.1**

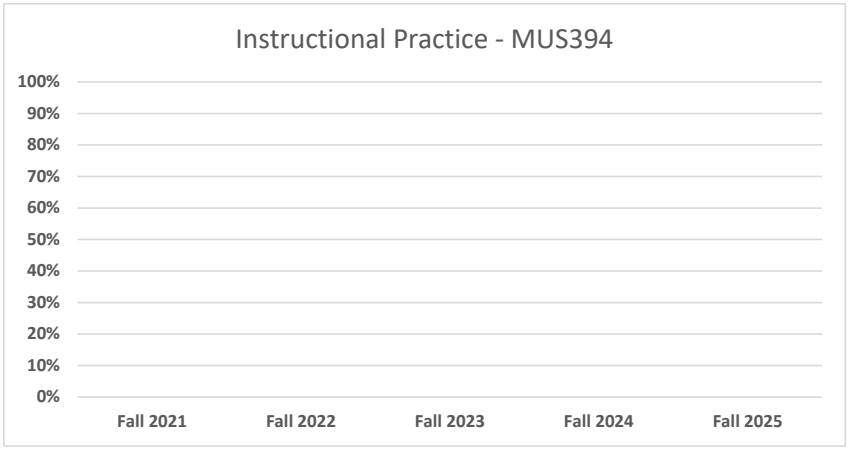




Learning Goal: Instructional Practice - MUS394 (MusB Music Education Program)

Recorded in: MUS394 - Choral Conducting Artifact: Video of final evaluation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

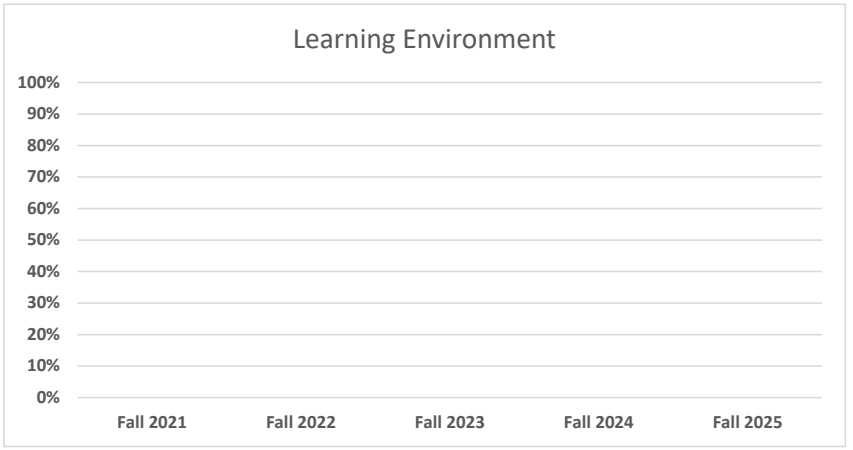




Learning Goal: Learning Environment (MusB Music Education Program)

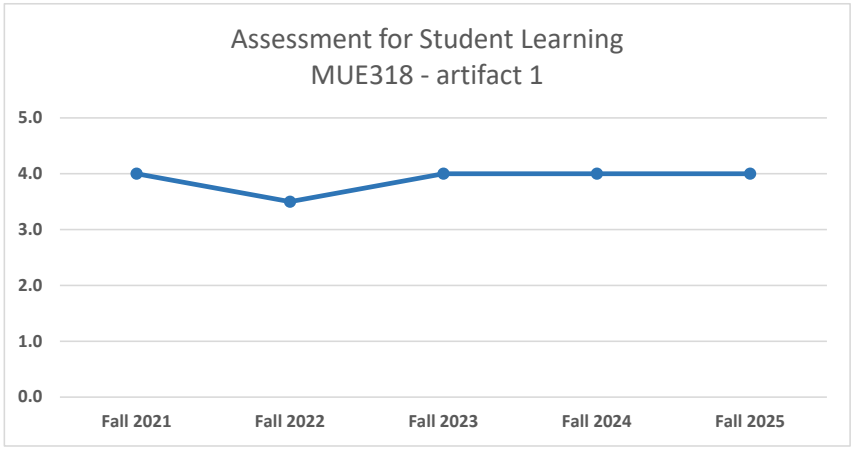
Recorded in: EDU451 - Health and Learning Disabilities Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates demonstrate knowledge of and ability to create an equitable learning environment sensitive to the needs and strengths of diverse student learners and have the skills to respond with care, concern, and commitment to all learners.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

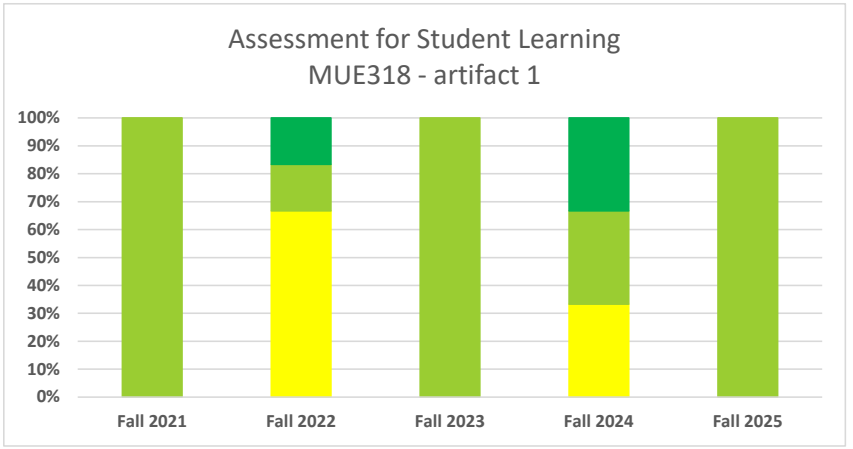




Learning Goal: Assessment for Student Learning - MUE318 artifact 1 (MusB Music Education Program)

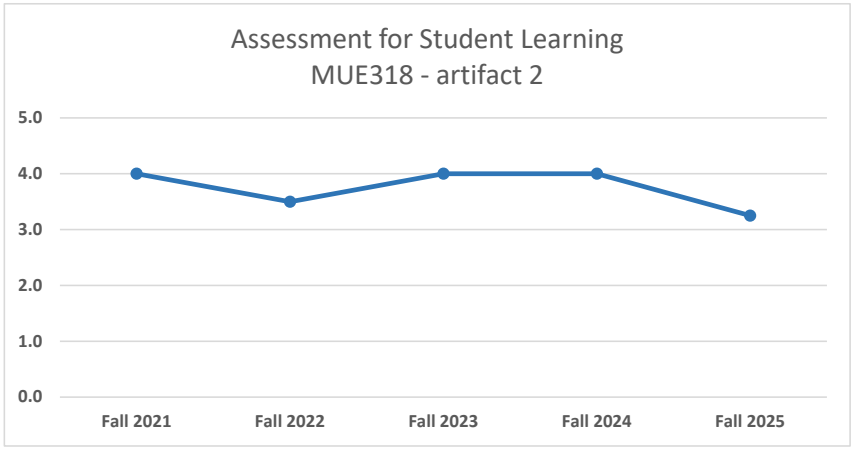
Recorded in: MUE318 - Elementary Music Education Methods Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates can create multiple and valid measures to evaluate, assess, and document student learning. Candidates can analyze and interpret assessment data to direct and differentiate instruction.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2022	0	0.0%	0	0.0%	4	66.7%	1	16.7%	1	16.7%	6	**3.5**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2024	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	4	100.0%	0	0.0%	4	**4.0**

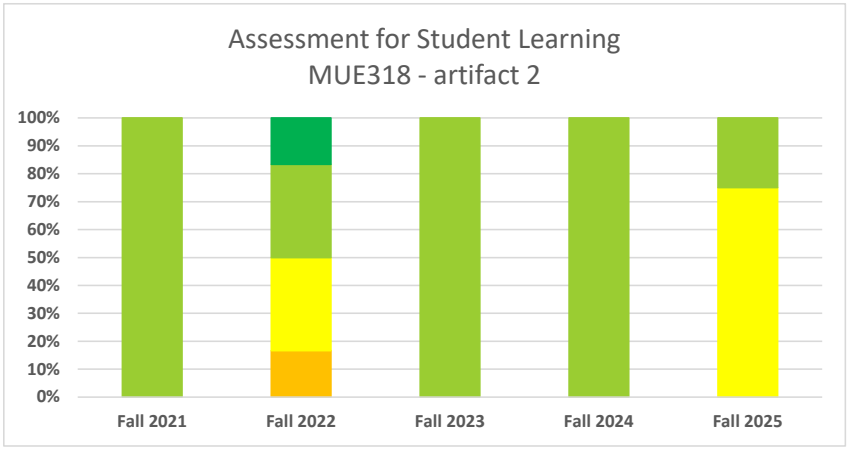




Learning Goal: Assessment for Student Learning - MUE318 artifact 2 (MusB Music Education Program)

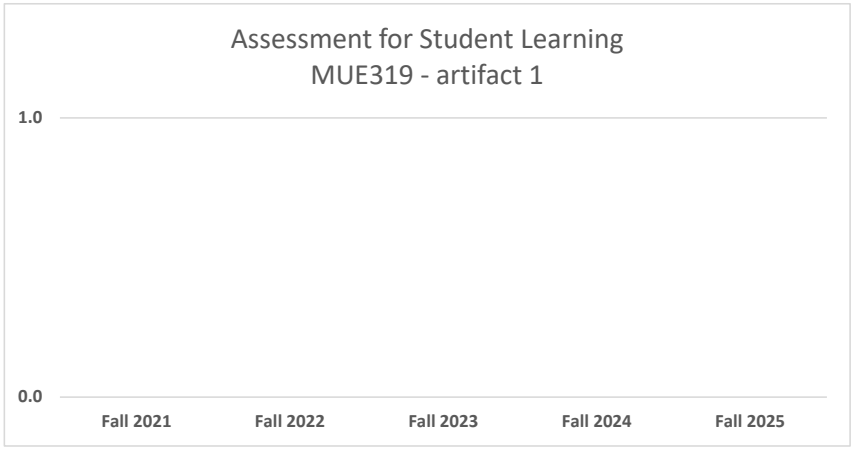
Recorded in: MUE318 - Elementary Music Education Methods Artifact: Teaching demo video		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates can create multiple and valid measures to evaluate, assess, and document student learning. Candidates can analyze and interpret assessment data to direct and differentiate instruction.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2022	0	0.0%	1	16.7%	2	33.3%	2	33.3%	1	16.7%	6	**3.5**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**
	Fall 2025	0	0.0%	0	0.0%	3	75.0%	1	25.0%	0	0.0%	4	**3.3**

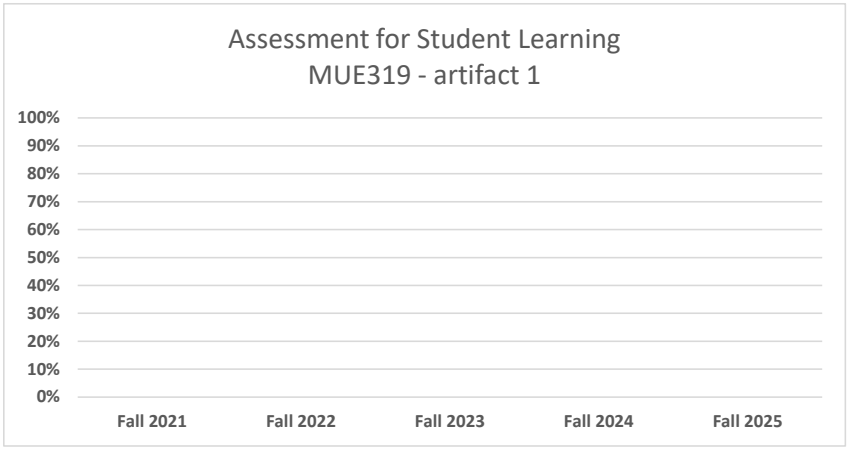




Learning Goal: Assessment for Student Learning - MUE319 artifact 1 (MusB Music Education Program)

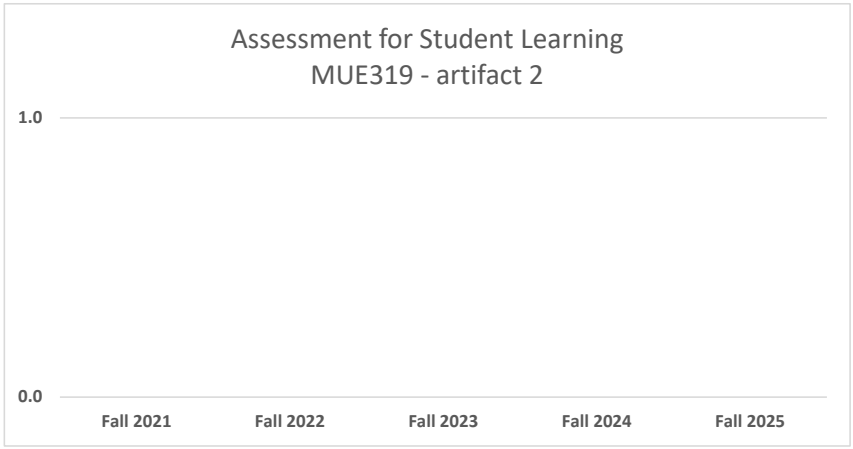
Recorded in: MUE319 - Secondary Music Education Methods Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates can create multiple and valid measures to evaluate, assess, and document student learning. Candidates can analyze and interpret assessment data to direct and differentiate instruction.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

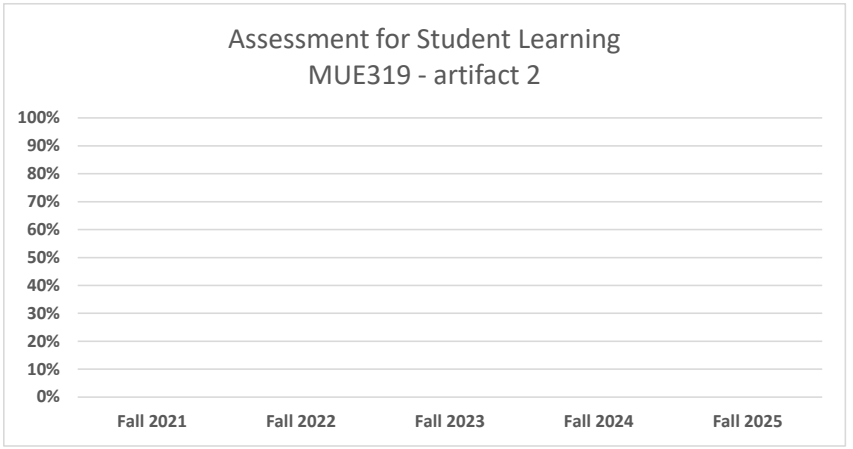




Learning Goal: Assessment for Student Learning - MUE319 artifact 2 (MusB Music Education Program)

Recorded in: MUE319 - Secondary Music Education Methods Artifact: Teaching demo video		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates can create multiple and valid measures to evaluate, assess, and document student learning. Candidates can analyze and interpret assessment data to direct and differentiate instruction.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





Learning Goal: Professional Responsibilities and Collaboration - Critical Dispositions Review, freshman year (MusB Music Education Program)

Recorded in: Four-step Critical Dispositions Review that takes place once each year in the program by multiple reviewers Artifact: End of Freshman year (self-reflection)	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates practice shared inquiry with colleagues, administrators, parents, and others in the community to foster the well-being of students.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





Learning Goal: Professional Responsibilities and Collaboration - Critical Dispositions Review, sophomore year (MusB Music Education Program)

Recorded in: Four-step Critical Dispositions Review that takes place once each year in the program by multiple reviewers Artifact: Sophomore Review (by core teachers and 2nd semester English professor)	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates practice shared inquiry with colleagues, administrators, parents, and others in the community to foster the well-being of students.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

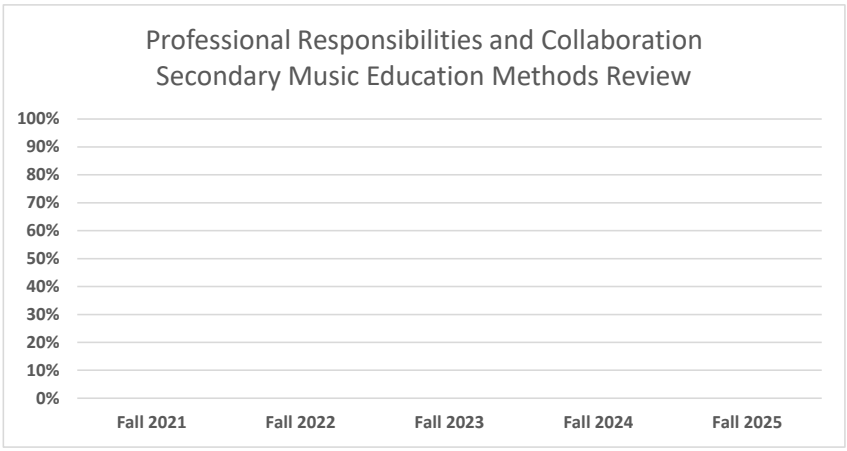




Learning Goal: Professional Responsibilities and Collaboration - Critical Dispositions Review, junior year (MusB Music Education Program)

Recorded in: Four-step Critical Dispositions Review that takes place once each year in the program by multiple reviewers Artifact: Secondary Music Education Methods (by course instructor)	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates practice shared inquiry with colleagues, administrators, parents, and others in the community to foster the well-being of students.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





Learning Goal: Professional Responsibilities and Collaboration - Critical Dispositions Review, senior year (MusB Music Education Program)

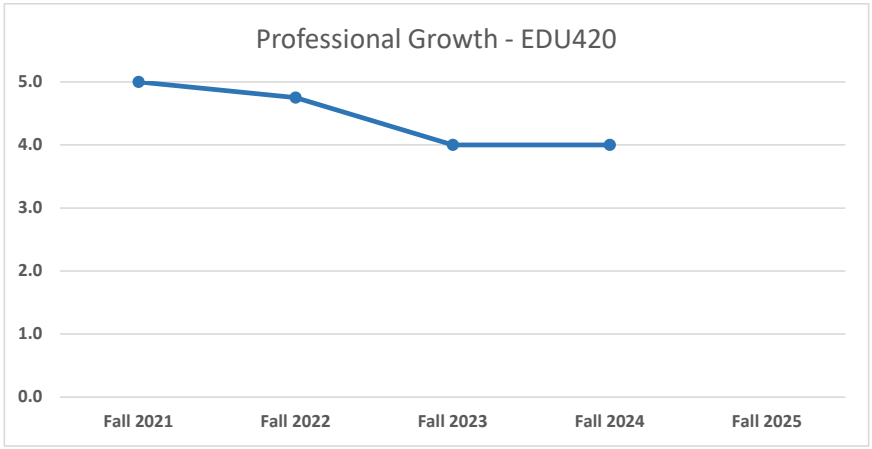
Recorded in: Four-step Critical Dispositions Review that takes place once each year in the program by multiple reviewers Artifact: Both student teaching placements (by cooperating teachers)	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates practice shared inquiry with colleagues, administrators, parents, and others in the community to foster the well-being of students.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

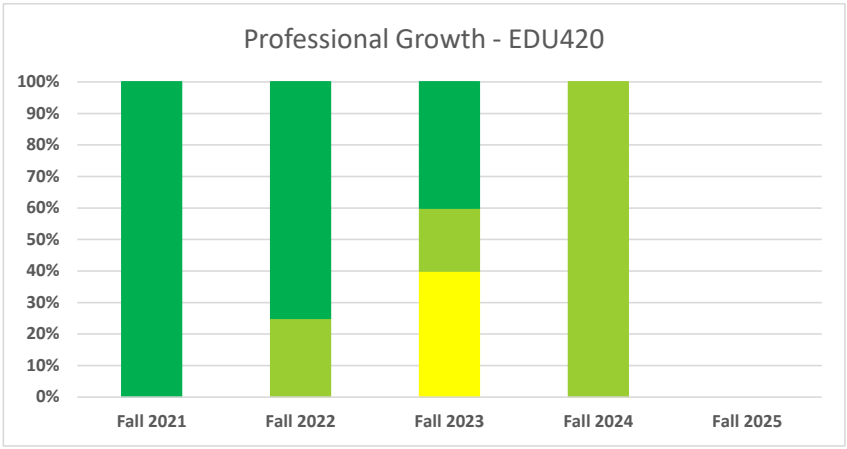




Learning Goal: Professional Growth - EDU420 (MusB Music Education Program)

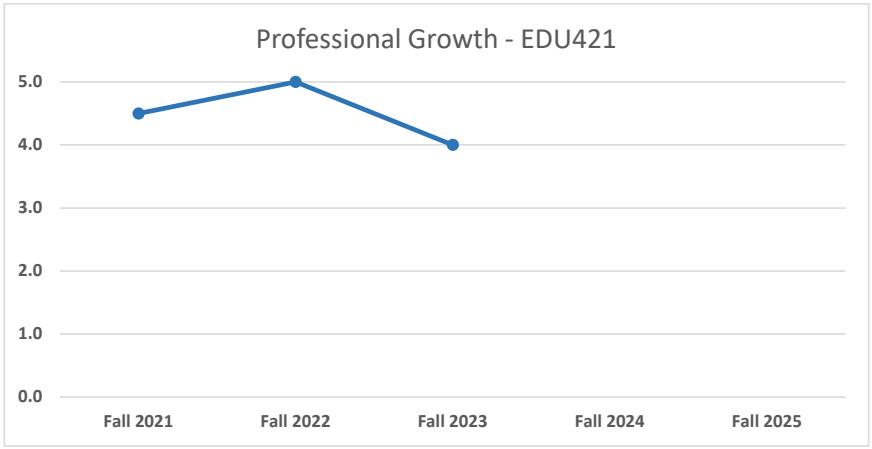
Recorded in: EDU420 - Teaching Practicum Artifact: Reflective assignment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates engage in self-reflection to improve teaching methods, strategies, and assessment and take advantage of all learning opportunities to further their personal development as an educator.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	25.0%	3	75.0%	4	**4.8**
	Fall 2023	0	0.0%	0	0.0%	2	40.0%	1	20.0%	2	40.0%	5	**4.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

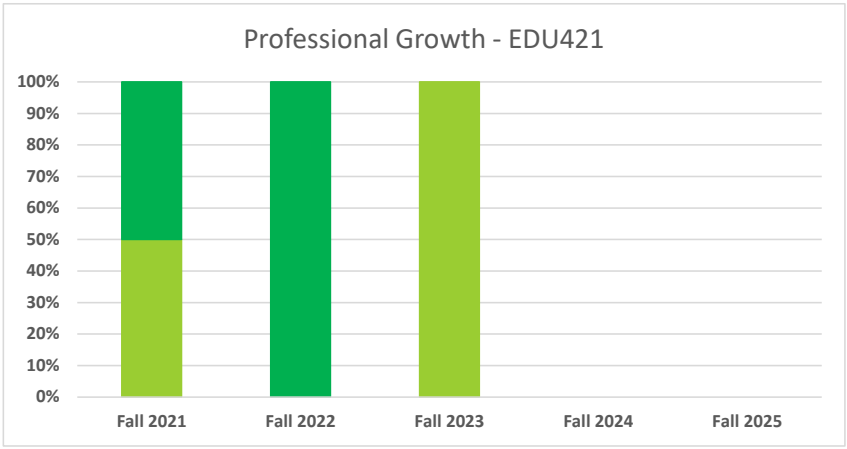




Learning Goal: Professional Growth - EDU421 (MusB Music Education Program)

Recorded in: EDU421 - Student Teaching Artifact: Post-observation reflections (4)		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates engage in self-reflection to improve teaching methods, strategies, and assessment and take advantage of all learning opportunities to further their personal development as an educator.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



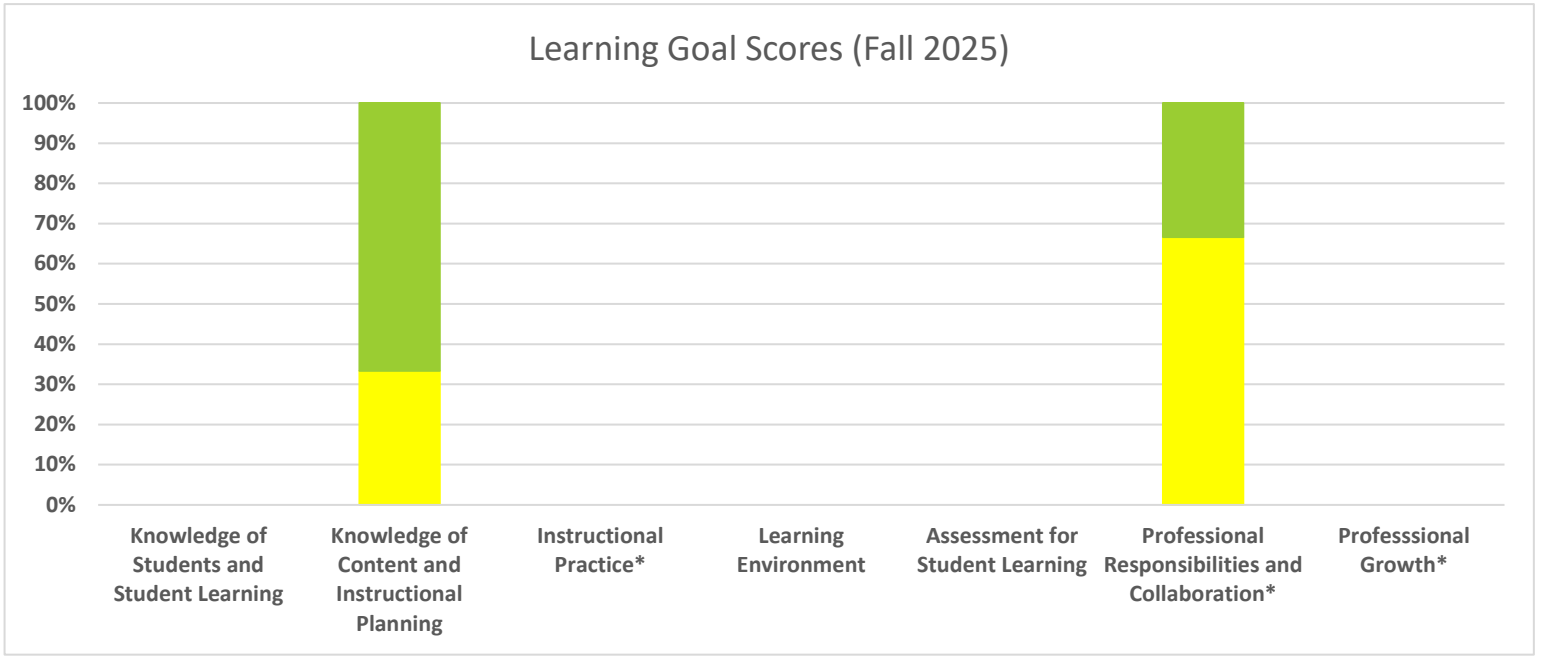


MAT Music Education (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Knowledge of Students and Student Learning	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Knowledge of Content and Instructional Planning	0	0.0%	0	0.0%	1	33.3%	2	66.7%	0	0.0%	3	**3.7**
*Instructional Practice**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Learning Environment	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Assessment for Student Learning	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Professional Responsibilities and Collaboration**	0	0.0%	0	0.0%	2	66.7%	1	33.3%	0	0.0%	3	**3.3**
*Professsional Growth**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

* The Instructional Practice, Professional Responsibilities and Collaboration, and Professional Growth learning goals each have multiple artifacts. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided on the following pages.

MAT Music Education (Fall 2025)



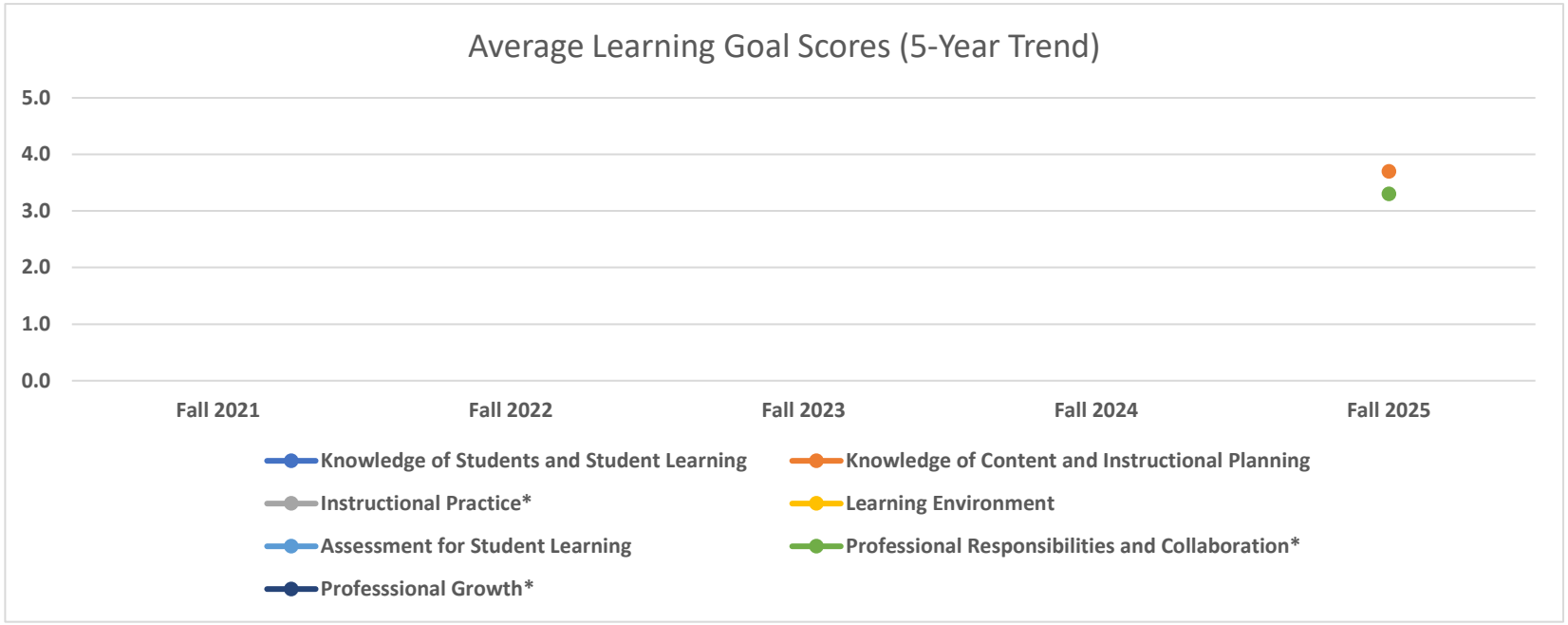
* The Instructional Practice, Professional Responsibilities and Collaboration, and Professional Growth learning goals each have multiple artifacts. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided on the following pages.

MAT Music Education (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Knowledge of Students and Student Learning					
Knowledge of Content and Instructional Planning					**3.7**
*Instructional Practice**					
Learning Environment					
Assessment for Student Learning					
*Professional Responsibilities and Collaboration**					**3.3**
*Professsional Growth**					

* The Instructional Practice, Professional Responsibilities and Collaboration, and Professional Growth learning goals each have multiple artifacts. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided on the following pages.

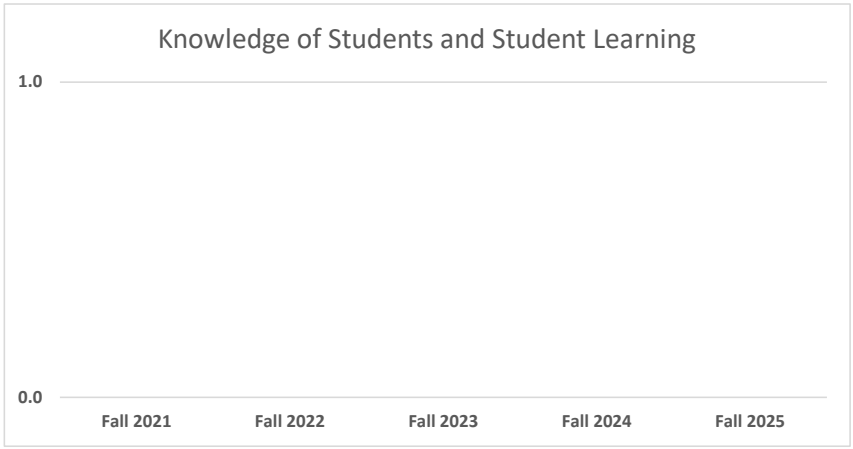
MAT Music Education (5-Year Trend)

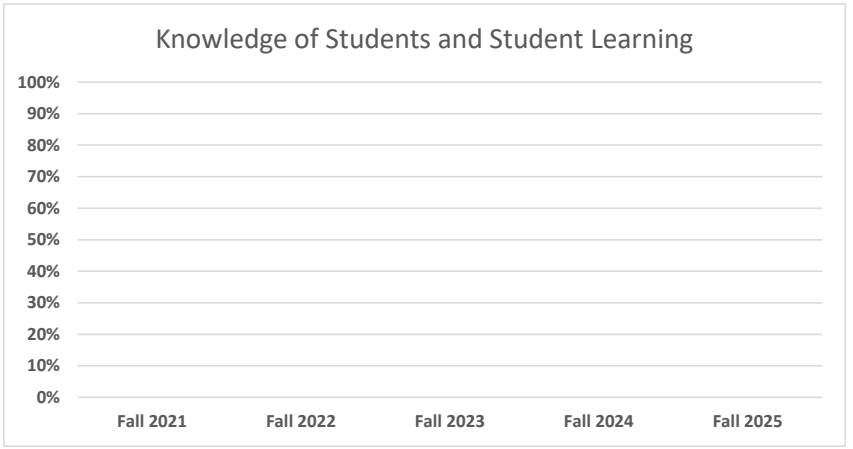


* The Instructional Practice, Professional Responsibilities and Collaboration, and Professional Growth learning goals each have multiple artifacts. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Knowledge of Students and Student Learning (MAT Music Education Program)

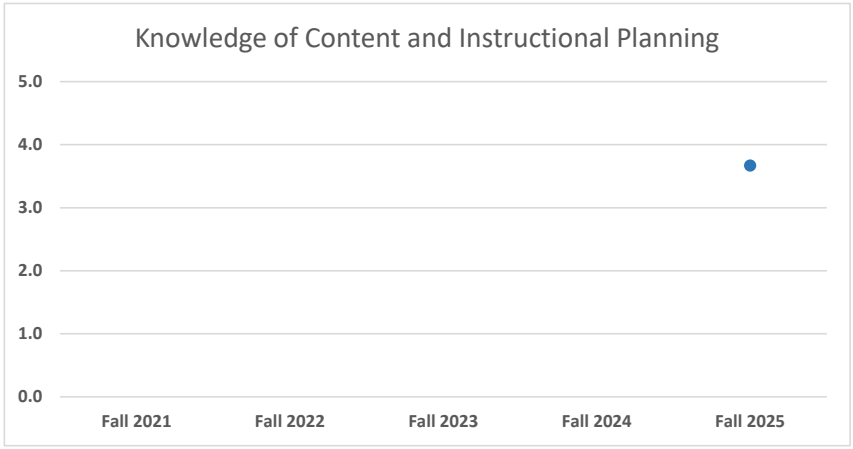
Recorded in: MUE519A - Music in the Secondary School Artifact: Special Education Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child development theories as well as principles of learning, motivation, and pedagogy so that they may identify the specific contexts in which their students exist.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021												
	Fall 2022												
	Fall 2023												
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

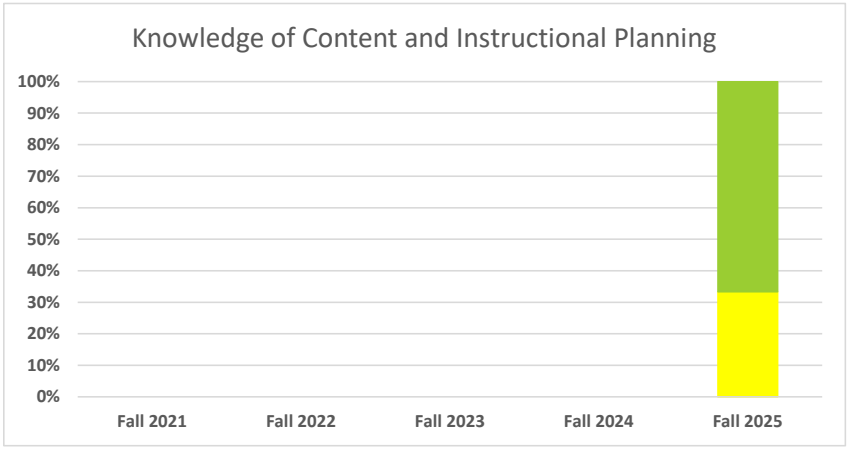




Learning Goal: Knowledge of Content and Instructional Planning (MAT Music Education Program)

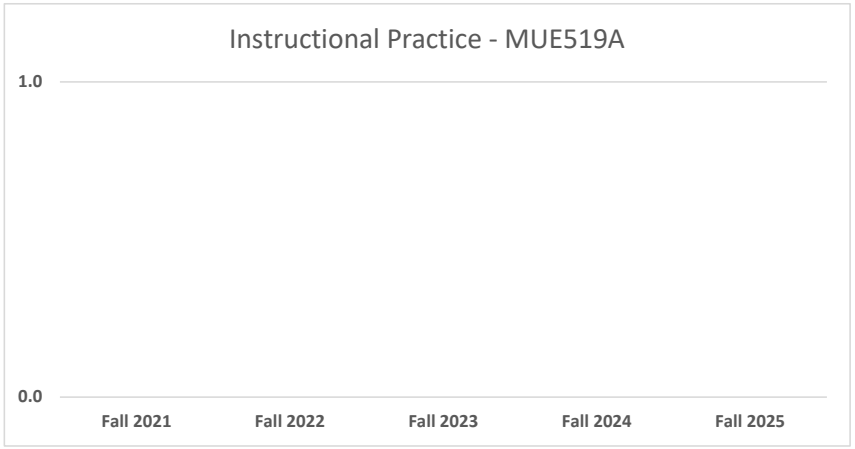
Recorded in: MUE518A - Music In the Elementary School Artifact: Final Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021												
	Fall 2022												
	Fall 2023												
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	1	33.3%	2	66.7%	0	0.0%	3	**3.7**

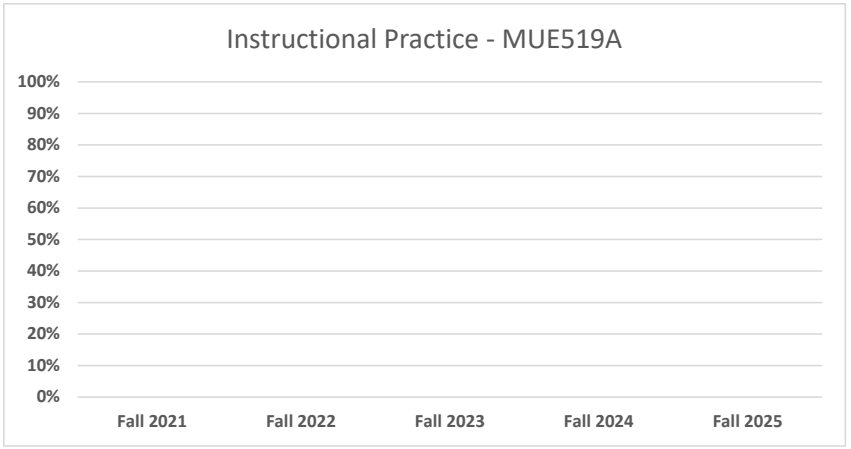




Learning Goal: Instructional Practice - MUE519A (MAT Music Education Program)

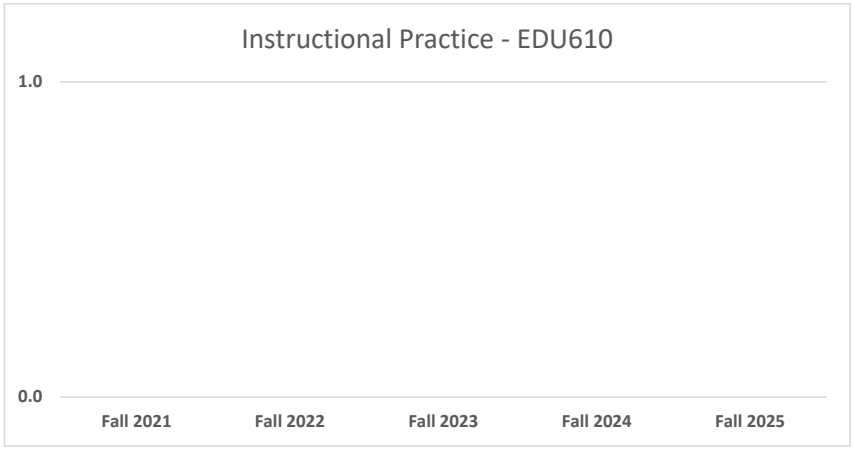
Recorded in: MUE519A - Music in the Secondary School Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021												
	Fall 2022												
	Fall 2023												
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

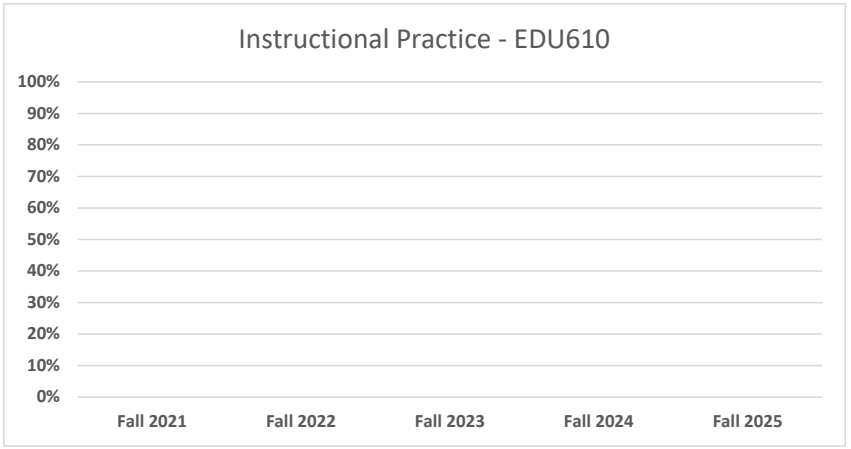




Learning Goal: Instructional Practice - EDU610 (MAT Music Education Program)

Recorded in: EDU610 - Music Education Technology Artifact: Mid-term presentation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021												
	Fall 2022												
	Fall 2023												
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

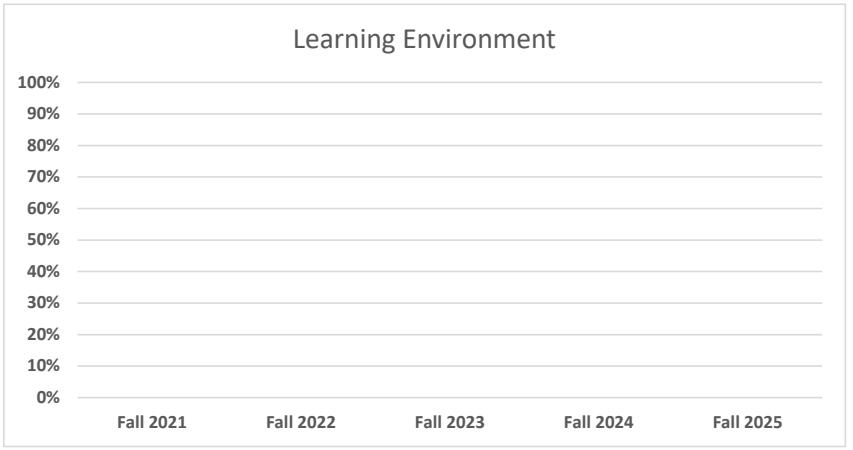




Learning Goal: Learning Environment (MAT Music Education Program)

Recorded in: MUE519A - Music in the Secondary School Artifact: Special Education Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates demonstrate knowledge of and ability to create an equitable learning environment sensitive to the needs and strengths of diverse student learners and have the skills to respond with care, concern, and commitment to all learners.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021												
	Fall 2022												
	Fall 2023												
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

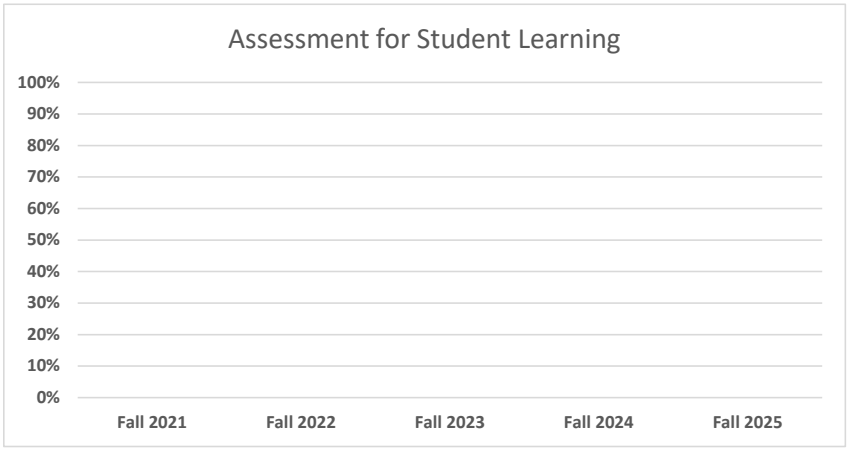




Learning Goal: Assessment for Student Learning (MAT Music Education Program)

Recorded in: MUE519A - Music in the Secondary School Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates can create multiple and valid measures to evaluate, assess, and document student learning. Candidates can analyze and interpret assessment data to direct and differentiate instruction.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021												
	Fall 2022												
	Fall 2023												
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





Learning Goal: Professional Responsibilities and Collaboration - MUE518A artifact 1 (MAT Music Education Program)

Recorded in: MUE518A - Music in the Elementary School Artifact: Dispositions Survey returned from current employers		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates practice shared inquiry with colleagues, administrators, parents, and others in the community to foster the well-being of students.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021												
	Fall 2022												
	Fall 2023												
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





Learning Goal: Professional Responsibilities and Collaboration - MUE518A artifact 2 (MAT Music Education Program)

Recorded in: MUE518A - Music in the Elementary School Artifact: Interdisciplinary assignment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates practice shared inquiry with colleagues, administrators, parents, and others in the community to foster the well-being of students.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021												
	Fall 2022												
	Fall 2023												
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	2	66.7%	1	33.3%	0	0.0%	3	**3.3**





Learning Goal: Professional Growth - EDU720 (MAT Music Education Program)

Recorded in: EDU720 - Teaching Practicum Artifact: Reflective Assignment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates engage in self-reflection to improve teaching methods, strategies, and assessment and take advantage of all learning opportunities to further their personal development as an educator.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021												
	Fall 2022												
	Fall 2023												
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

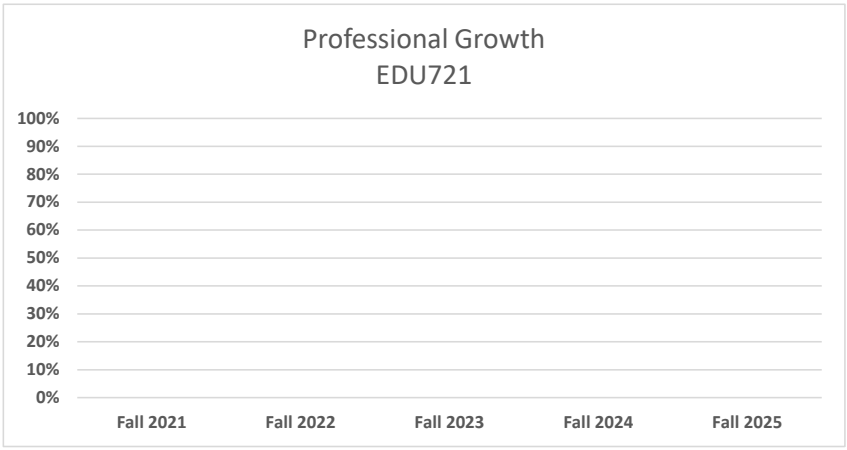




Learning Goal: Professional Growth - EDU721 (MAT Music Education Program)

Recorded in: EDU721 - Student Teaching Artifact: Post-Observation Reflections		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates engage in self-reflection to improve teaching methods, strategies, and assessment and take advantage of all learning opportunities to further their personal development as an educator.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021												
	Fall 2022												
	Fall 2023												
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





MM Music Education (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Knowledge of Students and Student Learning	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Knowledge of Content and Instructional Planning	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Instructional Practice**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Learning Environment	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Assessment for Student Learning	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Professional Responsibilities and Collaboration**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Professsional Growth	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Research	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

* The Instructional Practice and Professional Responsibilities and Collaboration learning goals both have multiple artifacts. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided on the following pages.

MM Music Education (Fall 2025)



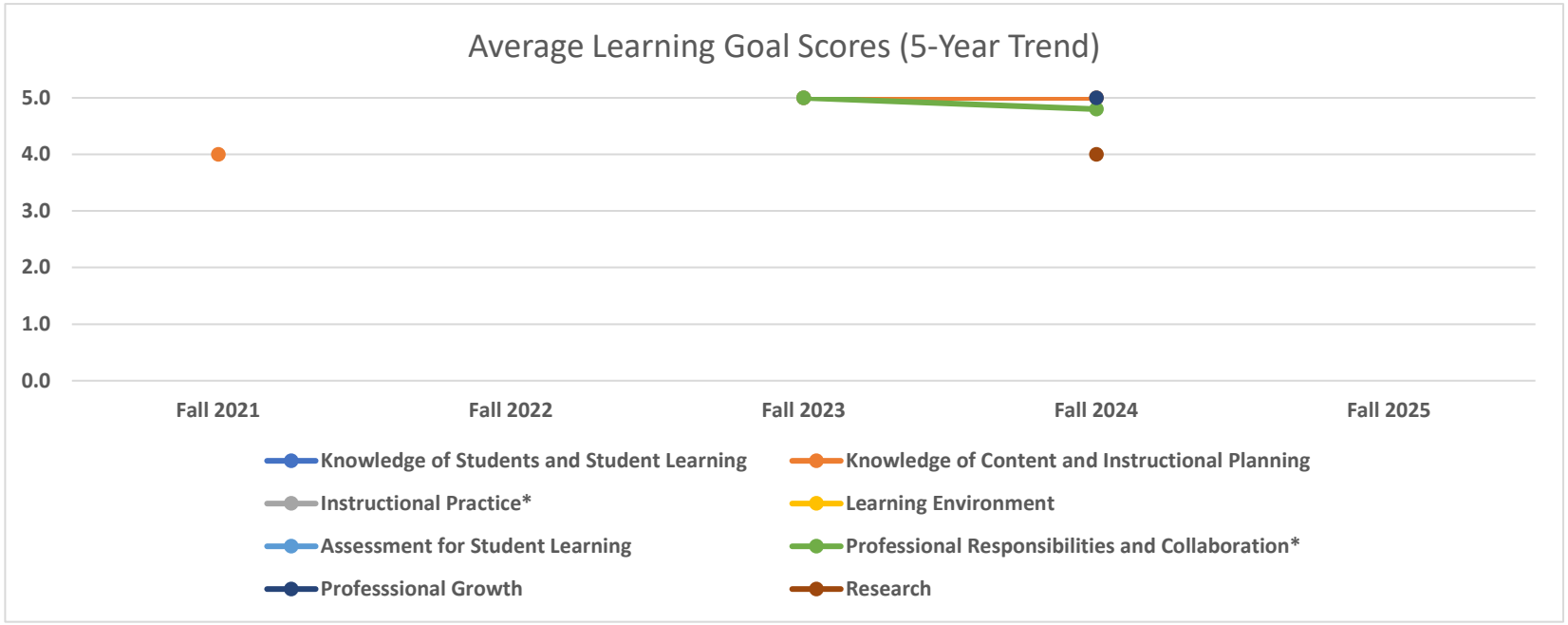
* The Instructional Practice and Professional Responsibilities and Collaboration learning goals both have multiple artifacts. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided on the following pages.

MM Music Education (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Knowledge of Students and Student Learning					
Knowledge of Content and Instructional Planning	4.0		5.0	5.0	
*Instructional Practice**			5.0		
Learning Environment					
Assessment for Student Learning					
*Professional Responsibilities and Collaboration**			5.0	4.8	
Professsional Growth				5.0	
Research				4.0	

* The Instructional Practice and Professional Responsibilities and Collaboration learning goals both have multiple artifacts. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided on the following pages.

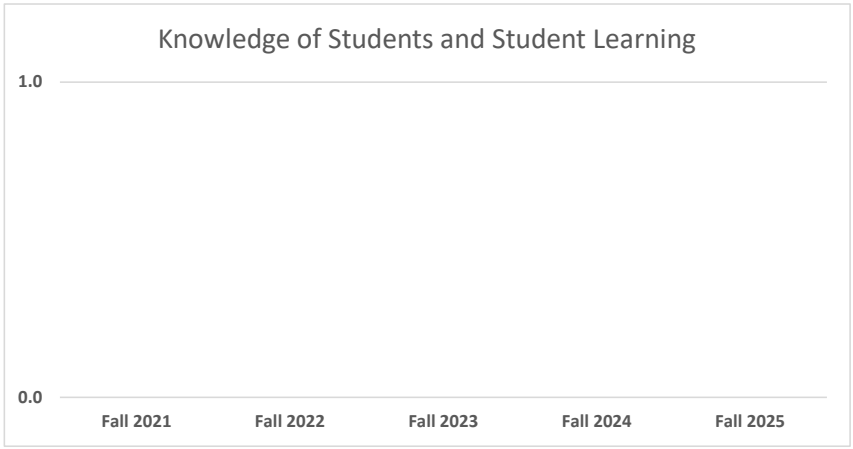
MM Music Education (5-Year Trend)

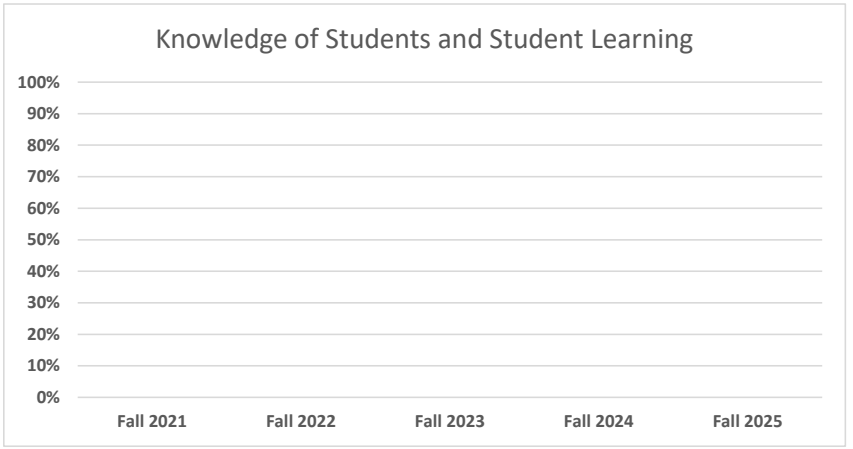


* The Instructional Practice and Professional Responsibilities and Collaboration learning goals both have multiple artifacts. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Knowledge of Students and Student Learning (MM Music Education Program)

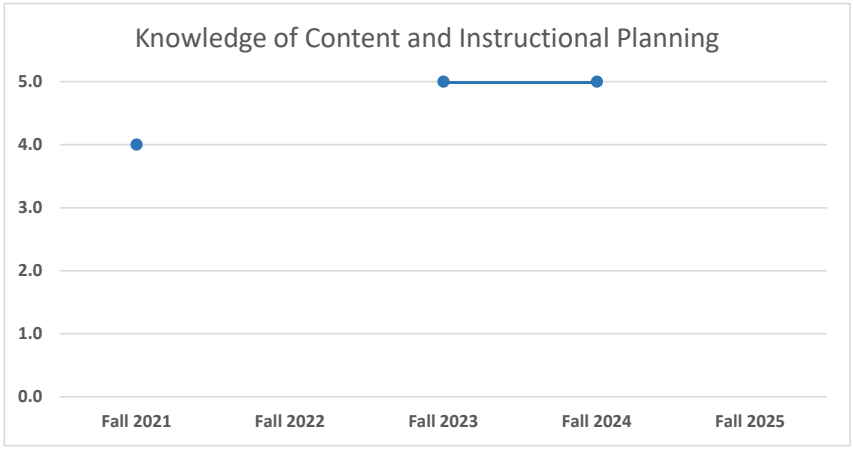
Recorded in: EDU510 - Music in the Secondary School Artifact: Special Education Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child development theories as well as principles of learning, motivation, and pedagogy so that they may identify the specific contexts in which their students exist.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

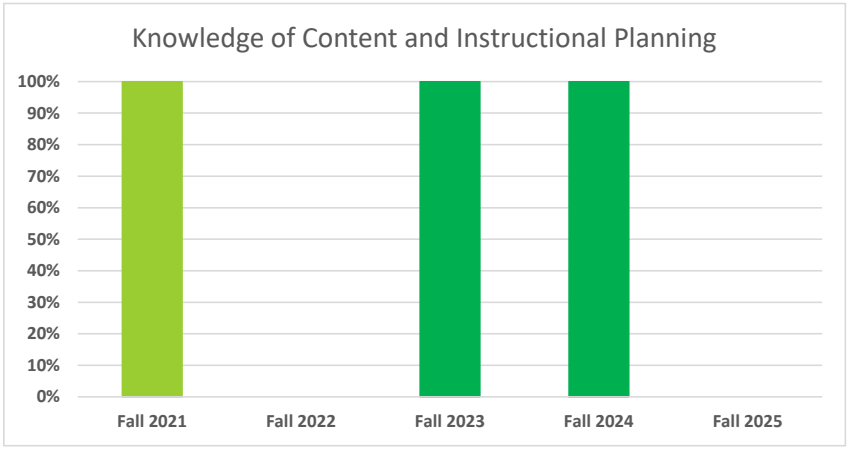




Learning Goal: Knowledge of Content and Instructional Planning (MM Music Education Program)

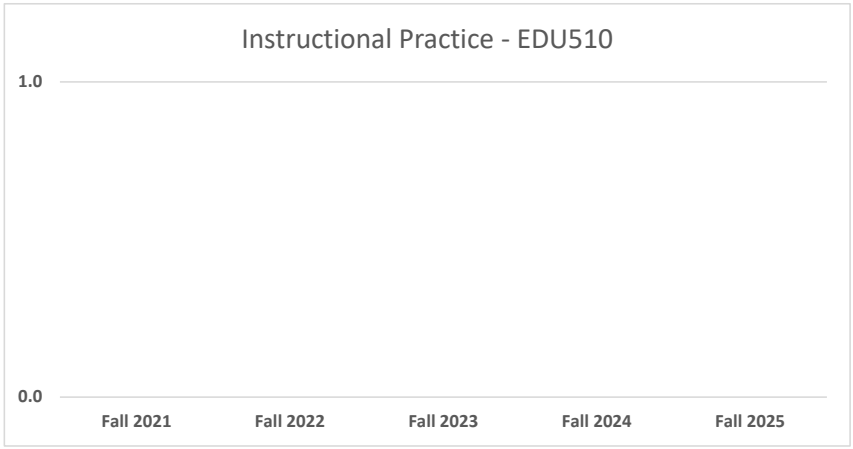
Recorded in: EDU542 - Music In the Elementary School Artifact: Final Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

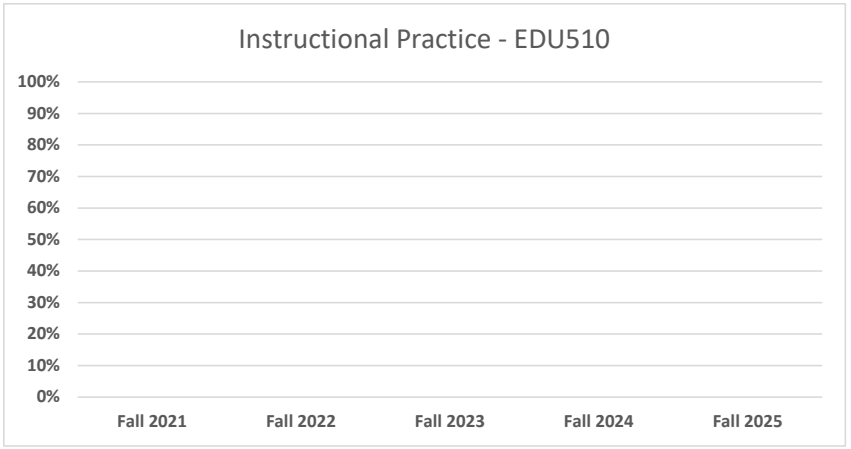




Learning Goal: Instructional Practice - EDU510 (MM Music Education Program)

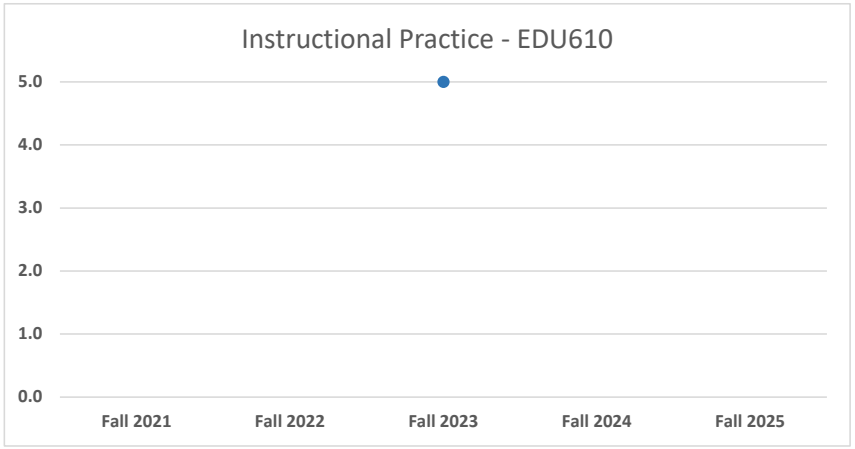
Recorded in: EDU510 - Music in the Secondary School Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

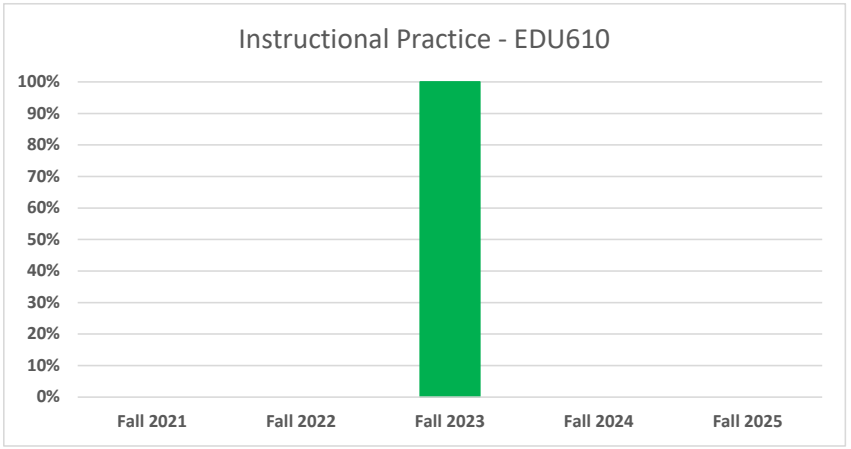




Learning Goal: Instructional Practice - EDU610 (MM Music Education Program)

Recorded in: EDU610 - Music Education Technology Artifact: Mid-Term Presentation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student creativity, imagination, problem-solving, and critical thinking abilities as they relate to major and minor instrumental, general, and choral music, including instrumental and choral conducting.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

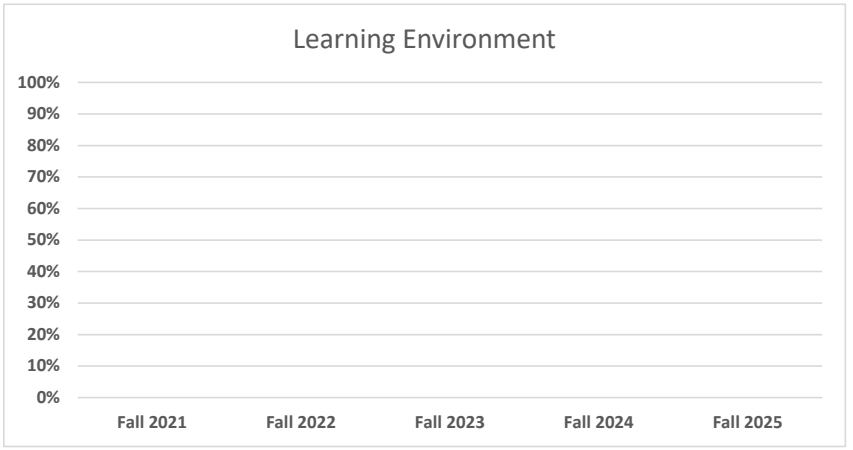




Learning Goal: Learning Environment (MM Music Education Program)

Recorded in: EDU510 - Music in the Secondary School Artifact: Special Education Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates demonstrate knowledge of and ability to create an equitable learning environment sensitive to the needs and strengths of diverse student learners and have the skills to respond with care, concern, and commitment to all learners.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

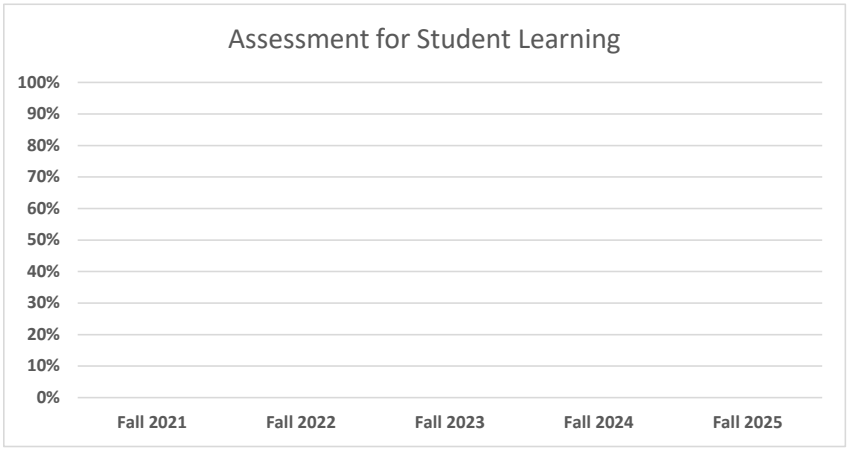




Learning Goal: Assessment for Student Learning (MM Music Education Program)

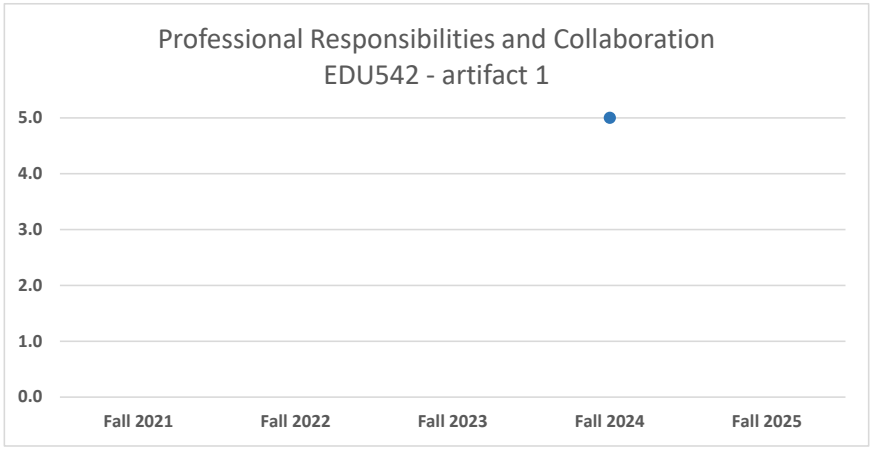
Recorded in: EDU510 - Music in the Secondary School Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates can create multiple and valid measures to evaluate, assess, and document student learning. Candidates can analyze and interpret assessment data to direct and differentiate instruction.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

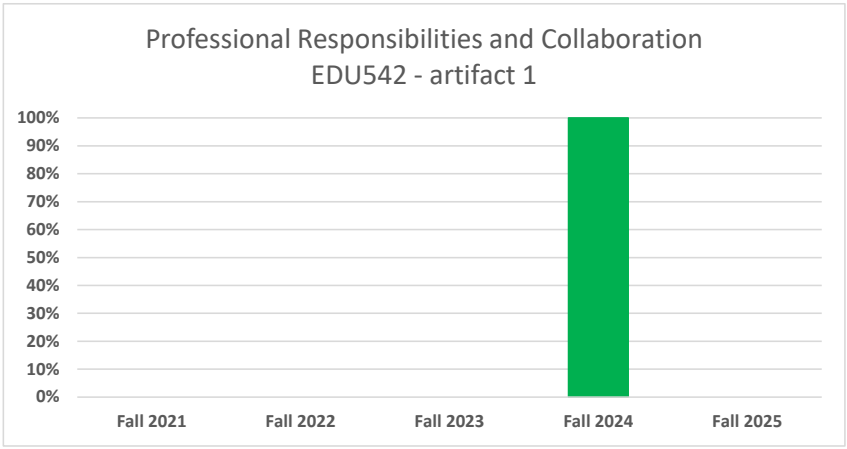




Learning Goal: Professional Responsibilities and Collaboration - EDU542 artifact 1 (MM Music Education Program)

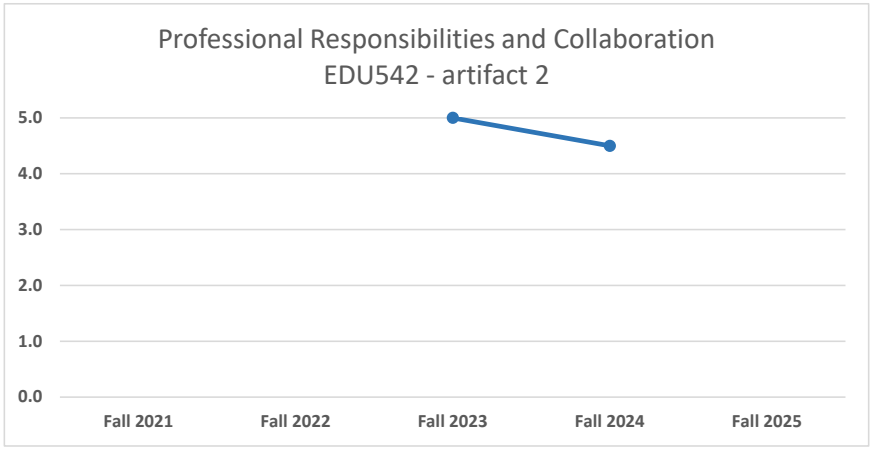
Recorded in: EDU542 - Music in the Elementary School Artifact: Dispositions Survey returned from current employers		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates practice shared inquiry with colleagues, administrators, parents, and others in the community to foster the well-being of students.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

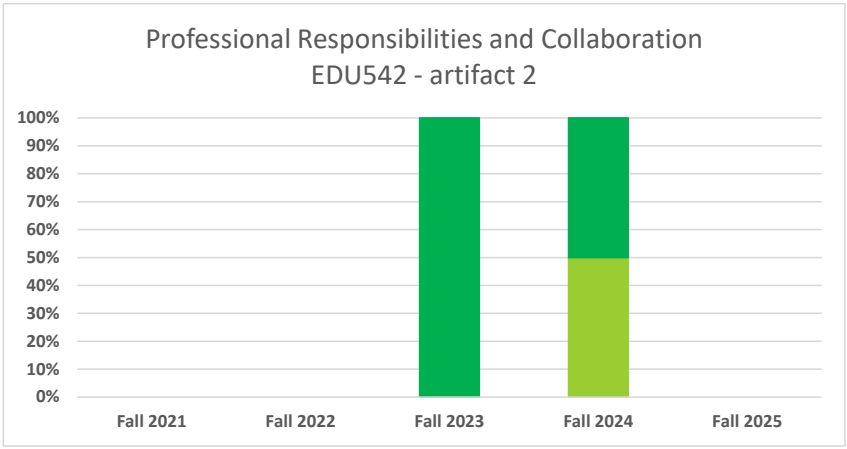




Learning Goal: Professional Responsibilities and Collaboration - EDU542 artifact 2 (MM Music Education Program)

Recorded in: EDU542 - Music in the Elementary School Artifact: Interdisciplinary Assignment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates practice shared inquiry with colleagues, administrators, parents, and others in the community to foster the well-being of students.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





Learning Goal: Professional Growth (MM Music Education Program)

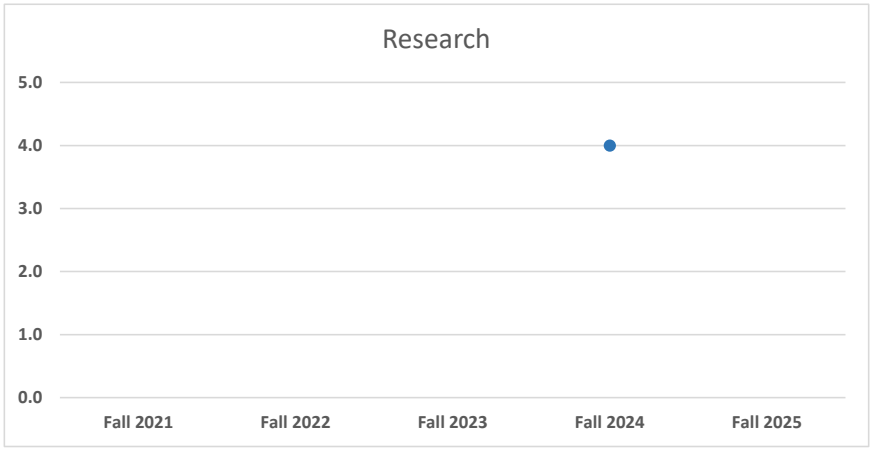
Recorded in: EDU553 - Project Seminar 2 Artifact: Essay / Reflection Document		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates engage in self-reflection to improve teaching methods, strategies, and assessment and take advantage of all learning opportunities to further their personal development as an educator.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

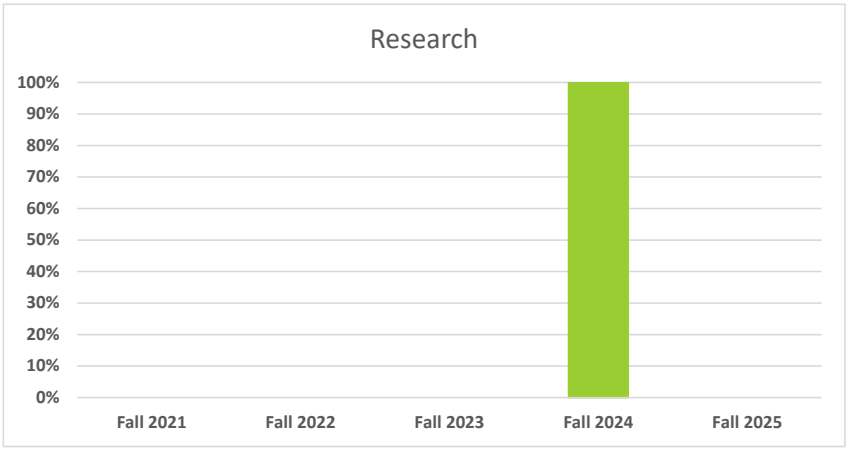




Learning Goal: Research (MM Music Education Program)

Recorded in: EDU553 - Project Seminar 2 Artifact: Capstone Project / Research Project Thesis		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to prepare a special project by developing an outline, choosing an appropriate methodology and approach for the chosen topic, conducting research, and presenting the research findings in a formal paper with proper documentation of the source material.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





DMA Music Education (Fall 2025)

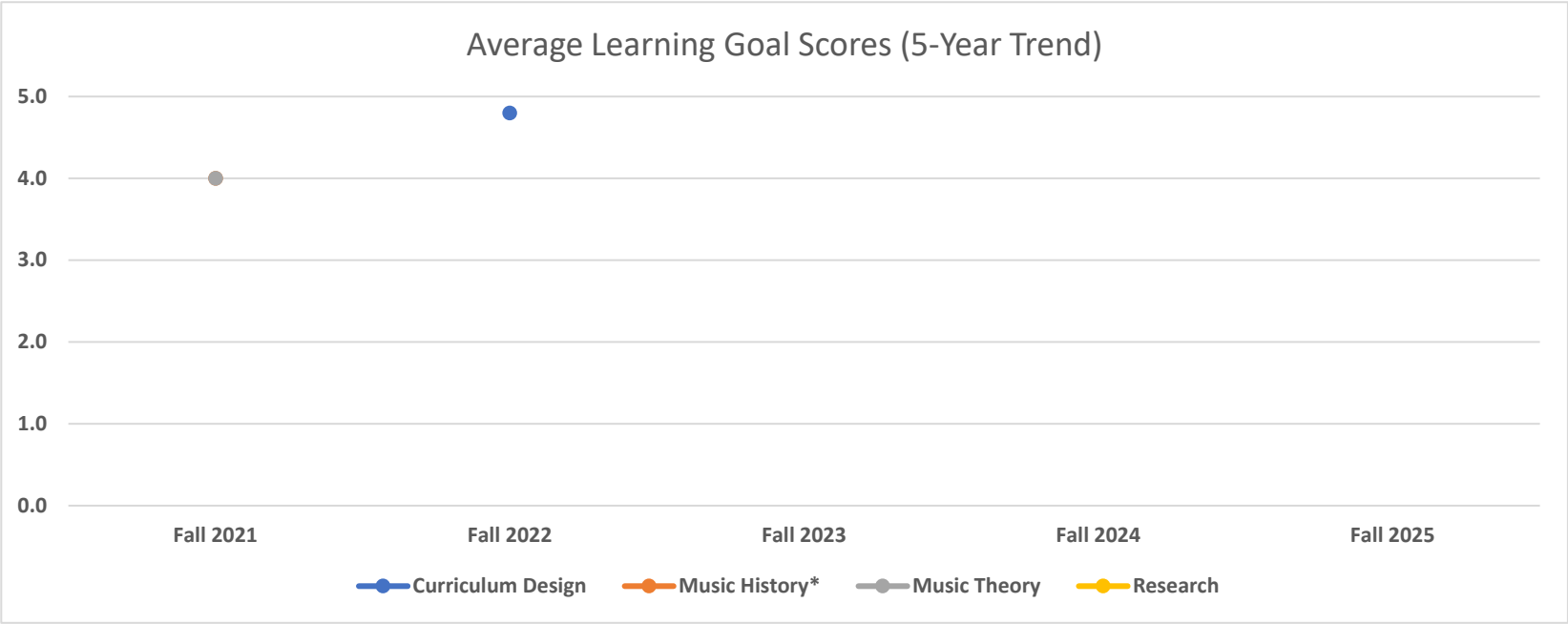
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Curriculum Design	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Music History**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Music Theory	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Research	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* The Music History learning goal measures two portions of the comprehensive exam. The score listed here is the combined average score across both portions of the exam. Separate breakdowns for each portion are provided on the following pages.

DMA Music Education (5-Year Trend)

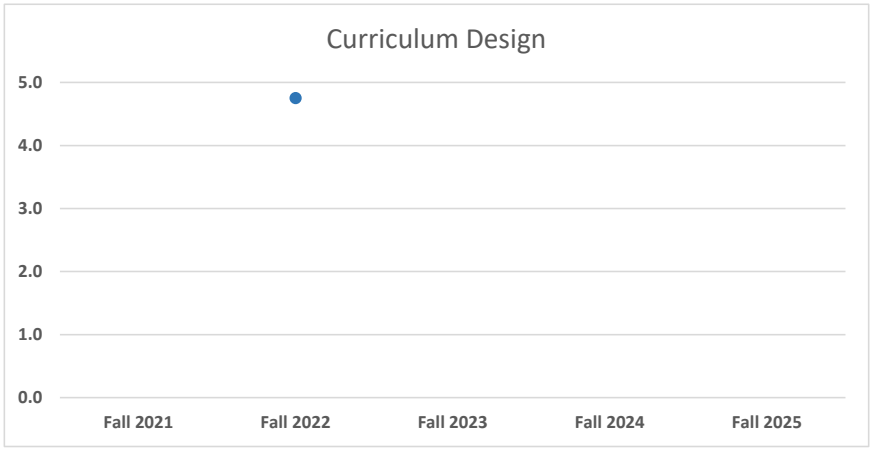
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Curriculum Design		4.8			
*Music History**	4.0				
Music Theory	4.0				
Research					

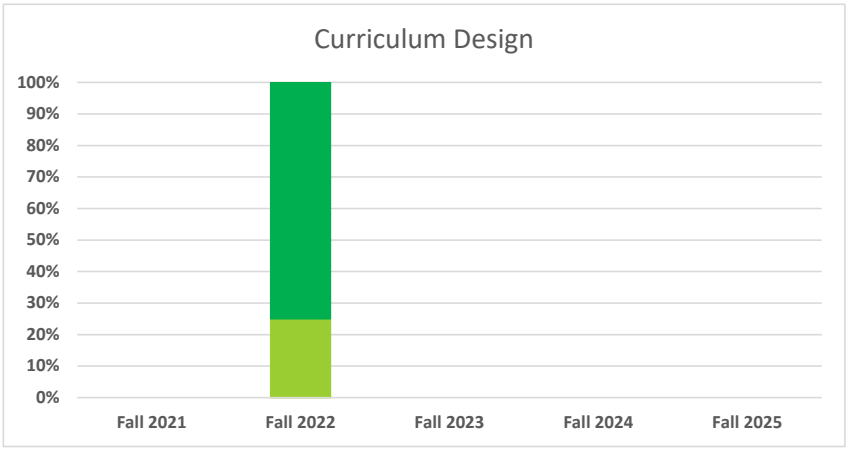


* The Music History learning goal measures two portions of the comprehensive exam. The score listed here is the combined average score across both portions of the exam. Separate breakdowns for each portion are provided on the following pages.

Learning Goal: Curriculum Design (DMA Music Education Program)

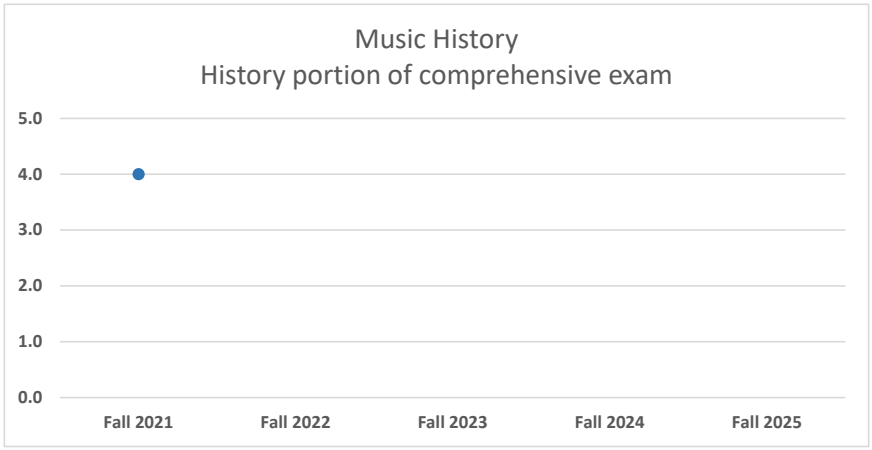
Recorded in: EDU613 - Music Education Curriculum Design Artifact: Final Project - Develop a Music Curriculum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to create a Curriculum that could be implemented in a school district, community program, or college.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	1	25.0%	3	75.0%	4	**4.8**
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

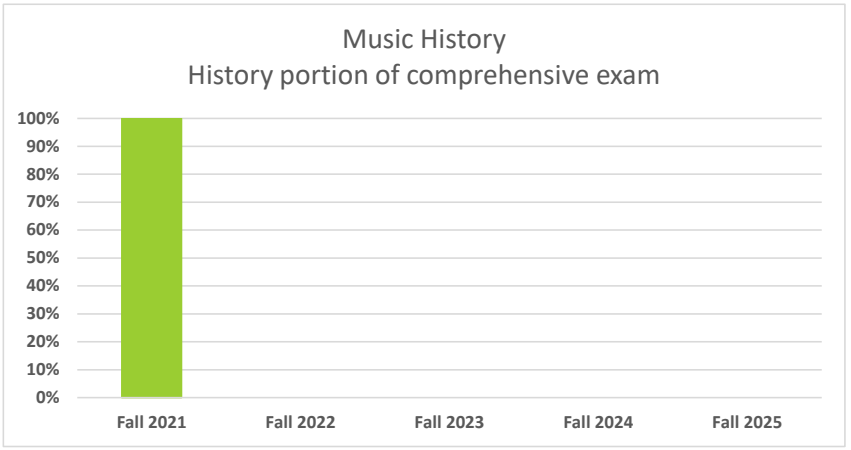




Learning Goal: Music History - History portion of comprehensive exam (DMA Music Education Program)

Recorded in: Comprehensive Exam Artifact: History portion of the Comprehensive Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify and describe 20th and 21st musical styles, with a particular emphasis on jazz/commercial music, including knowledge of influential artists, compositions, trends, and events.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

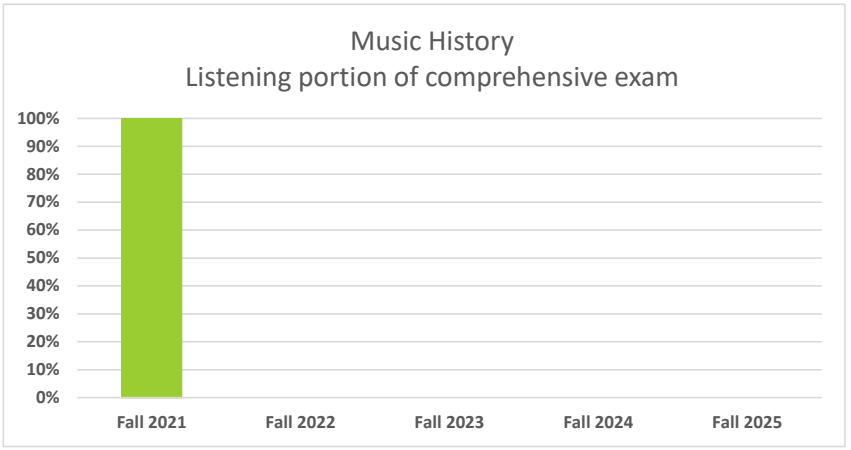




Learning Goal: Music History - Listening portion of comprehensive exam (DMA Music Education Program)

Recorded in: Comprehensive Exam Artifact: Listening portion of the Comprehensive Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify and describe 20th and 21st musical styles, with a particular emphasis on jazz/commercial music, including knowledge of influential artists, compositions, trends, and events.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

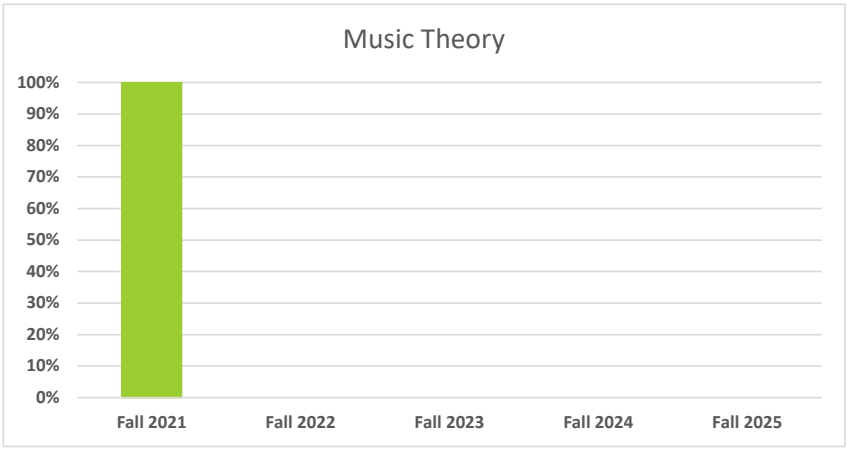




Learning Goal: Music Theory (DMA Music Education Program)

Recorded in: Comprehensive Exam Artifact: Music Theory/Analysis portion of the Comprehensive Exam	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify, construct, and apply analytical techniques to music.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

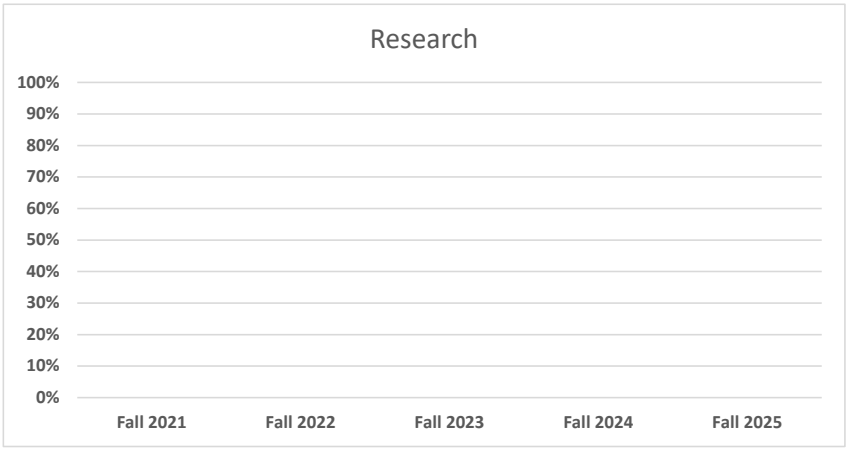




Learning Goal: Research (DMA Music Education Program)

Recorded in: Dissertation Artifact: Dissertation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Prepare, present, and defend a scholarly dissertation that makes an original contribution to the field of knowledge on an aspect of performance.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



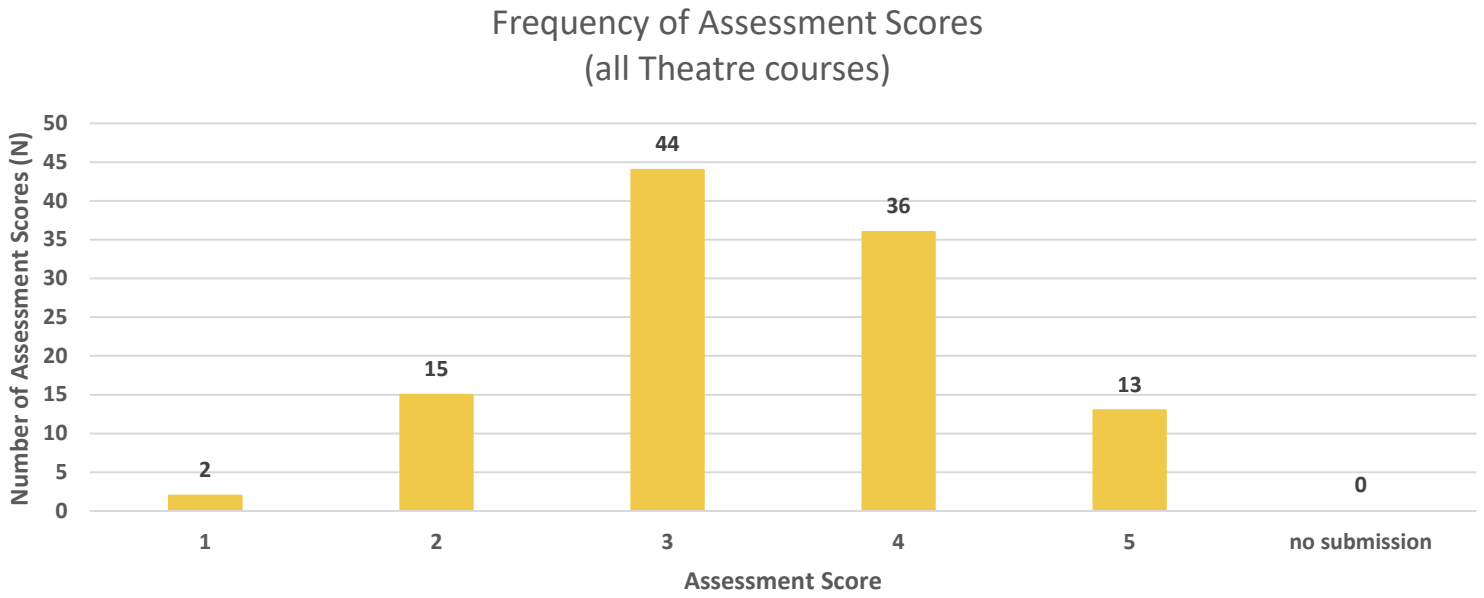


Theatre Arts

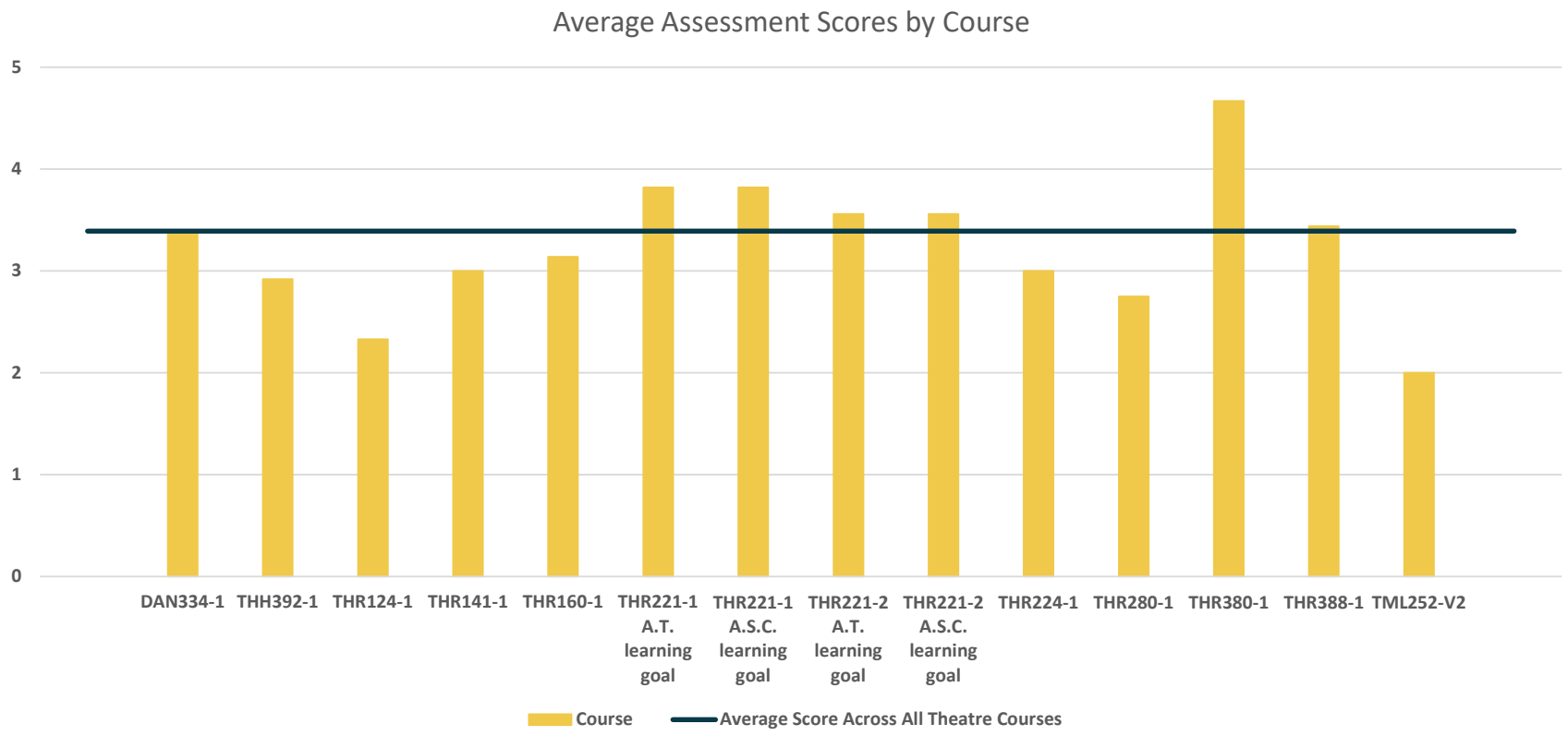
Artifact Scores by Course

FALL 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Theatre courses)	
SCORE	**N**
1	2
2	15
3	44
4	36
5	13
no submission	0
Total	110
Submissions Scored (Total minus No Submissions)	110
AVERAGE SCORE	**3.39**



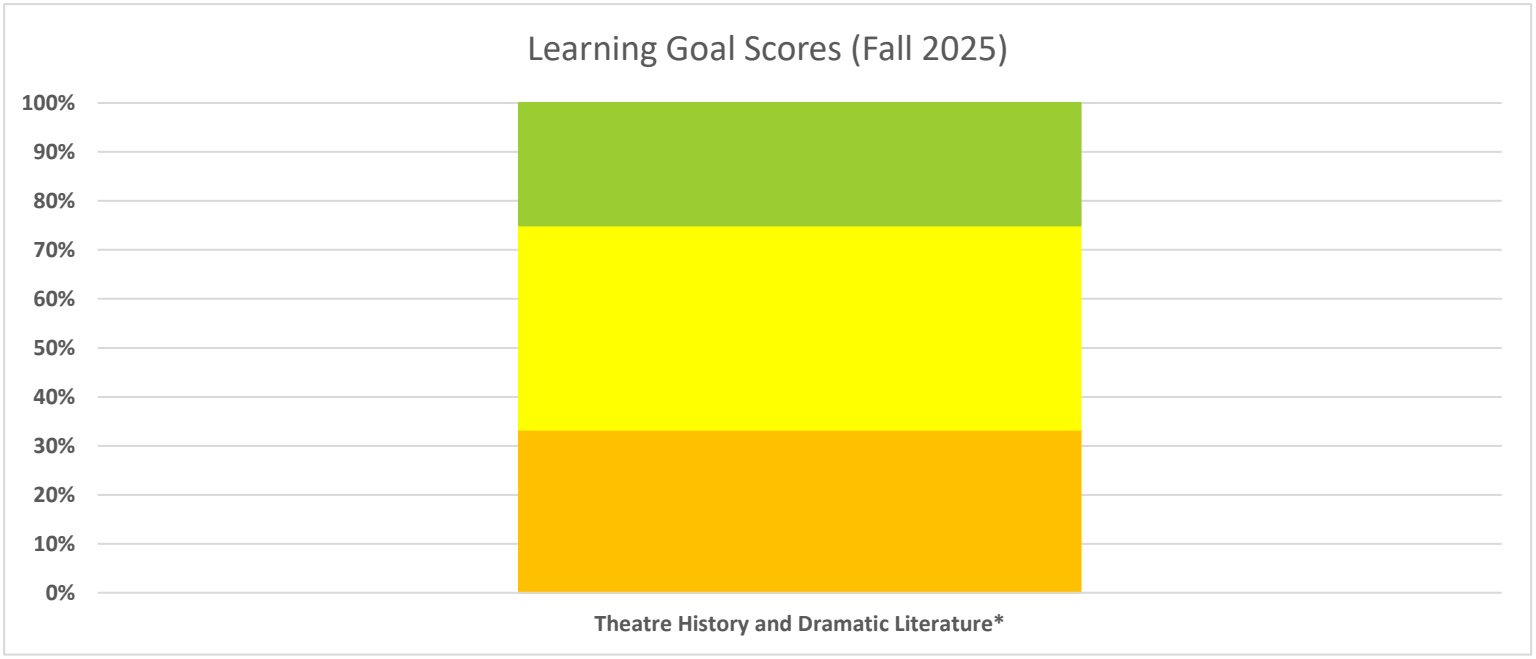
AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
DAN334-1	3.40
THH392-1	2.92
THR124-1	2.33
THR141-1	3.00
THR160-1	3.14
THR221-1 A.T. learning goal	3.82
THR221-1 A.S.C. learning goal	3.82
THR221-2 A.T. learning goal	3.56
THR221-2 A.S.C. learning goal	3.56
THR224-1	3.00
THR280-1	2.75
THR380-1	4.67
THR388-1	3.44
TML252-V2	2.00
AVERAGE SCORE ACROSS ALL THEATRE COURSES	**3.39**


Average Assessment Scores by Course
5
4
3
2
1
0
DAN334-1
THH392-1
THR124-1
THR141-1
THR160-1
THR221-1 A.T. learning goal
THR221-1 A.S.C. learning goal
THR221-2 A.T. learning goal
THR221-2 A.S.C. learning goal
THR224-1
THR280-1
THR380-1
THR388-1
TML252-V2
Course
Average Score Across All Theatre Courses

Artifact Scores by Program and Learning Goal

BFA Theatre Arts, Core Courses (Fall 2025)

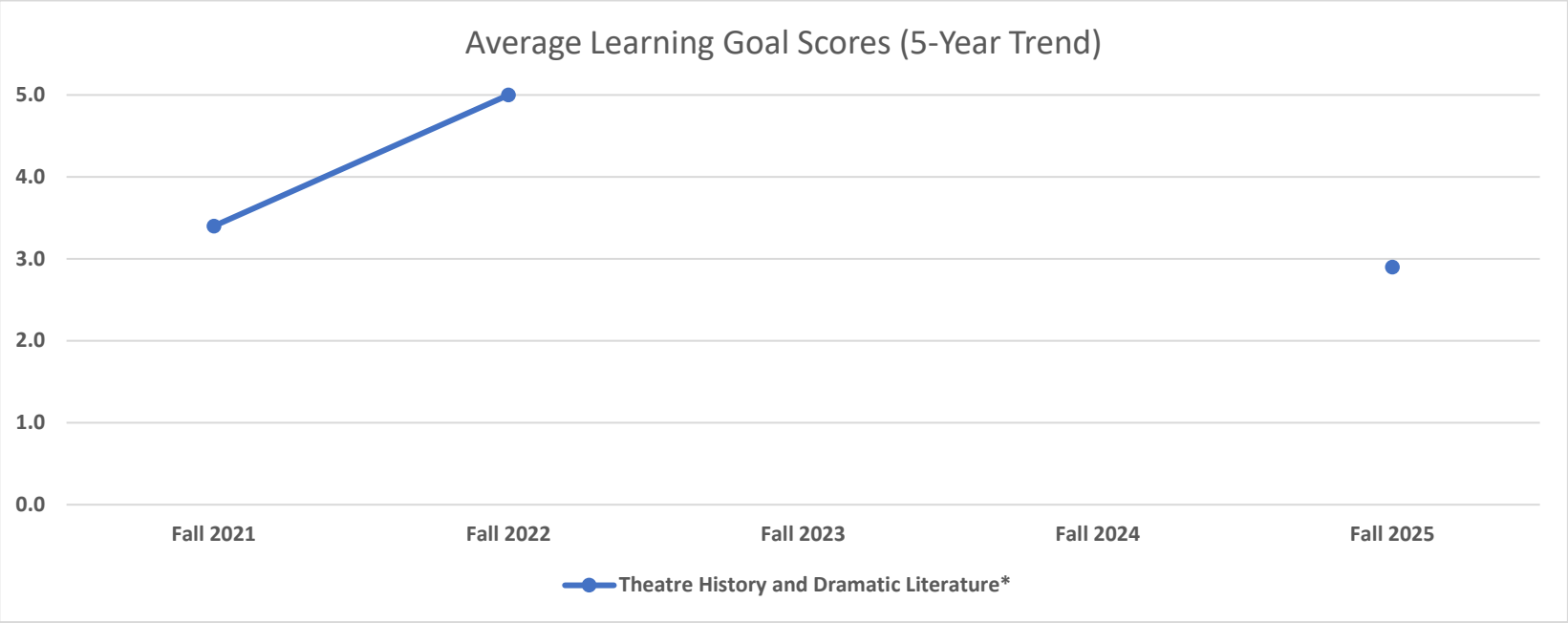
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Theatre History and Dramatic Literature**	0	0.0%	4	33.3%	5	41.7%	3	25.0%	0	0.0%	12	**2.9**



* The Theatre History and Dramatic Literature learning goal can be assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following pages.

BFA Theatre Arts, Core Courses (5-Year Trend)

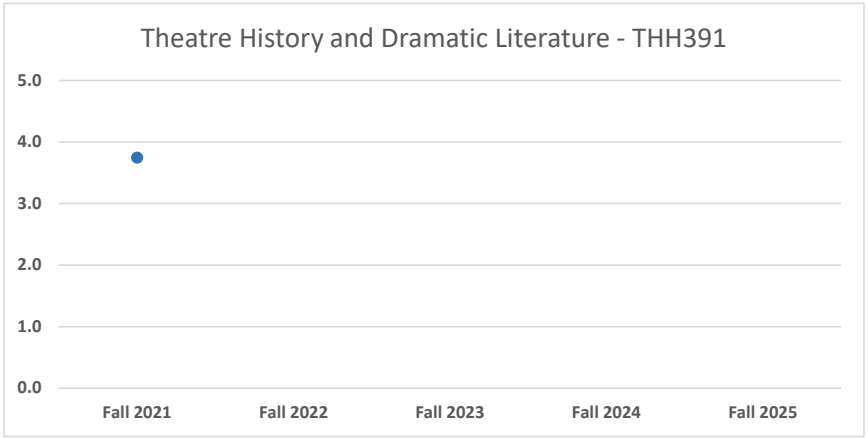
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
*Theatre History and Dramatic Literature**	3.4	5.0			**2.9**

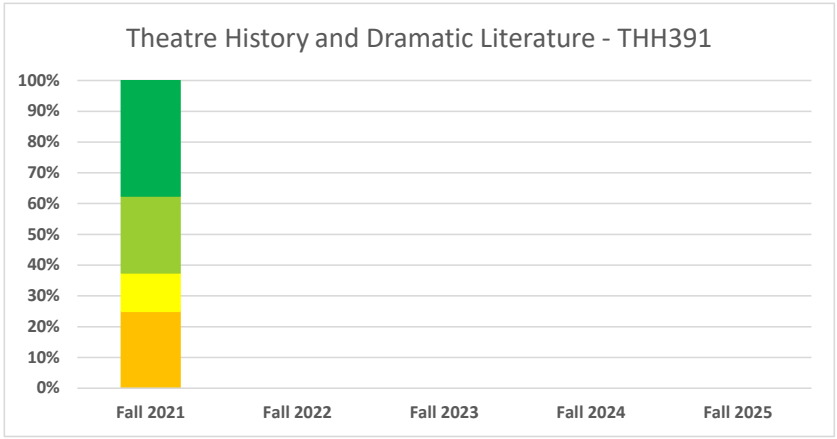


* The Theatre History and Dramatic Literature learning goal can be assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Theatre History and Dramatic Literature - THH391 (BFA Theatre Arts Program, Core Courses)

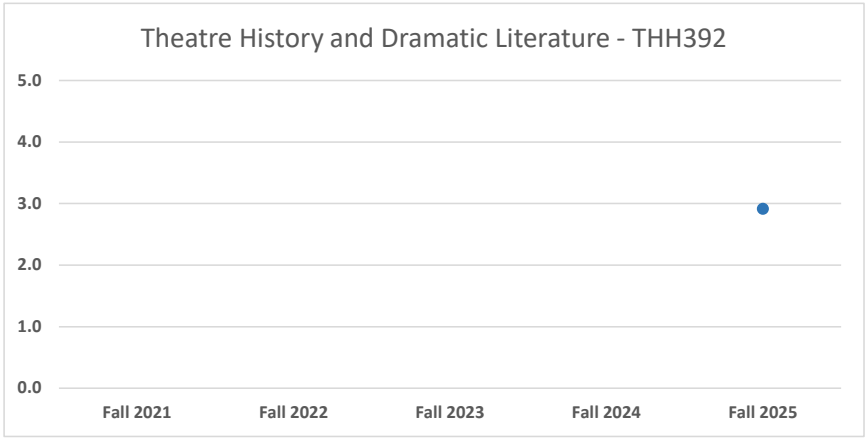
Recorded in: THH 391 - Theatre History Before 1900 Artifact: Feedback in essay writing	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	2	25.0%	1	12.5%	2	25.0%	3	37.5%	8	**3.8**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

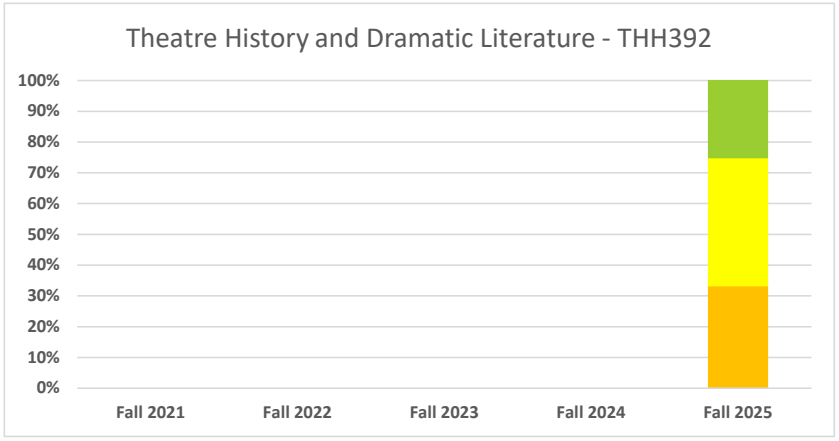




Learning Goal: Theatre History and Dramatic Literature - THH392 (BFA Theatre Arts Program, Core Courses)

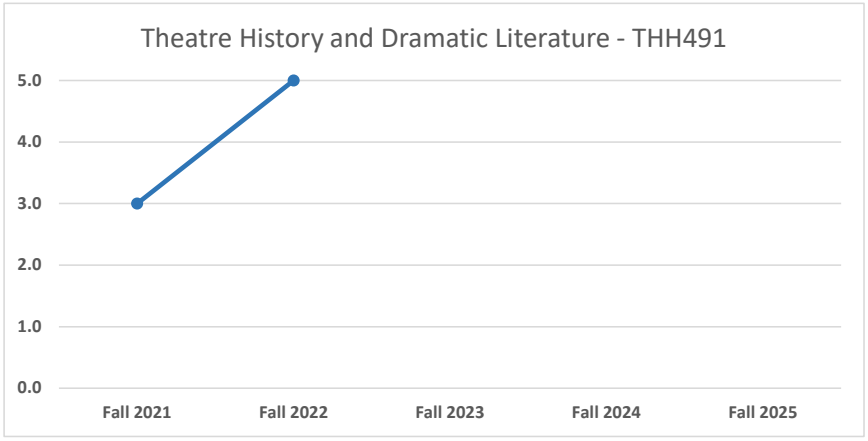
Recorded in: THH 392 - Theatre History After 1900 Artifact: Feedback in essay writing	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	4	33.3%	5	41.7%	3	25.0%	0	0.0%	12	**2.9**

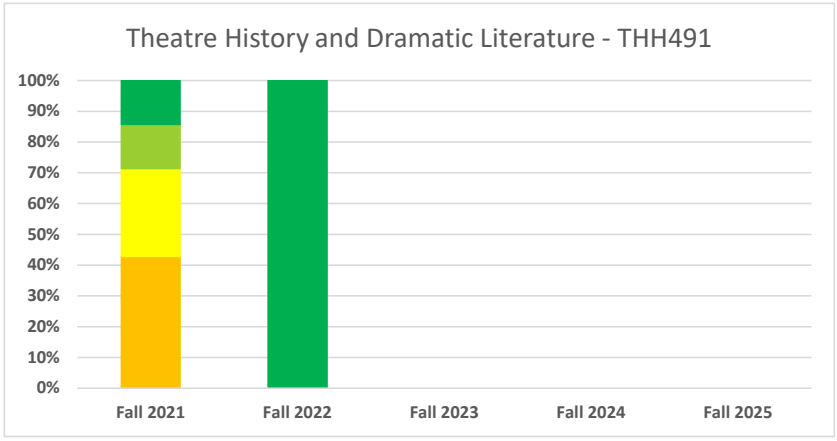




Learning Goal: Theatre History and Dramatic Literature - THH491 (BFA Theatre Arts Program, Core Courses)

Recorded in: THH491 - Golden Age of American Musicals Artifact: Feedback in essay writing	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	3	42.9%	2	28.6%	1	14.3%	1	14.3%	7	**3.0**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	5	100.0%	5	**5.0**
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

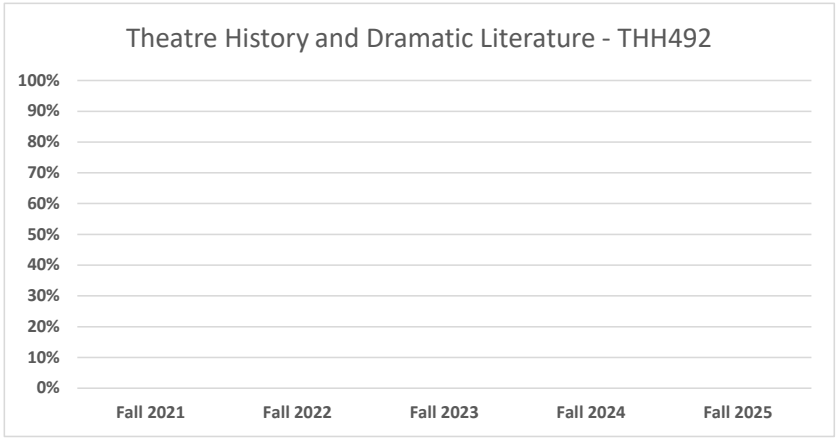




Learning Goal: Theatre History and Dramatic Literature - THH492 (BFA Theatre Arts Program, Core Courses)

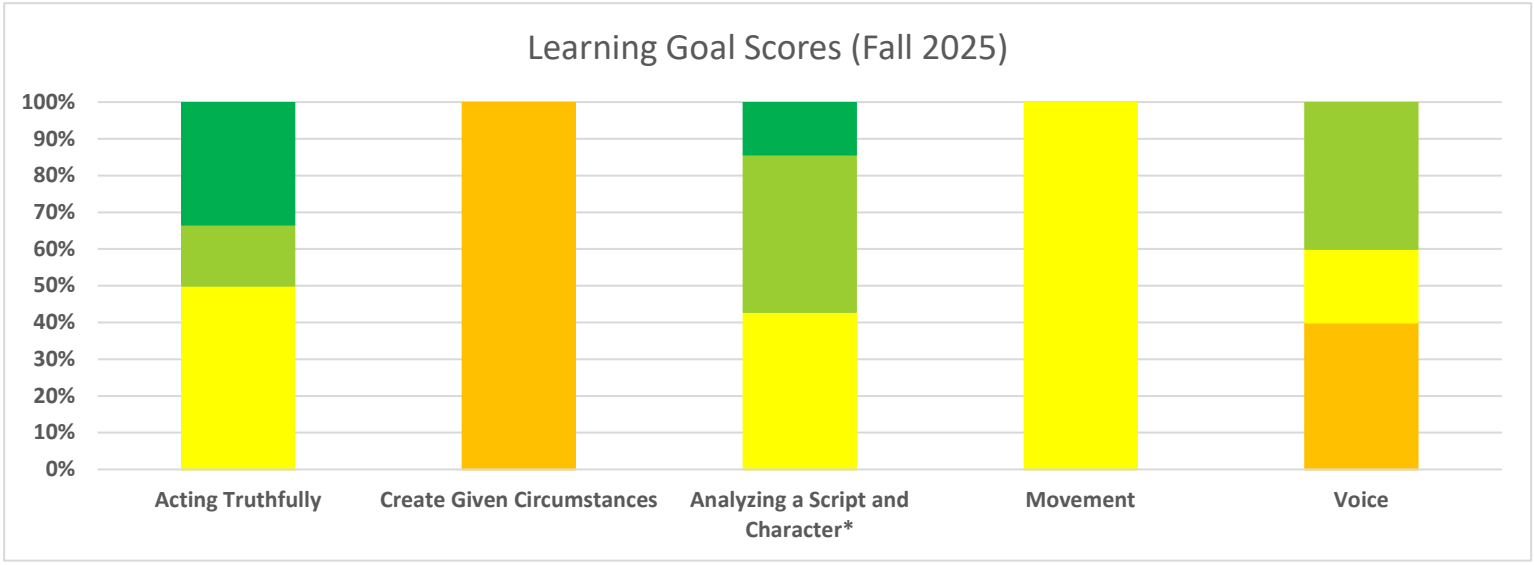
Recorded in: THH492 - Modern American Musicals Artifact: Feedback in essay writing		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.		N	%	N	%	N	%	N	%	N	%	N	
	Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





BFA Theatre Arts, Acting Concentration (Fall 2025)

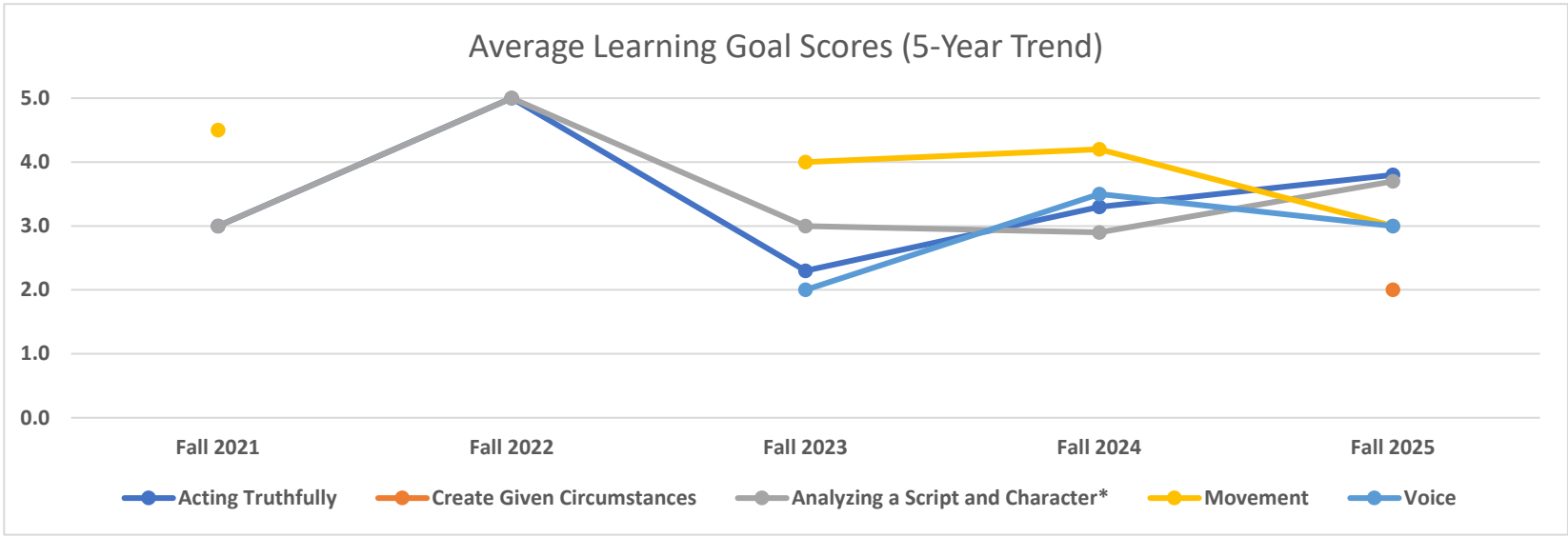
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Acting Truthfully	0	0.0%	0	0.0%	3	50.0%	1	16.7%	2	33.3%	6	**3.8**
Create Given Circumstances	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
*Analyzing a Script and Character**	0	0.0%	0	0.0%	3	42.9%	3	42.9%	1	14.3%	7	**3.7**
Movement	0	0.0%	0	0.0%	2	100.0%	0	0.0%	0	0.0%	2	**3.0**
Voice	0	0.0%	2	40.0%	1	20.0%	2	40.0%	0	0.0%	5	**3.0**



* The Analyzing a Script and Character learning goal is assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following pages.

BFA Theatre Arts, Acting Concentration (5-Year Trend)

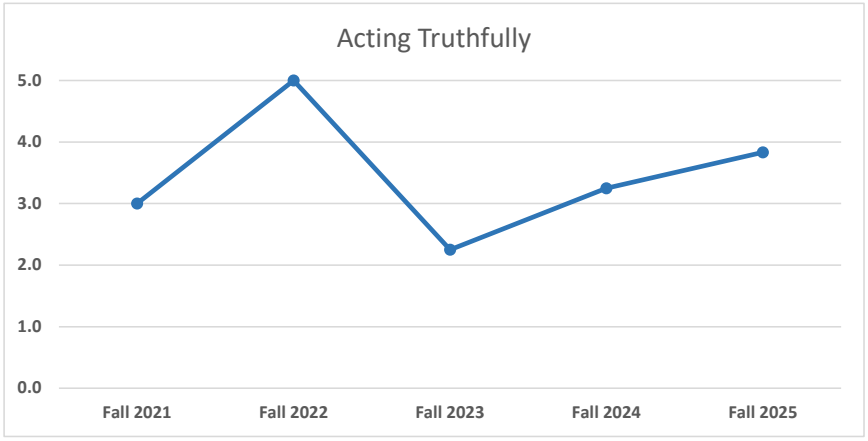
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Acting Truthfully	3.0	5.0	2.3	3.3	**3.8**
Create Given Circumstances					**2.0**
*Analyzing a Script and Character**	3.0	5.0	3.0	2.9	**3.7**
Movement	4.5		4.0	4.2	**3.0**
Voice			2.0	3.5	**3.0**

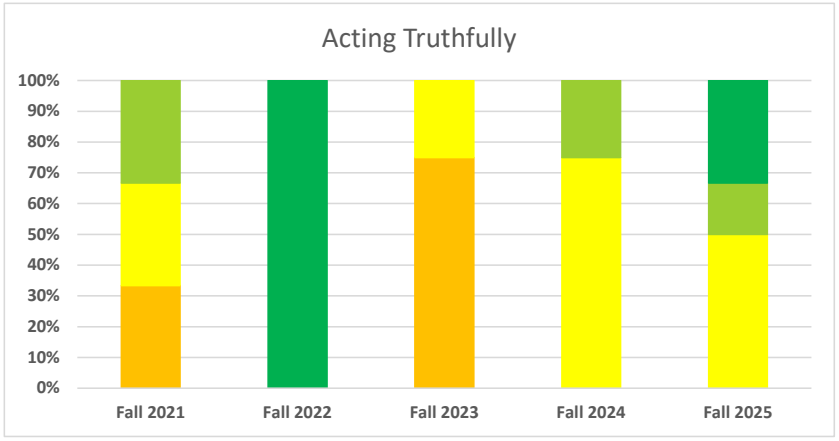


* The Analyzing a Script and Character learning goal is assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Acting Truthfully (BFA Theatre Arts Program, Acting Concentration)

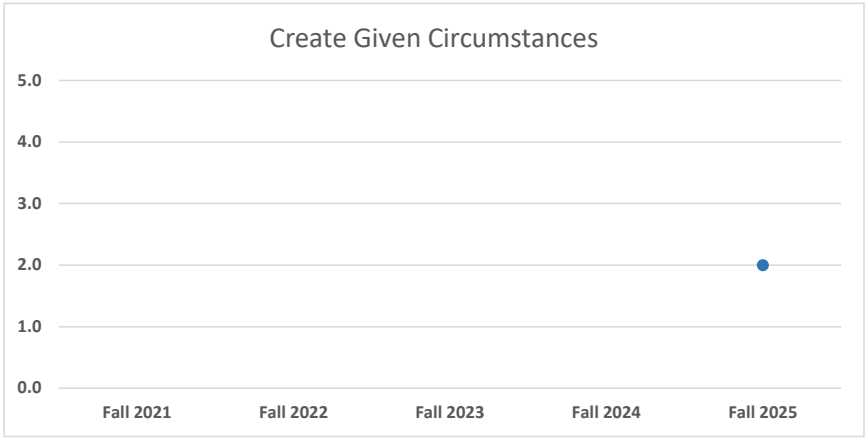
Recorded in: THR 221 - Acting 3 Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to act truthfully and naturally.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	1	33.3%	1	33.3%	1	33.3%	0	0.0%	3	**3.0**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Fall 2023	0	0.0%	3	75.0%	1	25.0%	0	0.0%	0	0.0%	4	**2.3**
Fall 2024	0	0.0%	0	0.0%	6	75.0%	2	25.0%	0	0.0%	8	**3.3**
Fall 2025	0	0.0%	0	0.0%	3	50.0%	1	16.7%	2	33.3%	6	**3.8**

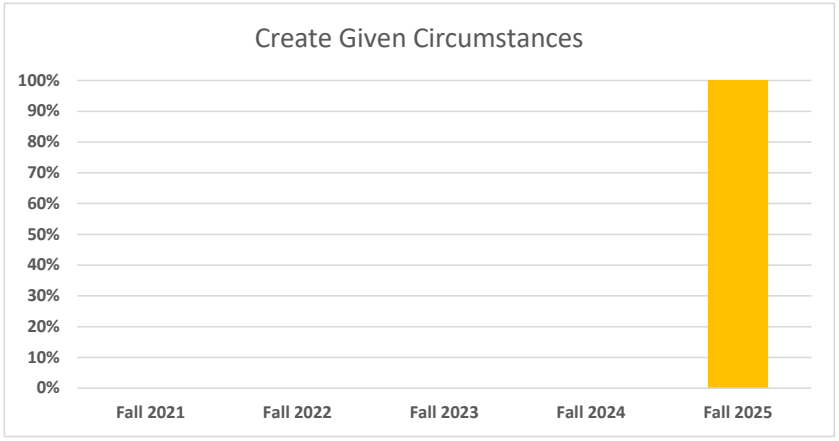




Learning Goal: Create Given Circumstances (BFA Theatre Arts Program, Acting Concentration)

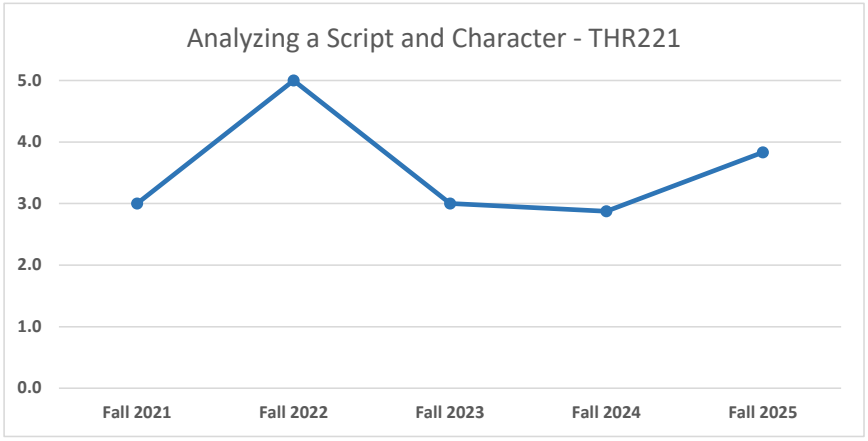
Recorded in: THR 124 - Acting 2 Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to create imaginary circumstances in a natural setting.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**

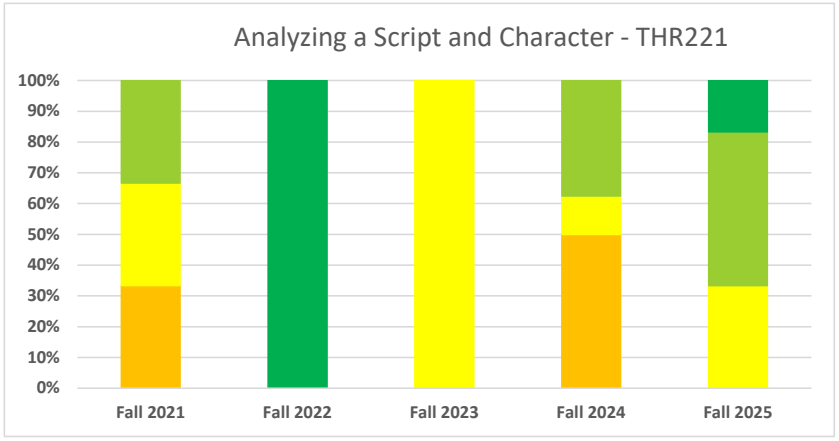




Learning Goal: Analyzing a Script and Character - THR221 (BFA Theatre Arts Program, Acting Concentration)

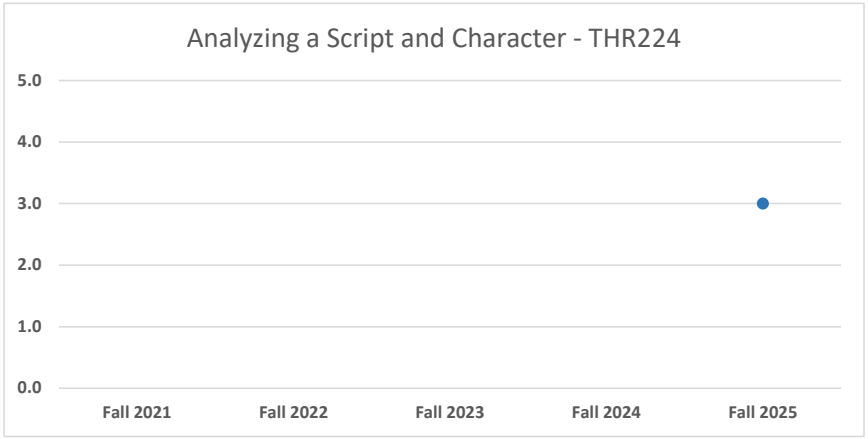
Recorded in: THR 221 - Acting 3 Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Personalize and physicalize the text into real human behavior.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	1	33.3%	1	33.3%	1	33.3%	0	0.0%	3	**3.0**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Fall 2023	0	0.0%	0	0.0%	4	100.0%	0	0.0%	0	0.0%	4	**3.0**
Fall 2024	0	0.0%	4	50.0%	1	12.5%	3	37.5%	0	0.0%	8	**2.9**
Fall 2025	0	0.0%	0	0.0%	2	33.3%	3	50.0%	1	16.7%	6	**3.8**

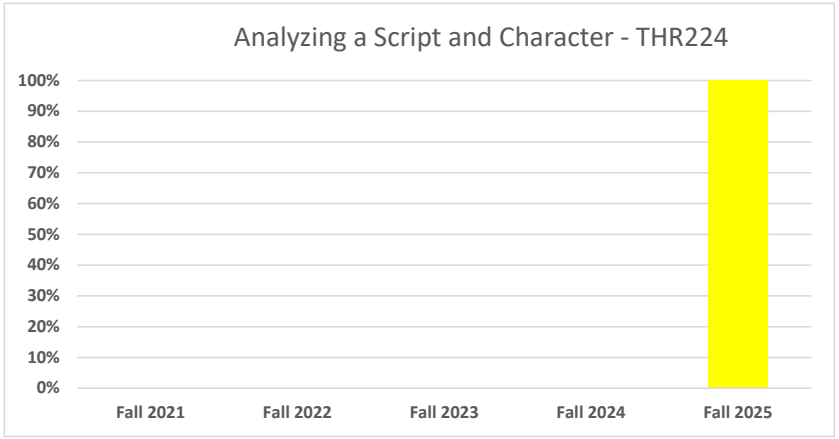




Learning Goal: Analyzing a Script and Character - THR224 (BFA Theatre Arts Program, Acting Concentration)

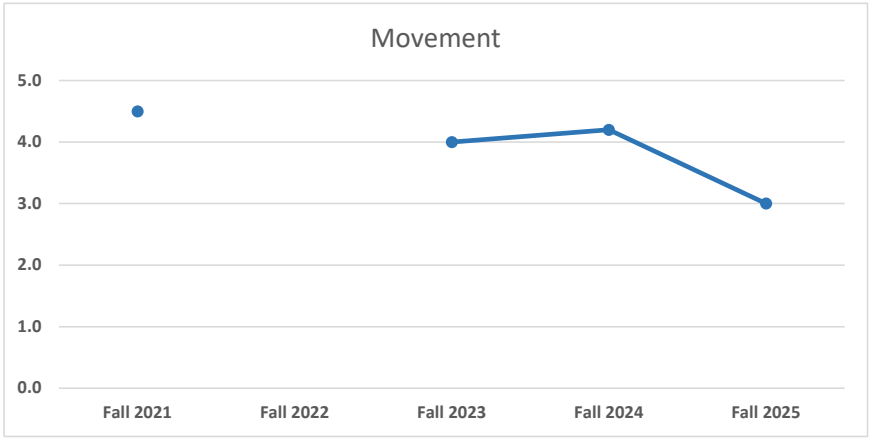
Recorded in: THR 224 - Acting 4 Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Personalize and physicalize the text into real human behavior.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**

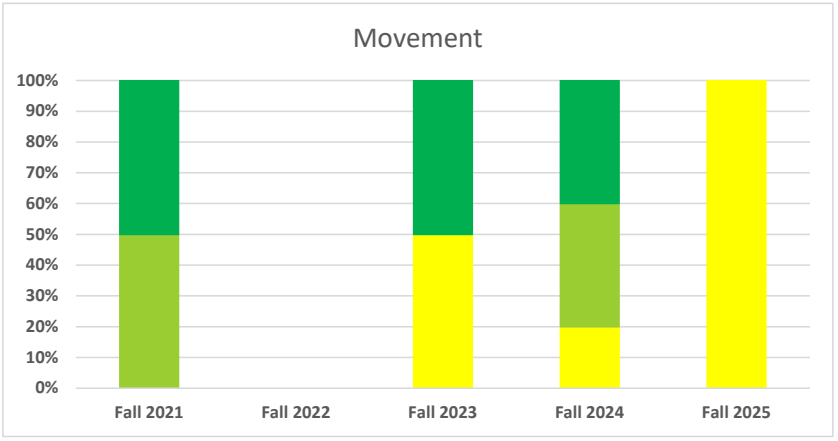




Learning Goal: Movement (BFA Theatre Arts Program, Acting Concentration)

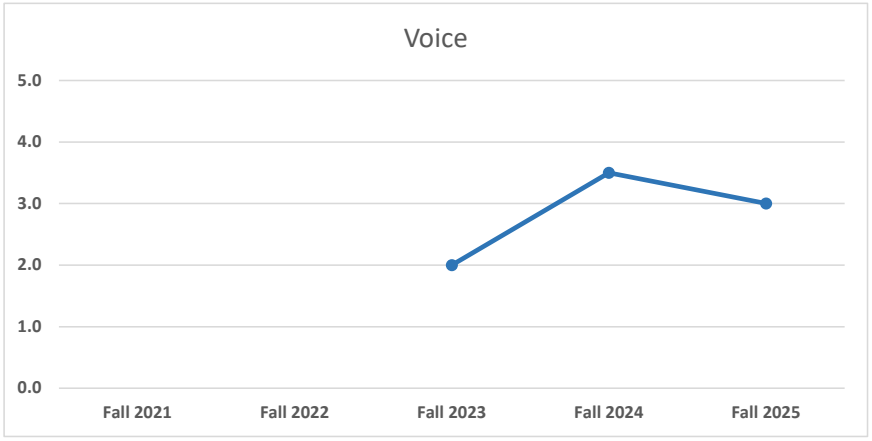
Recorded in: THR 141 - Movement for Actors Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate a flexible, strong, and expressive body.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	2	50.0%	2	50.0%	4	**4.5**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	2	50.0%	0	0.0%	2	50.0%	4	**4.0**
Fall 2024	0	0.0%	0	0.0%	1	20.0%	2	40.0%	2	40.0%	5	**4.2**
Fall 2025	0	0.0%	0	0.0%	2	100.0%	0	0.0%	0	0.0%	2	**3.0**

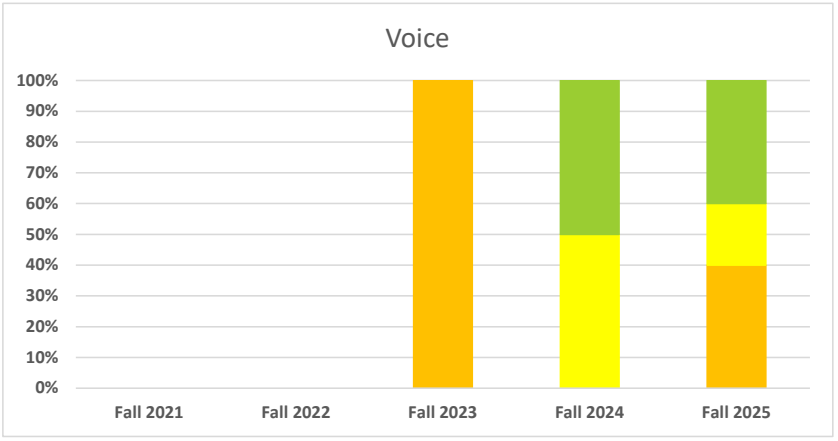




Learning Goal: Voice (BFA Theatre Arts Program, Acting Concentration)

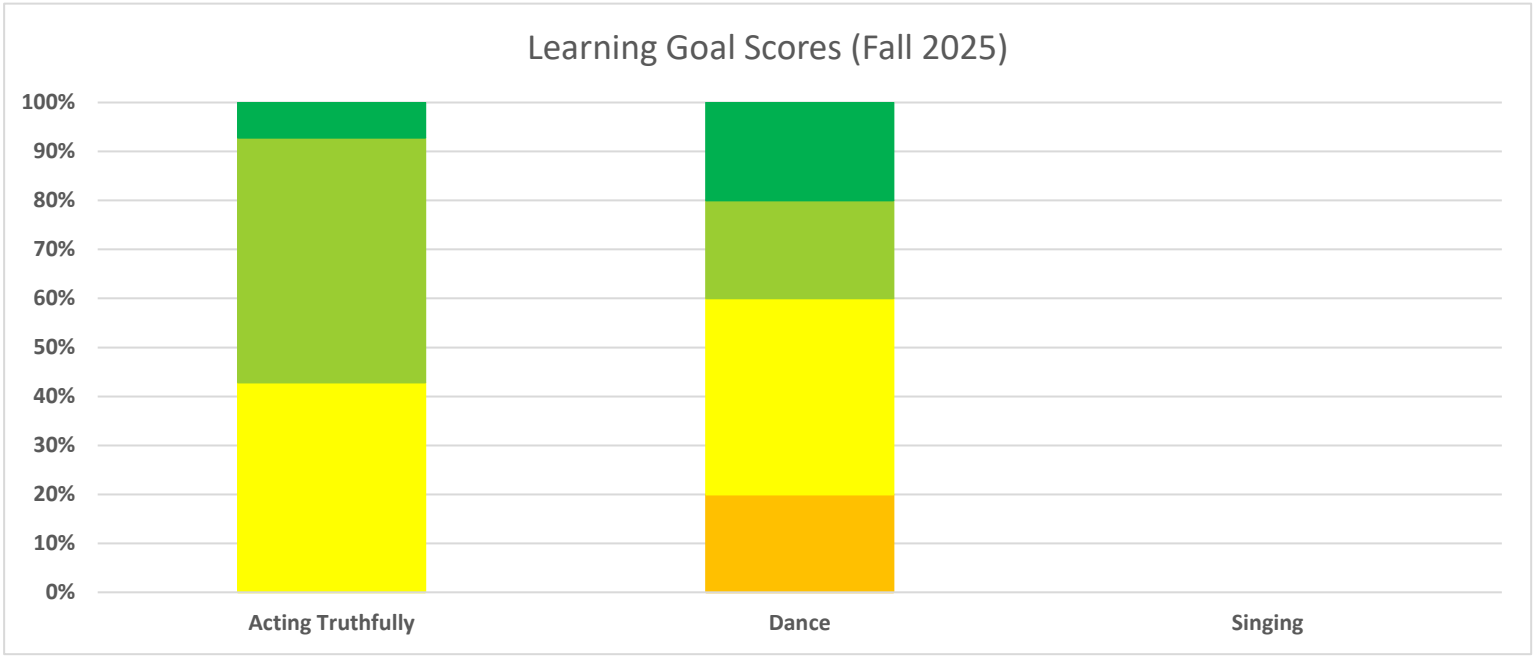
Recorded in: THR 160 - Voice and Diction Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate a flexible, strong, and expressive voice.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	2	100.0%	0	0.0%	0	0.0%	0	0.0%	2	**2.0**
Fall 2024	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
Fall 2025	0	0.0%	2	40.0%	1	20.0%	2	40.0%	0	0.0%	5	**3.0**





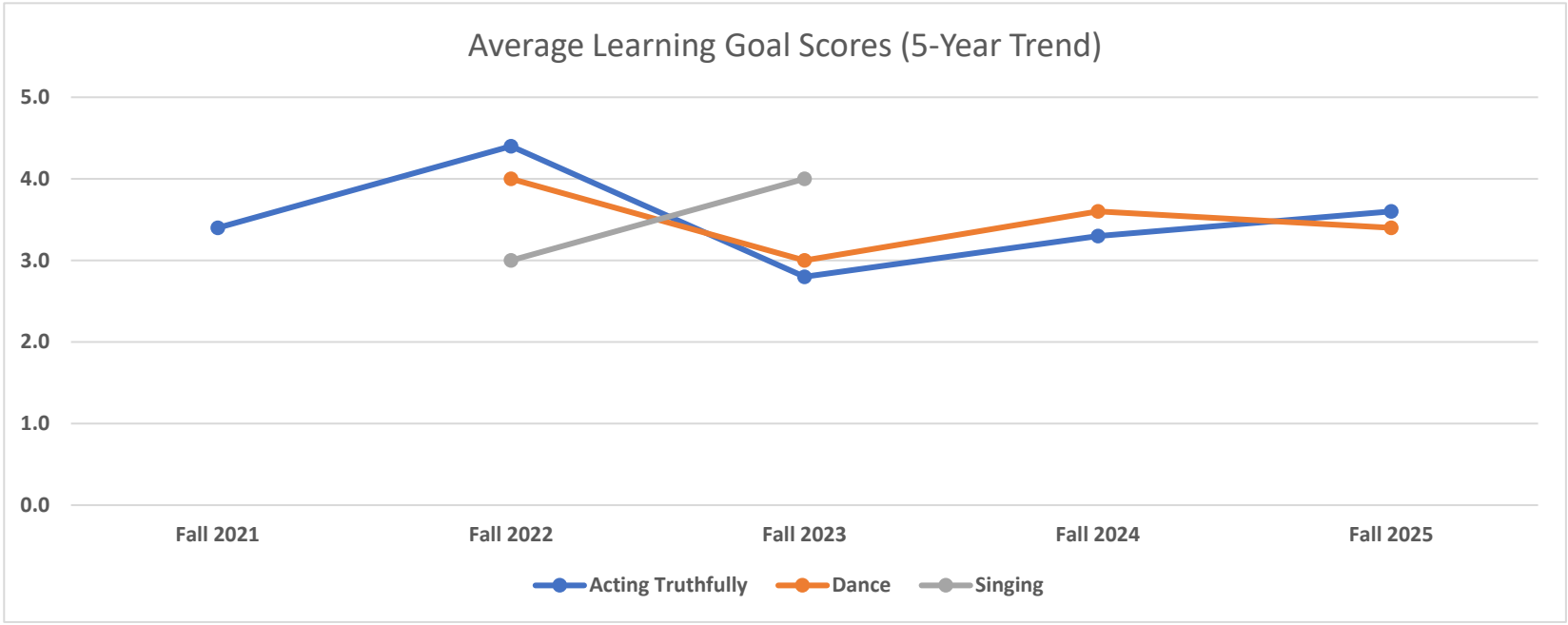
BFA Theatre Arts, Musical Theatre Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Acting Truthfully	0	0.0%	0	0.0%	6	42.9%	7	50.0%	1	7.1%	14	**3.6**
Dance	0	0.0%	2	20.0%	4	40.0%	2	20.0%	2	20.0%	10	**3.4**
Singing	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



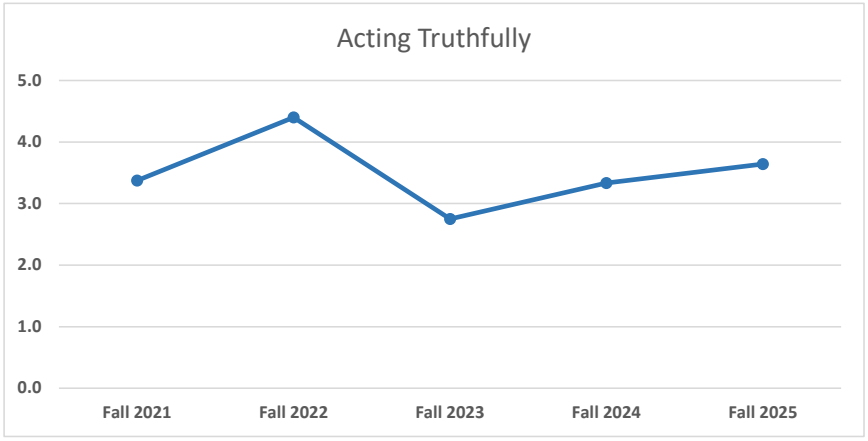
BFA Theatre Arts, Musical Theatre Concentration (5-Year Trend)

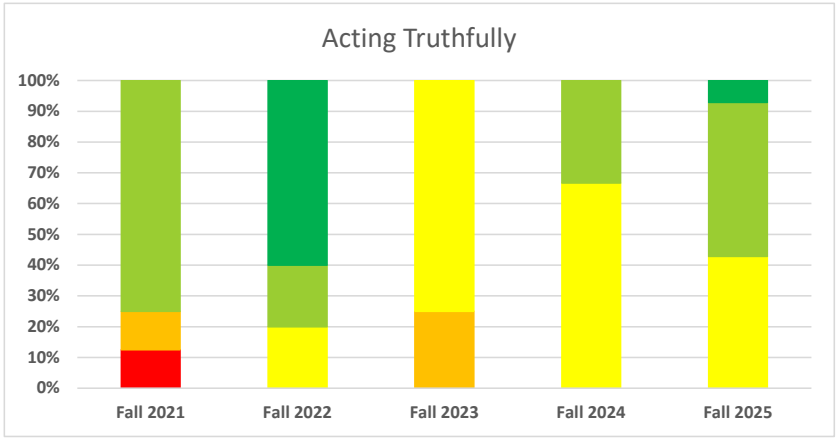
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Acting Truthfully	3.4	4.4	2.8	3.3	**3.6**
Dance		4.0	3.0	3.6	**3.4**
Singing		3.0	4.0		



Learning Goal: Acting Truthfully (BFA Theatre Arts Program, Musical Theatre Concentration)

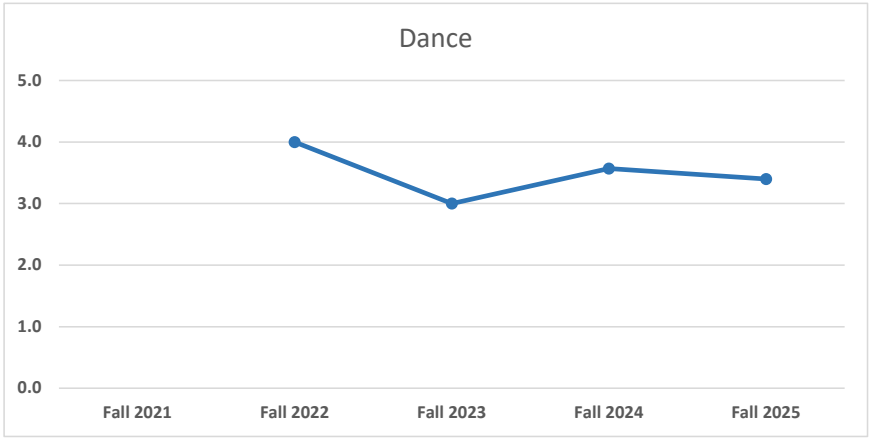
Recorded in: THR 221 - Acting 3 Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to act truthfully and naturally.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	1	12.5%	1	12.5%	0	0.0%	6	75.0%	0	0.0%	8	**3.4**
Fall 2022	0	0.0%	0	0.0%	1	20.0%	1	20.0%	3	60.0%	5	**4.4**
Fall 2023	0	0.0%	1	25.0%	3	75.0%	0	0.0%	0	0.0%	4	**2.8**
Fall 2024	0	0.0%	0	0.0%	8	66.7%	4	33.3%	0	0.0%	12	**3.3**
Fall 2025	0	0.0%	0	0.0%	6	42.9%	7	50.0%	1	7.1%	14	**3.6**

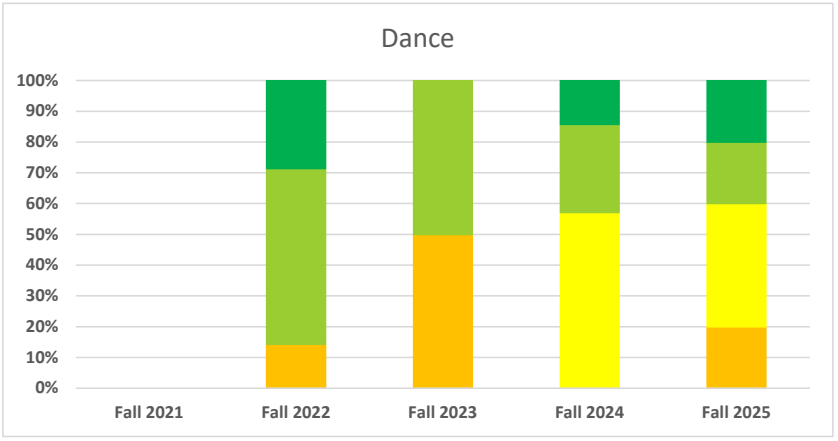




Learning Goal: Dance (BFA Theatre Arts Program, Musical Theatre Concentration)

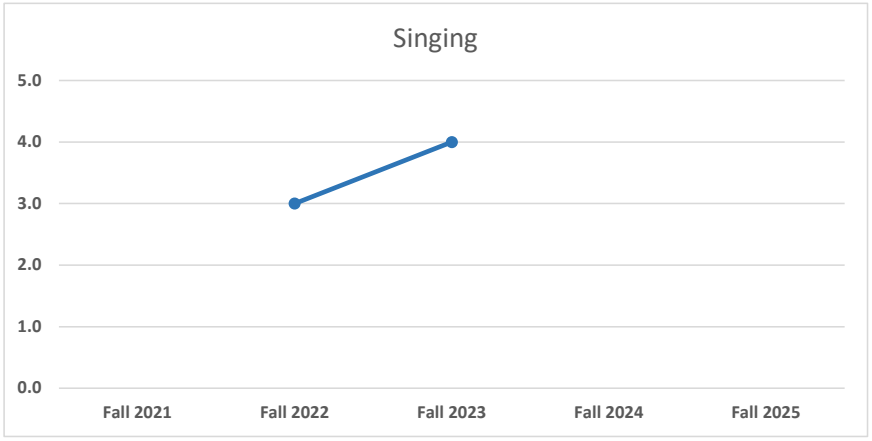
Recorded in: DAN 334 - Theatrical Dancing Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Execute a sequence of dance movement from various styles of theatrical dance.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	1	14.3%	0	0.0%	4	57.1%	2	28.6%	7	**4.0**
Fall 2023	0	0.0%	1	50.0%	0	0.0%	1	50.0%	0	0.0%	2	**3.0**
Fall 2024	0	0.0%	0	0.0%	4	57.1%	2	28.6%	1	14.3%	7	**3.6**
Fall 2025	0	0.0%	2	20.0%	4	40.0%	2	20.0%	2	20.0%	10	**3.4**

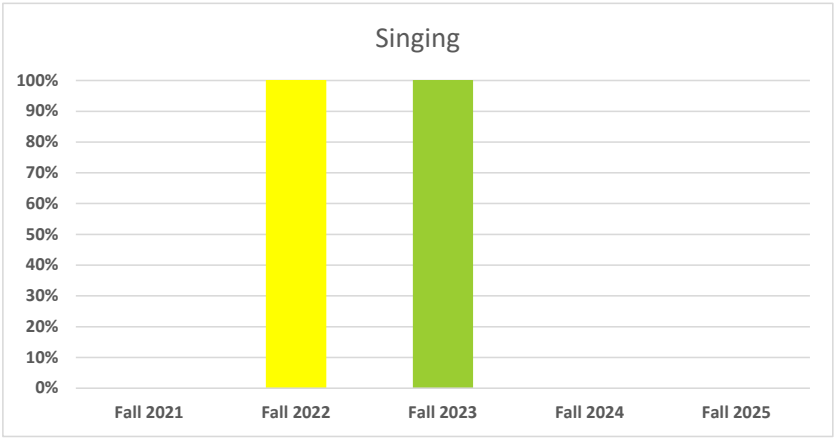




Learning Goal: Singing (BFA Theatre Arts Program, Musical Theatre Concentration)

Recorded in: TML 252 - Voice Lessons for Theatre 4 Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to sing two seelctions in various styles and tempos.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
Fall 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





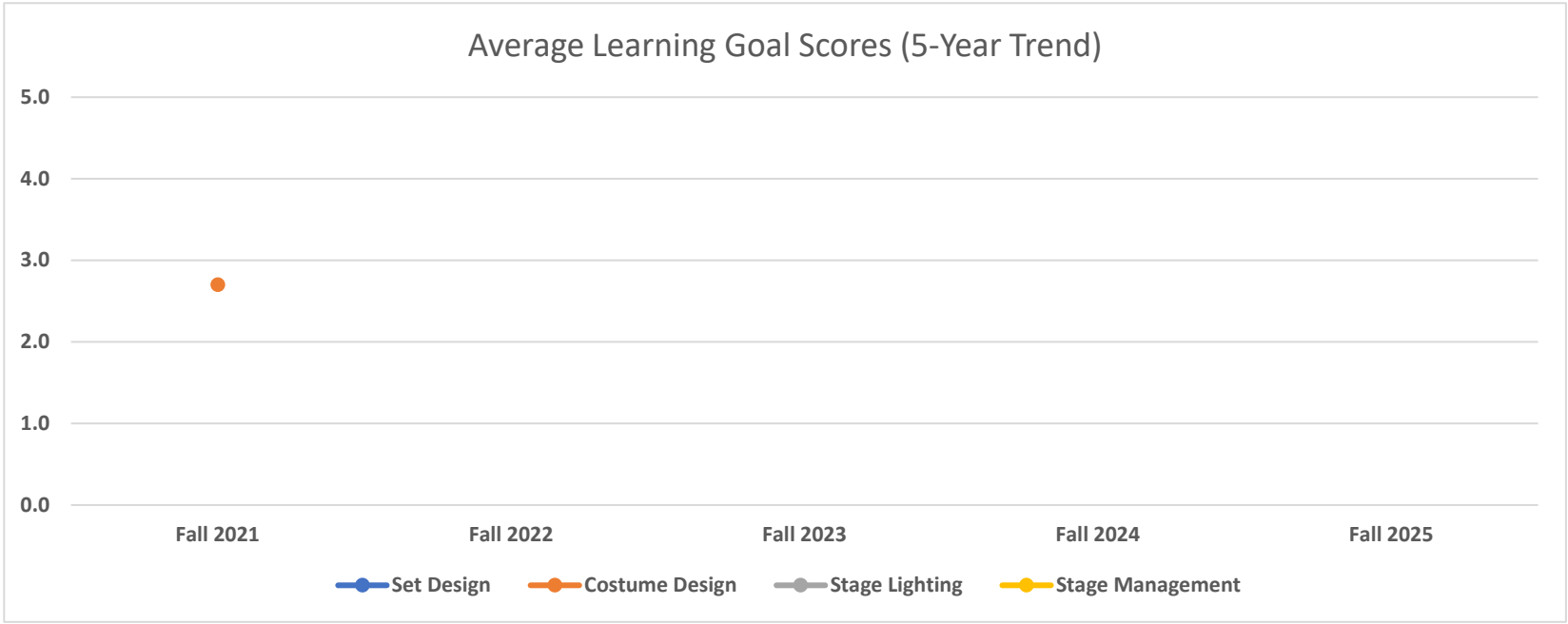
BFA Theatre Arts, Theatrical Design and Technology Concentration (Fall 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Set Design	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Costume Design	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Stage Lighting	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Stage Management	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



BFA Theatre Arts, Theatrical Design and Technology Concentration (5-Year Trend)

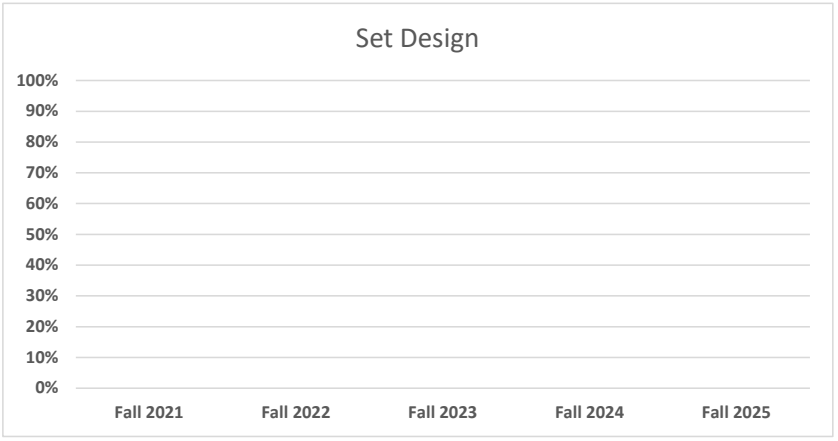
	Average Score by Semester				
Learning Goal	**Fall 2021**	**Fall 2022**	**Fall 2023**	**Fall 2024**	**Fall 2025**
Set Design					
Costume Design	2.7				
Stage Lighting					
Stage Management					



Learning Goal: Set Design (BFA Theatre Arts Program, Theatrical Design and Technology Concentration)

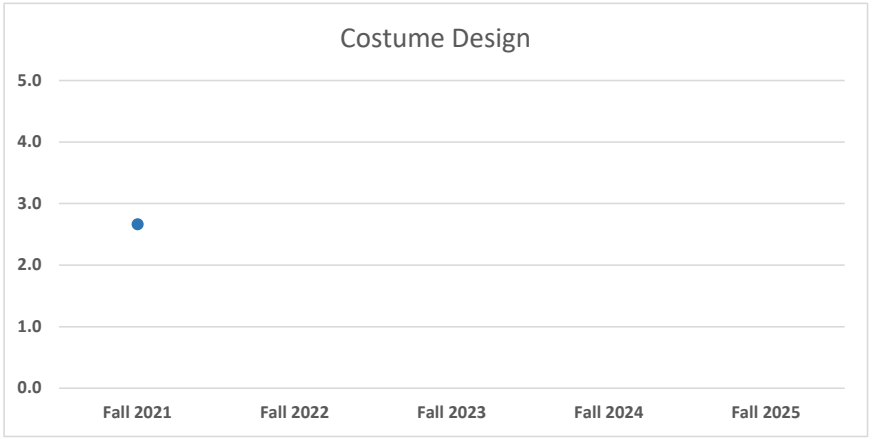
Recorded in: THR 280 - Set Design Artifact: Model or Ground Plan	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Design the elements of a theatrical set.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

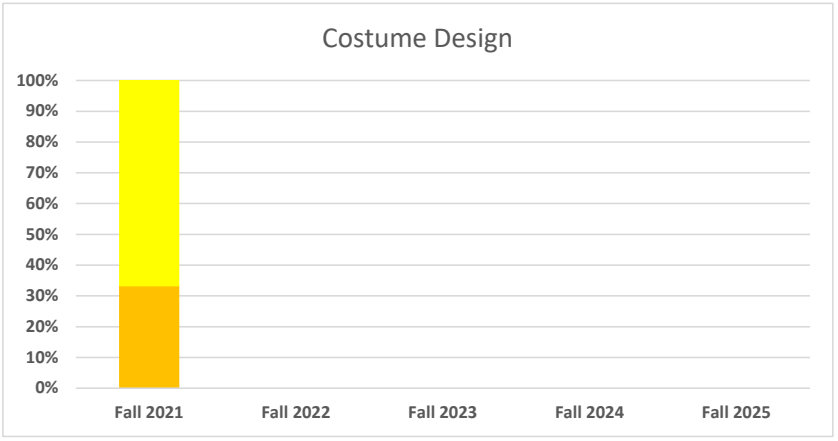




Learning Goal: Costume Design (BFA Theatre Arts Program, Theatrical Design and Technology Concentration)

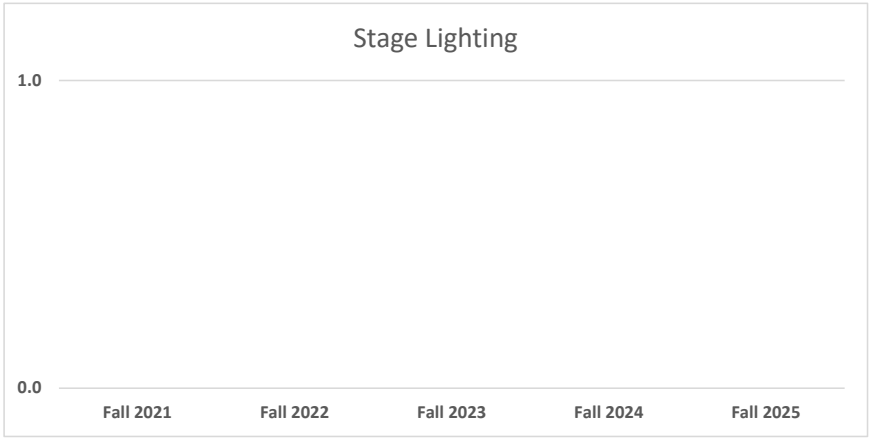
Recorded in: THR 380 - Costume Design / Makeup Artifact: Costume Design	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Design the elements of theatical costume.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	1	33.3%	2	66.7%	0	0.0%	0	0.0%	3	**2.7**
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

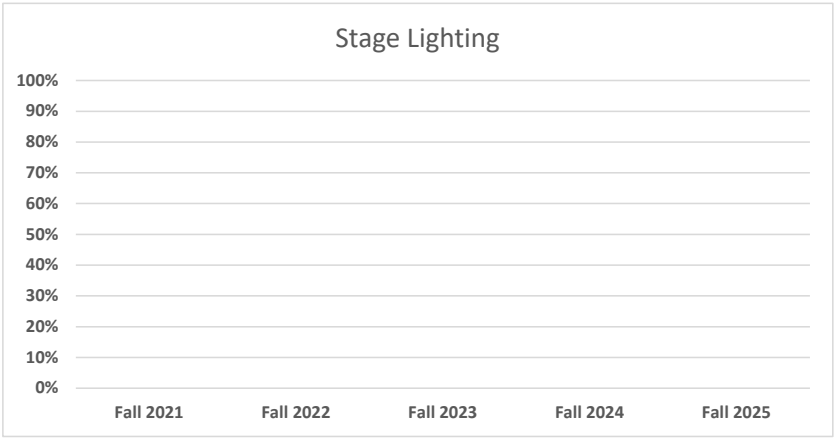




Learning Goal: Stage Lighting (BFA Theatre Arts Program, Theatrical Design and Technology Concentration)

Recorded in: THR 388 - Stage Lighting Artifact: Light Plot	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Design the elements of stage lighting.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	





Learning Goal: Stage Management (BFA Theatre Arts Program, Theatrical Design and Technology Concentration)

Recorded in: THR 270 - Stage Management Artifact: Promptbook	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to stage manage and house manage a theatrical production.	N	%	N	%	N	%	N	%	N	%	N	
Fall 2021	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Fall 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



