Spring 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 division/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 division/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 Spring 2024 semester, along with trend data since the implementation of the revised SLAP.

Report Format

The summary facts and figures provided in the Summary section below highlight some of the assessment score trends found in the full range of Artifact-collecting courses offered by each division/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.

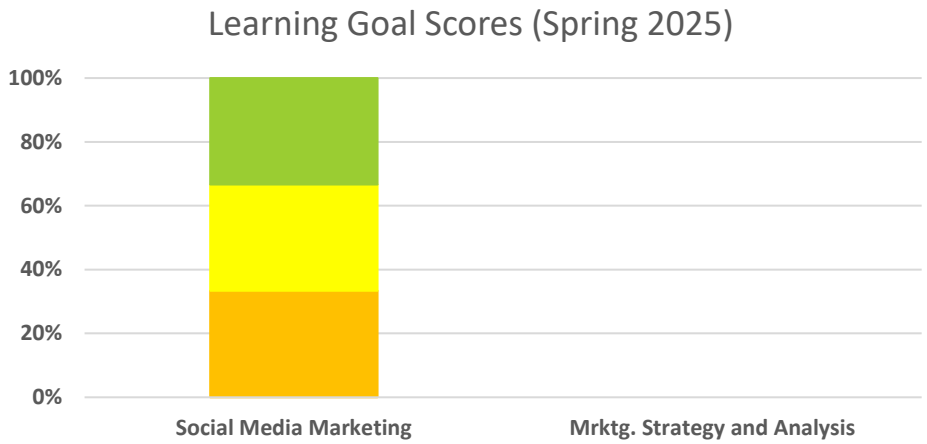
After the Summary section below, the report is divided into individual sections for each division/department at the college, which can be easily navigated by using the bookmarks tab on the side of the screen if viewing the report electronically. Each section starts with a course assessment summary for the division/department, followed by assessment data for each individual degree program offered. For instance, for the Business Division, 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 broken down by concentration. 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.

BBA Business Management, Business Marketing Concentration (Spring 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%	1	33.3%	1	33.3%	1	33.3%	0	0.0%	3	**3.0**
Marketing Strategy and Analysis	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	

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.



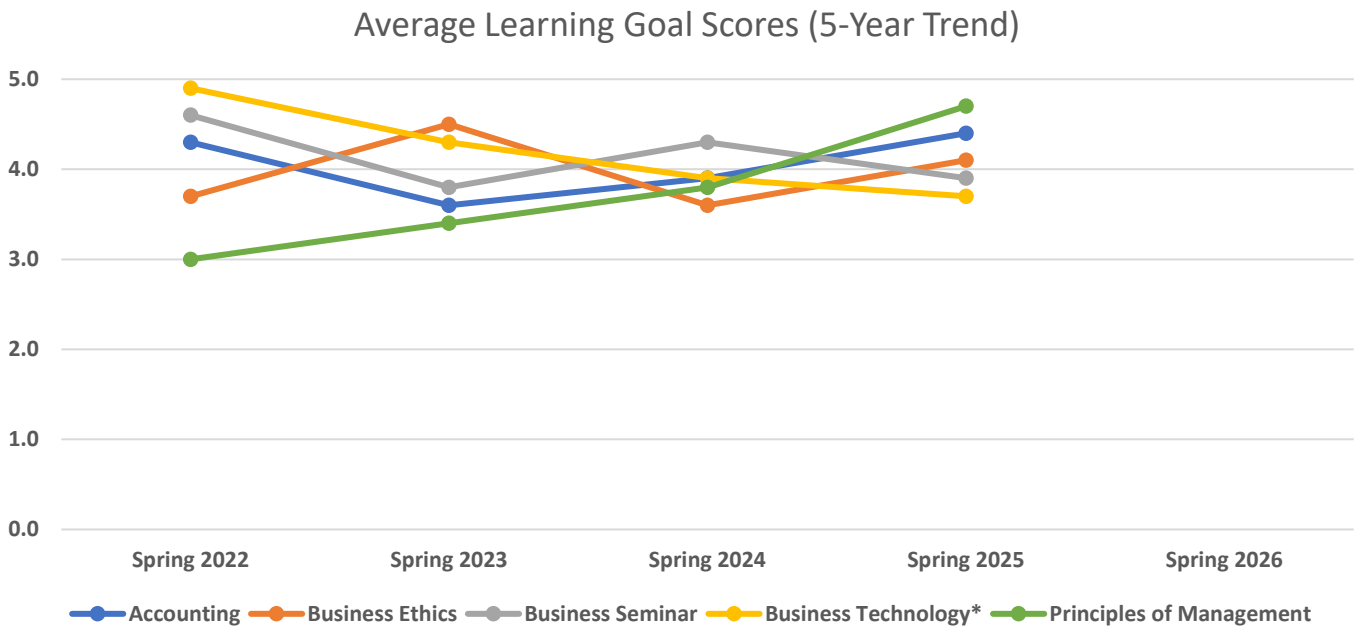
It is important to note that some programmatic Learning Goals are assessed using multiple Artifacts, sometimes from within the same course, but often from multiple courses. Where this is the case, this first table and chart display the combined total and overall average scores for all Artifacts collected 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 Spring 2022 through the most recent Spring 2025 semester.

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

	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Accounting	4.3	3.6	3.9	4.4	
Business Ethics	3.7	4.5	3.6	4.1	
Business Seminar	4.6	3.8	4.3	3.9	
*Business Technology**	4.9	4.3	3.9	3.7	
Principles of Management	3.0	3.4	3.8	4.7	

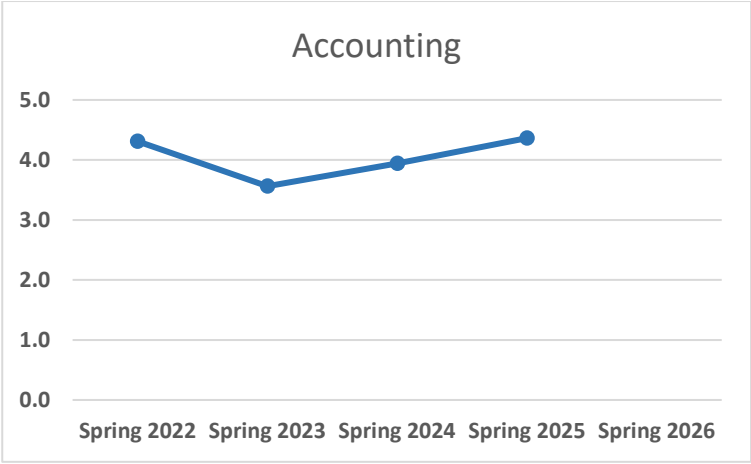


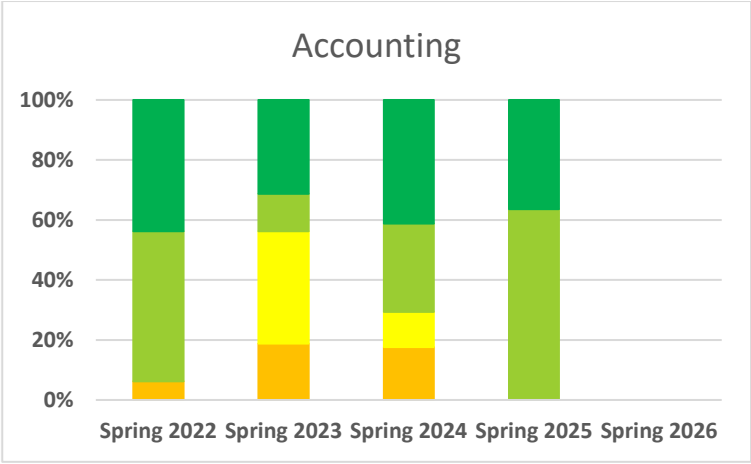
The remaining pages of each section give a breakdown of the assessment scores for each Learning Goal. Learning Goals assessed using a single Artifact will have one page of data for that Artifact, while Learning Goals assessed with multiple Artifacts will have a page of data for each individual Artifact. 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, and the breakdown of scores by academic year.

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	
	Spring 2022	0	0.0%	1	6.3%	0	0.0%	8	50.0%	7	43.8%	16	**4.3**
	Spring 2023	0	0.0%	3	18.8%	6	37.5%	2	12.5%	5	31.3%	16	**3.6**
	Spring 2024	0	0.0%	3	17.6%	2	11.8%	5	29.4%	7	41.2%	17	**3.9**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	7	63.6%	4	36.4%	11	**4.4**
	Spring 2026												

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 displays the proportion of collected Artifacts that fell into each scoring category by academic year.





Summary

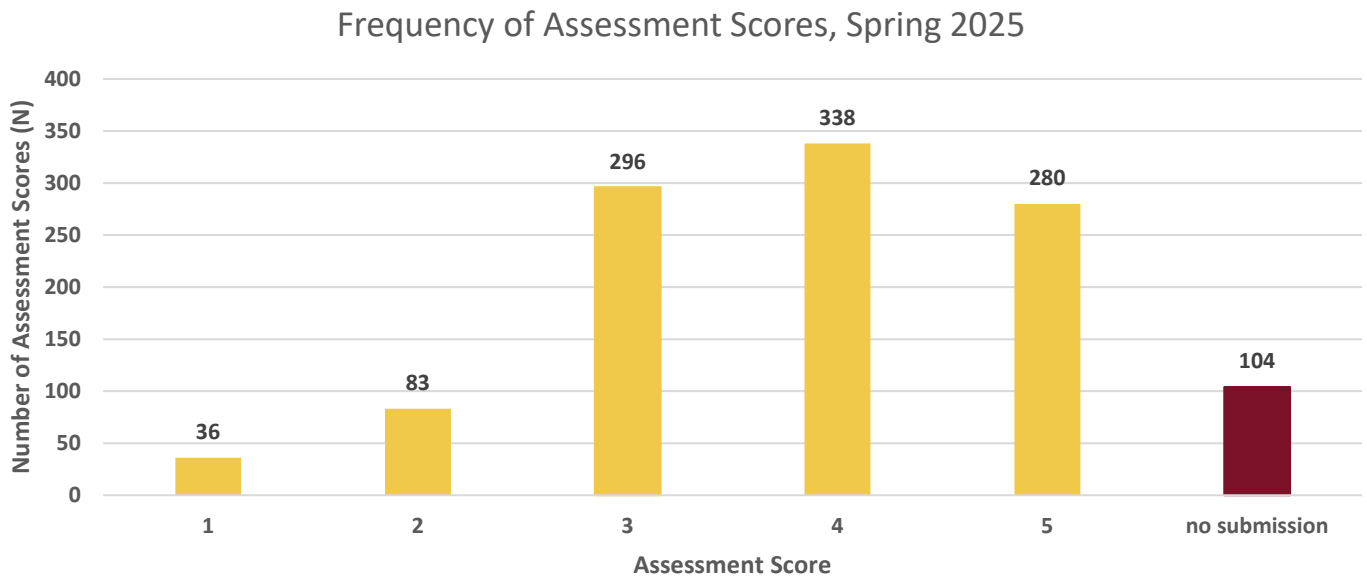
During the Spring 2025 semester there were 1,137 unique enrollments in Artifact-collecting courses. A total of 1,033 Artifacts were collected for an overall Artifact-submission rate of 90.9% for the semester.

Key Facts and Figures

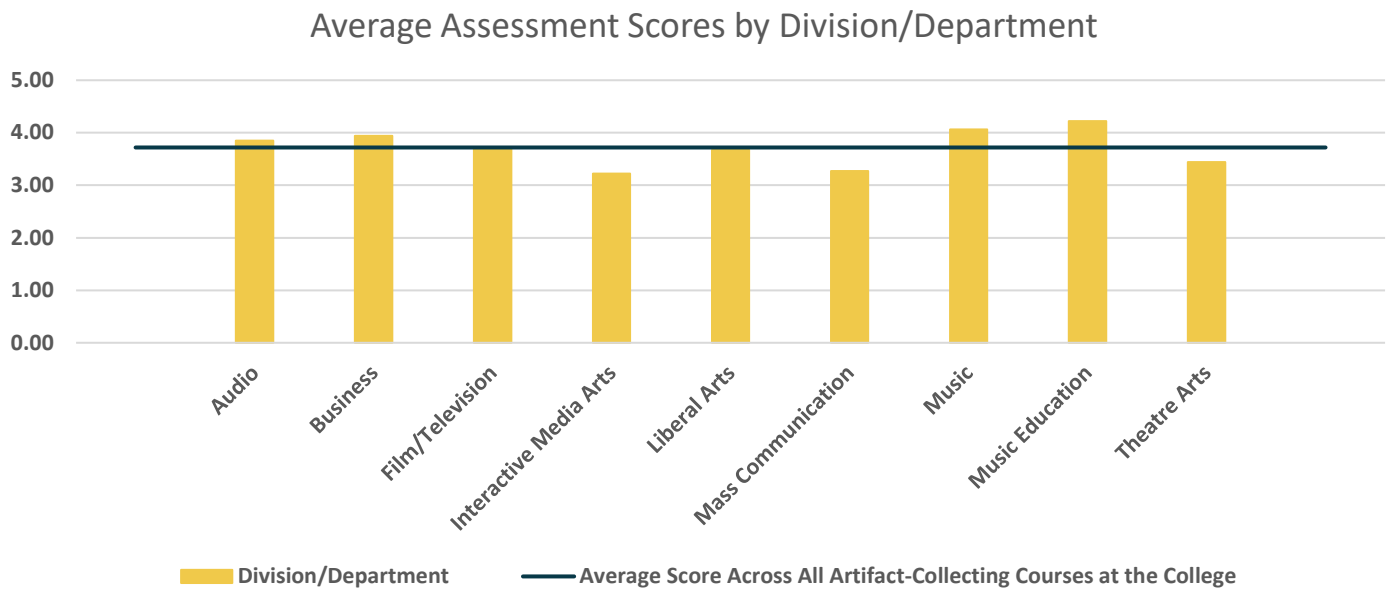
- Of the 1,033 Artifacts submitted in Spring 2025:
    - 36 Artifacts (3.5%) received a score of 1, or Unacceptable
    - 83 Artifacts (8.0%) received a score of 2, or Emerging
    - 296 Artifacts (28.7%) received a score of 3, or Proficient
    - 338 Artifacts (32.7%) received a score of 4, or Target
    - 280 Artifacts (27.1%) received a score of 5, or Exceeds Expectations
- A total of 618 Artifacts (59.8%) received a score of 4 or higher, meaning they met or exceeded the Target score
- A total of 914 Artifacts (88.5%) 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 Spring 2024 was 3.72
- Divisional/departmental averages ranged from a of low of 3.22 to a high of 4.22 (range value = 1.0)

FREQUENCY DISTRIBUTION TABLE (assessment scores across all artifact-collecting courses at the college, Spring 2025)	
SCORE	**N**
1	36
2	83
3	296
4	338
5	280
no submission	104
Total	1137
Submissions Scored (Total minus No Submissions)	1033
AVERAGE SCORE*	**3.72**

* Average score reflects only submitted, scored artifacts



AVERAGE ASSESSMENT SCORES BY DIVISION/DEPARTMENT, SPRING 2025	
DIVISION/DEPARTMENT	**AVERAGE SCORE**
Audio	3.85
Business	3.94
Film/Television	3.71
Interactive Media Arts	3.22
Liberal Arts	3.67
Mass Communication	3.27
Music	4.06
Music Education	4.22
Theatre Arts	3.44
AVERAGE SCORE ACROSS ALL ARTIFACT-COLLECTING COURSES AT THE COLLEGE	**3.72**



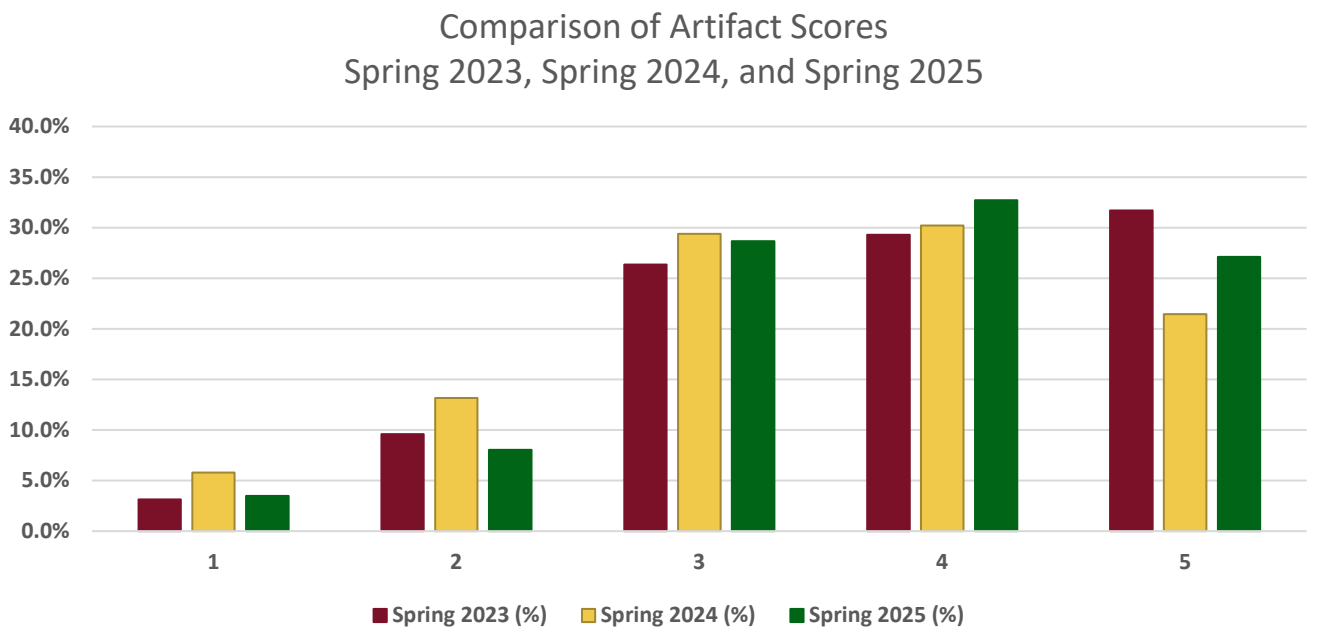
Comparison of Artifact Scores: Spring 2023, Spring 2024, and Spring 2025

Following the first full year of data collection (AY2021-22) under the current Student Learning Assessment Plan, the distribution of assessment scores indicated that faculty were perhaps not being rigorous enough in their assessment of student artifacts. When reviewing the annual assessment report at the College's Fall 2022 Professional Development Day, faculty were reminded that while the objective is to have all students showing proficiency on their degree program's various Learning Goals (i.e., achieve a score of 3 or higher), the "5" scoring category should be reserved for those Artifacts that truly "exceed expectations." A comparison of the last three spring semesters shows that the distribution of assessment scores has seen improvement since this directive was issued. While the distribution still skews toward the right hand or upper side of the scale,* the proportion of scores in the 5 scoring category is down from a high of 37.5% in Spring 2022 to 27.1% in Spring 2025. In addition, the proportion of scores in the Proficient (3) and Target (4) categories was below 50% in Spring 2022, but has been consistently above 55% since Spring 2023 and is at a high of 61.4% in Spring 2025. This redistribution of assessment scores has continued to be accompanied by a high percentage of students demonstrating proficiency on their degree program's Learning Goals (87.3% in Spring 2023, 81.1% in Spring 2024, and 88.5% in Spring 2025).

Comparison of Artifact Scores, Spring 2023 – Spring 2025

Artifact Score	Spring 2023		Spring 2024		Spring 2025	
	N	(%)	N	(%)	N	(%)
1	28	3.1%	62	5.8%	36	3.5%
2	86	9.6%	141	13.2%	83	8.0%
3	236.5	26.3%	315	29.4%	296	28.7%
4	263	29.3%	324	30.2%	338	32.7%
5	284.5	31.7%	230	21.5%	280	27.1%
Total	**898**		**1072**		**1033**	

* It should be noted that while proficiency is achieved with a score of 3 or higher, the college's target score for students to achieve is a 4, and thus it is reasonable to expect a slight skewing toward the right-hand side of the scale.



Comparison of Average Artifact Scores by Division/Department: Spring 2023, Spring 2024, and Spring 2025

Because of the concerted effort to adjust the overall distribution of scores by lessening the number scores given in the "5" scoring category, as discussed above, the overall average score across the college decreased slightly each spring semester from Spring 2022 through Spring 2024, with a slight increase again in Spring 2025. These changes, however, have been very modest, with a range of only 0.34 and an overall change from Spring 2022 to Spring 2025 of only -.10. The current three-year spring-semester average of 3.66 is right in the desired range between 3 (Proficient) and 4 (Target). In Spring 2025, two divisions/departments have a three-year average above 4.0 (Music and Music Education), five divisions/departments have a three-year average between 3.5 and 4.0 (Audio, Business, Film and Television, Interactive Media Arts, and Mass Communication), and two divisions/departments have a three-year average between 3.0 and 3.5 (Liberal Arts and Theatre Arts).

Division/Department	Average Assessment Score			Three-year average (spring semesters only)
	Spring 2023	Spring 2024	Spring 2025	
Audio	3.58	3.83	3.85	3.75
Business	3.79	3.71	3.94	3.81
Film/Television	3.52	4.31	3.71	3.85
Interactive Media Arts	4.21	3.67	3.22	3.70
Liberal Arts	3.50	3.21	3.67	3.46
Mass Communication	3.98	3.31	3.27	3.52
Music	3.97	4.05	4.06	4.03
Music Education	4.09	4.00	4.22	4.10
Theatre Arts	4.11	2.87	3.44	3.47
AVERAGE SCORE ACROSS THE COLLEGE	**3.77**	**3.48**	**3.72**	**3.66**

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 – Exceeds 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 division/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 division/department should look at how the Learning Goal or Artifact has been scored in previous semesters (which can be found in each division's/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 division's/ 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 average 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 division's/department's Student Learning Assessment Plan.

Areas of Concern for the Spring 2025 semester are listed below.

Audio Department

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

Program: MusB Performance, Audio Recording Technology
Learning Goal: Audio Recording Techniques
Course: AUD201 – Recording Studio Operations
Artifact: Final Examination Practicum
Average Score: 5.0

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

Program: MusB Performance, Audio Recording Technology
Learning Goal: Sound Theory
Course: AUD101 – Audio Recording Theory
Artifact: Quiz
Average Score: 2.0

Audio Course Sections with an Average Score <3.0 or =5.0: none

Business Division

Program: AAS Business Management, Core Course
Learning Goal: Accounting
Course: BUS101 – Accounting 1
Artifact: The Accounting Project
Average Score: 5.0

Program: AAS Business Management, Audio Recording Technology
Learning Goal: Signal Flow
Course: AUD202 – Advanced Audio Production
Artifact: The Practical in the Final Examination
Average Score: 5.0

Program: AAS Business Management, Business Marketing
Learning Goal: Principles of Marketing
Course: BUS241 – Principles of Marketing
Artifact: Mid-semester Exam Essay Question
Average Score: 5.0

Business Course Sections with an Average Score <3.0 or =5.0: none

Film and Television Department

(no areas of concern during the Spring 2025 semester)

Film and Television Course Sections with an Average Score <3.0 or =5.0: none

Interactive Media Arts Department

Program:	AAS Interactive Media Arts
Learning Goal:	3D Modeling and Animation
Course:	IMA220 – Motion Design 2
Artifact:	After Effects Animation
Average Score:	2.5

Interactive Media Arts Course Sections with an Average Score <3.0 or =5.0: none

General Education / Liberal Arts Division

(no areas of concern during the Spring 2025 semester)

General Education/Liberal Arts Course Sections with an Average Score <3.0 or =5.0: MAT111-1

Mass Communication Department

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

Program: BS Mass Communication, Broadcasting
Learning Goal: Live Sound
Course: MAC150 – Introduction to Live Sound
Artifact: Quiz
Average Score: 2.5

Program: BS Mass Communication, Broadcasting
Learning Goal: Broadcast Production
Course: VID131 – Television Workshop
Artifact: Group Project Evaluation
Average Score: 5.0

Mass Communication Course Sections with an Average Score <3.0 or =5.0: none

Music Department

Program: MusB Performance, Audio Recording Technology
Learning Goal: Audio Recording Techniques
Course: AUD201 – Recording Studio Operations
Artifact: Final Examination Practicum
Average Score: 5.0

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

Program: MusB Performance, Audio Recording Technology
Learning Goal: Sound Theory
Course: AUD101 – Audio Recording Theory
Artifact: Quiz
Average Score: 2.0

Program: MM Performance
Learning Goal: Research/Writing
Course: MUH___ (music history elective)
Artifact: Music History Research Paper
Average Score: 5.0

Program: MM Performance
Learning Goal: Research/Writing
Course: AML542 – Applied Music Lesson 2 (Recital)
Artifact: Recital Program Notes
Average Score: 5.0

Program: DMA Music History and Literature
Learning Goal: Music History
Course: Comprehensive Exam
Artifact: History and listening portion of the Comprehensive Exam
Average Score: 5.0

Program: DMA Music History and Literature
Learning Goal: Music Theory
Course: Comprehensive Exam
Artifact: Music Theory/Analysis portion of the Comprehensive Exam
Average Score: 5.0

Program: DMA Music Performance
Learning Goal: Performance
Course: Three Recitals
Artifact: Three Recitals
Average Score: 5.0

Music Course Sections with an Average Score <3.0 or =5.0: AML542 (artifact 1), DMA recitals, MUH671-1, MUH705-OL, MUS218-1

Music Education Department

Program: MusB Music Education
Learning Goal: Knowledge of Content and Instructional Planning
Course: MUS218 – Form and Analysis
Artifact: Sonata-Allegro analysis
Average Score: 5.0

Program: MusB Music Education
Learning Goal: Professional Growth
Course: EDU421 – Student Teaching
Artifact: Post-observation reflections (4)
Average Score: 5.0

Program: MM Music Education
Learning Goal: Knowledge of Students and Student Learning
Course: EDU510 – Music in the Secondary School
Artifact: Special Education Paper
Average Score: 5.0

Program: MM Music Education
Learning Goal: Instructional Practice
Course: EDU510 – Music in the Secondary School
Artifact: Two Lesson Plans
Average Score: 5.0

Program: MM Music Education
Learning Goal: Learning Environment
Course: EDU510 – Music in the Secondary School
Artifact: Special Education Paper
Average Score: 5.0

Program: MM Music Education
Learning Goal: Assessment for Student Learning
Course: EDU510 – Music in the Secondary School
Artifact: Two Lesson Plans
Average Score: 5.0

Music Education Course Sections with an Average Score <3.0 or =5.0: EDU421-1, EDU510-1 (artifacts 1 and 2)

Theatre Arts Department

Program:	BFA Theatre Arts - Acting
Learning Goal:	Create Given Circumstances
Course:	THR124 – Acting 2
Artifact:	Performance Feedback
Average Score:	2.8

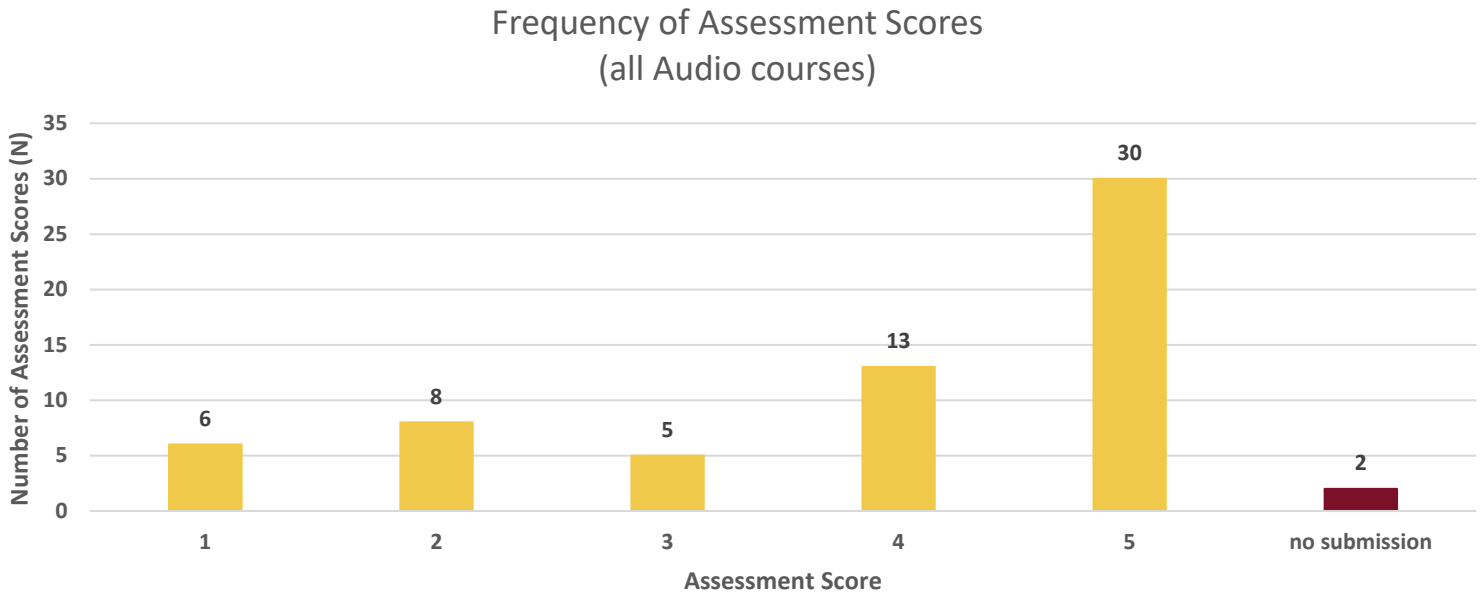
Theatre Arts Course Sections with an Average Score <3.0 or =5.0: THR124-1, THR124-2

Audio

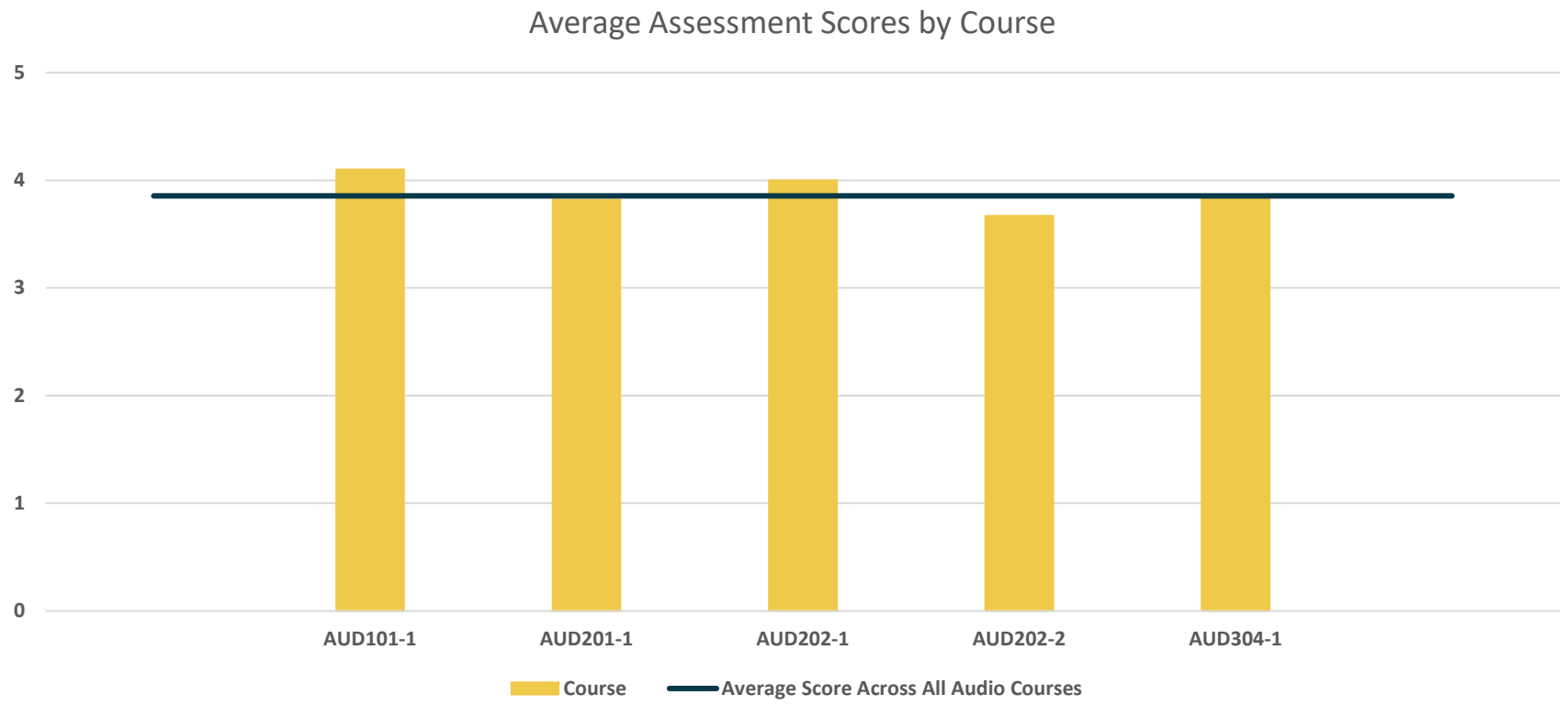
Artifact Scores by Course

SPRING 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Audio courses)	
SCORE	**N**
1	6
2	8
3	5
4	13
5	30
no submission	2
Total	64
Submissions Scored (Total minus No Submissions)	62
AVERAGE SCORE	**3.85**



AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
AUD101-1	4.10
AUD201-1	3.82
AUD202-1	4.00
AUD202-2	3.67
AUD304-1	3.86
AVERAGE SCORE ACROSS ALL AUDIO COURSES	**3.85**



Artifact Scores by Program and Learning Goal

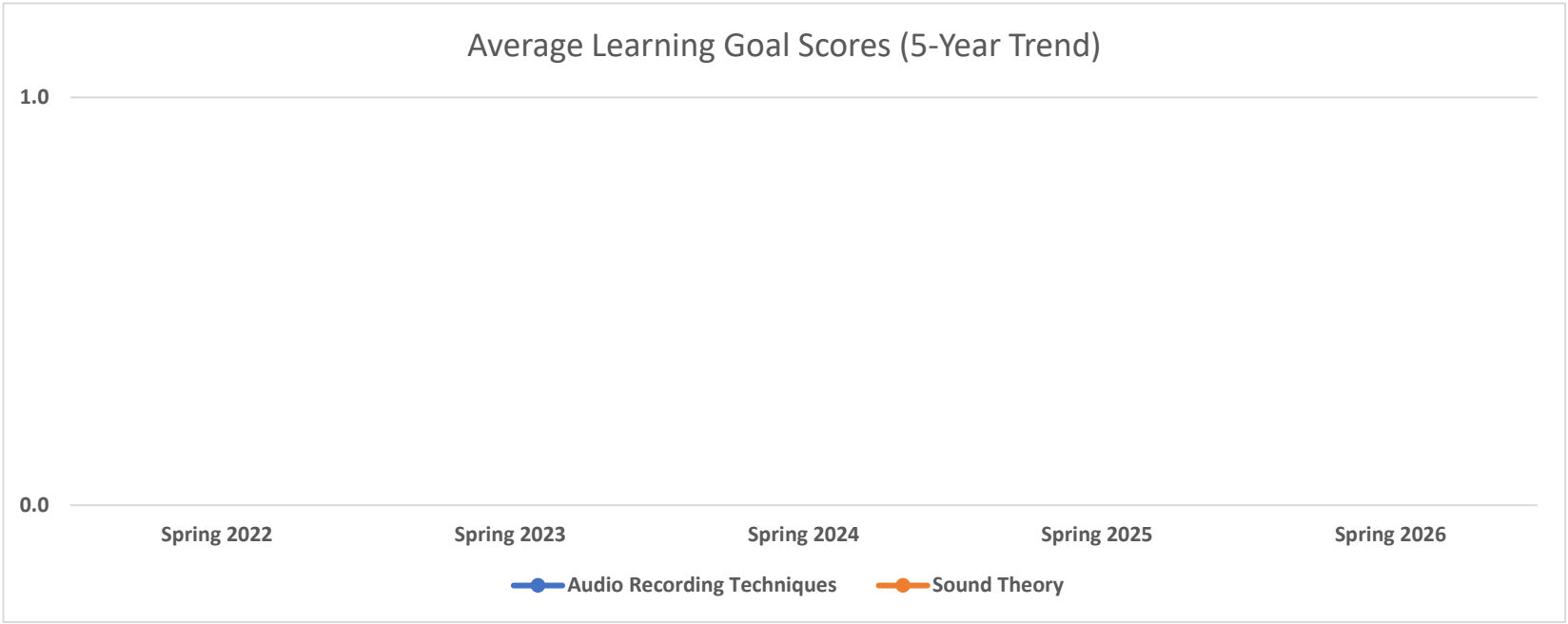
AA Liberal Arts, Audio Recording Technology Concentration (Spring 2025)

	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	
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	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Audio Recording Techniques					
Sound Theory					



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

Recorded in: AUD201 - Recording Studio Operations Artifact: Final Examination 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

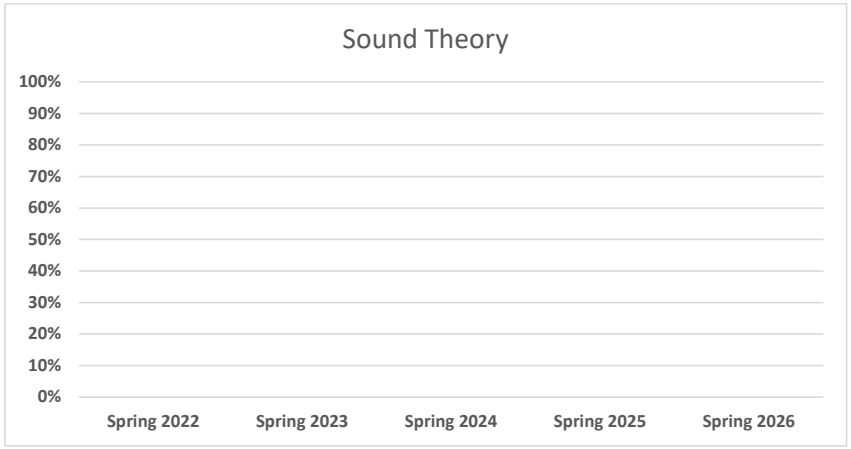




Learning Goal: Sound Theory (AA Liberal Arts Program)

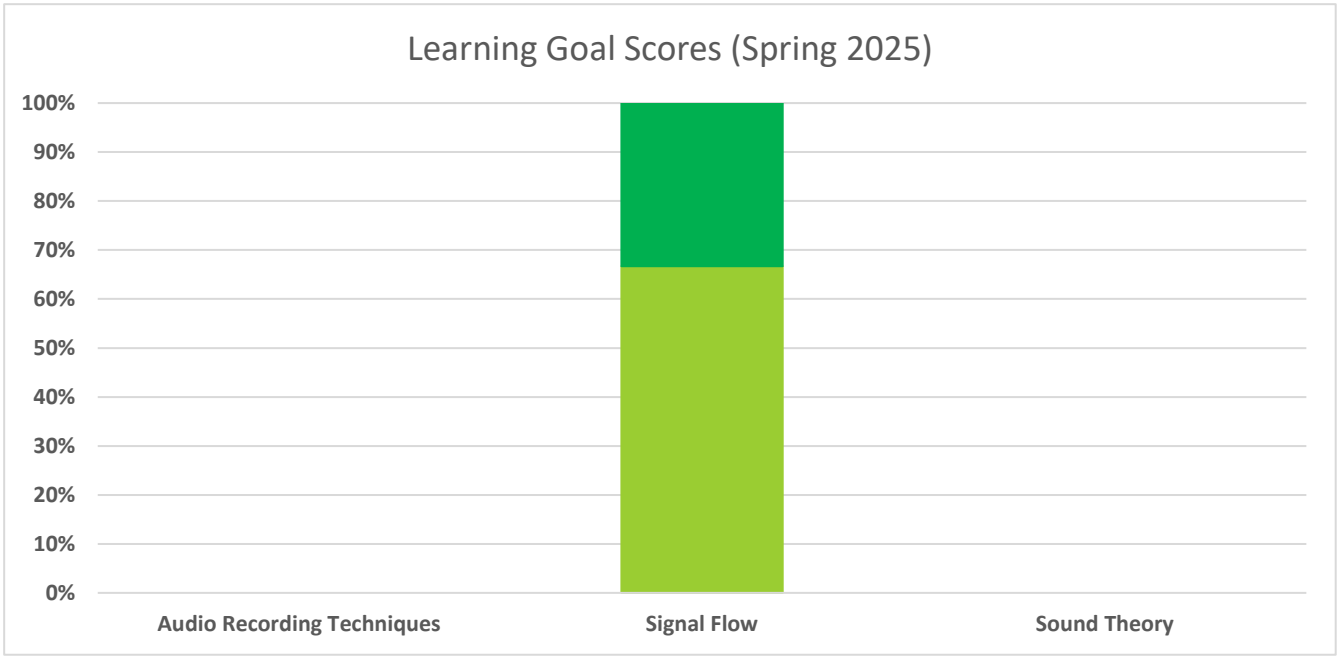
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





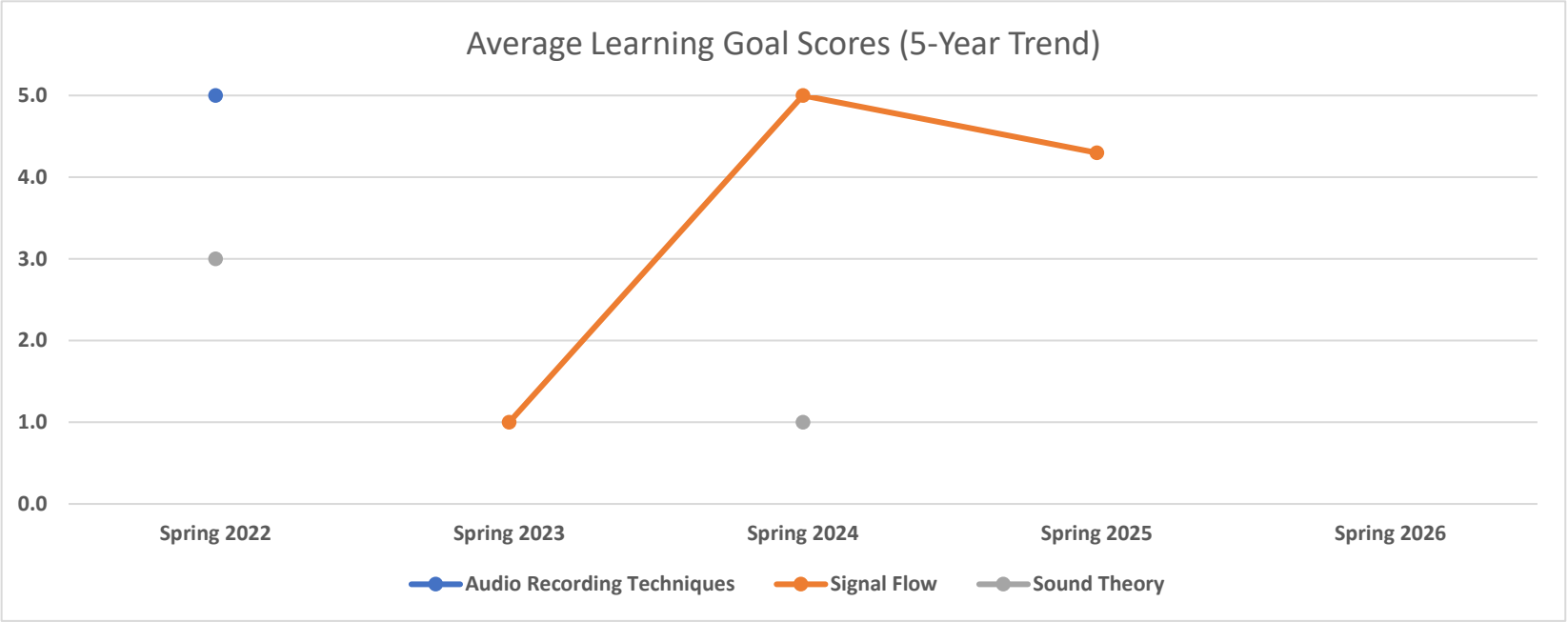
AAS Business Management, Audio Recording Technology Concentration (Spring 2025)

	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%	2	66.7%	1	33.3%	3	**4.3**
Sound Theory	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



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

	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Audio Recording Techniques	5.0				
Signal Flow		1.0	5.0	4.3	
Sound Theory	3.0		1.0		



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

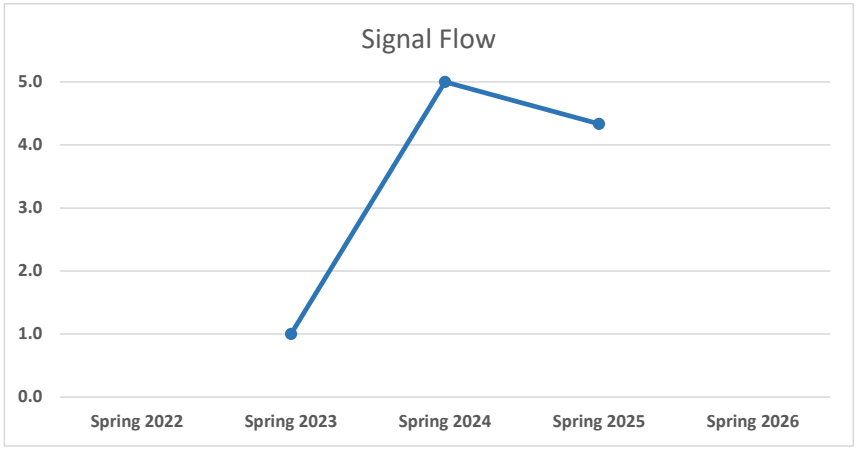
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Examination Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

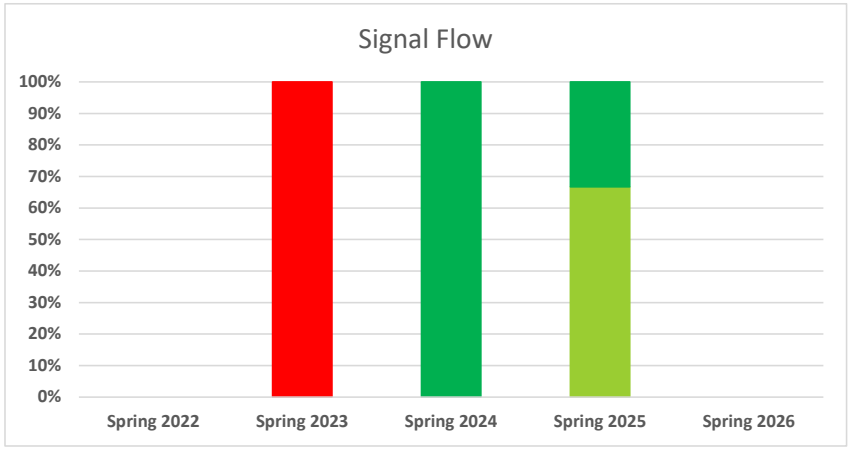




Learning Goal: Signal Flow (AAS Business Management Program)

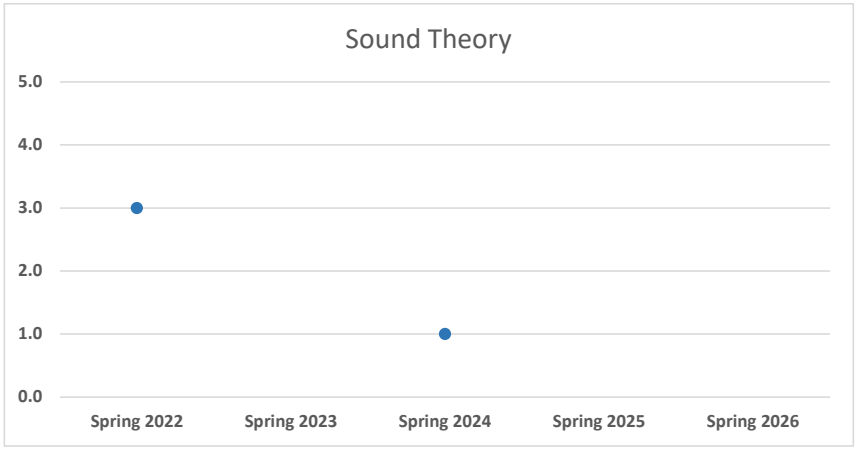
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	1	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	**1.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	2	66.7%	1	33.3%	3	**4.3**
	Spring 2026												

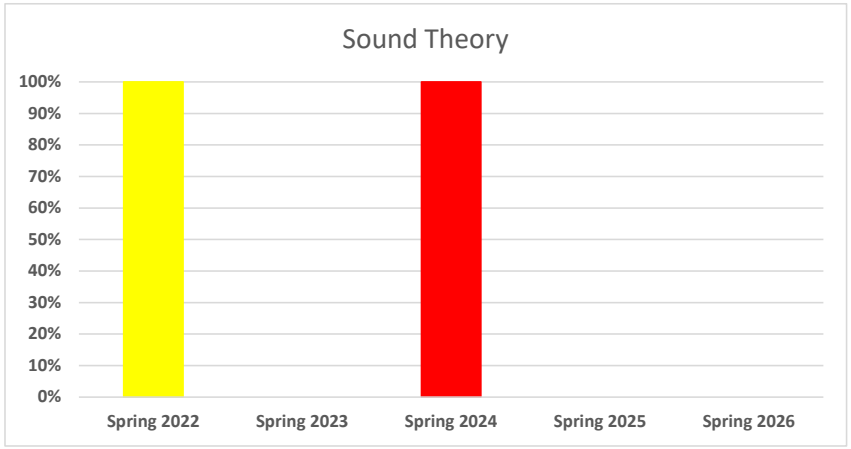




Learning Goal: Sound Theory (AAS Business Management Program)

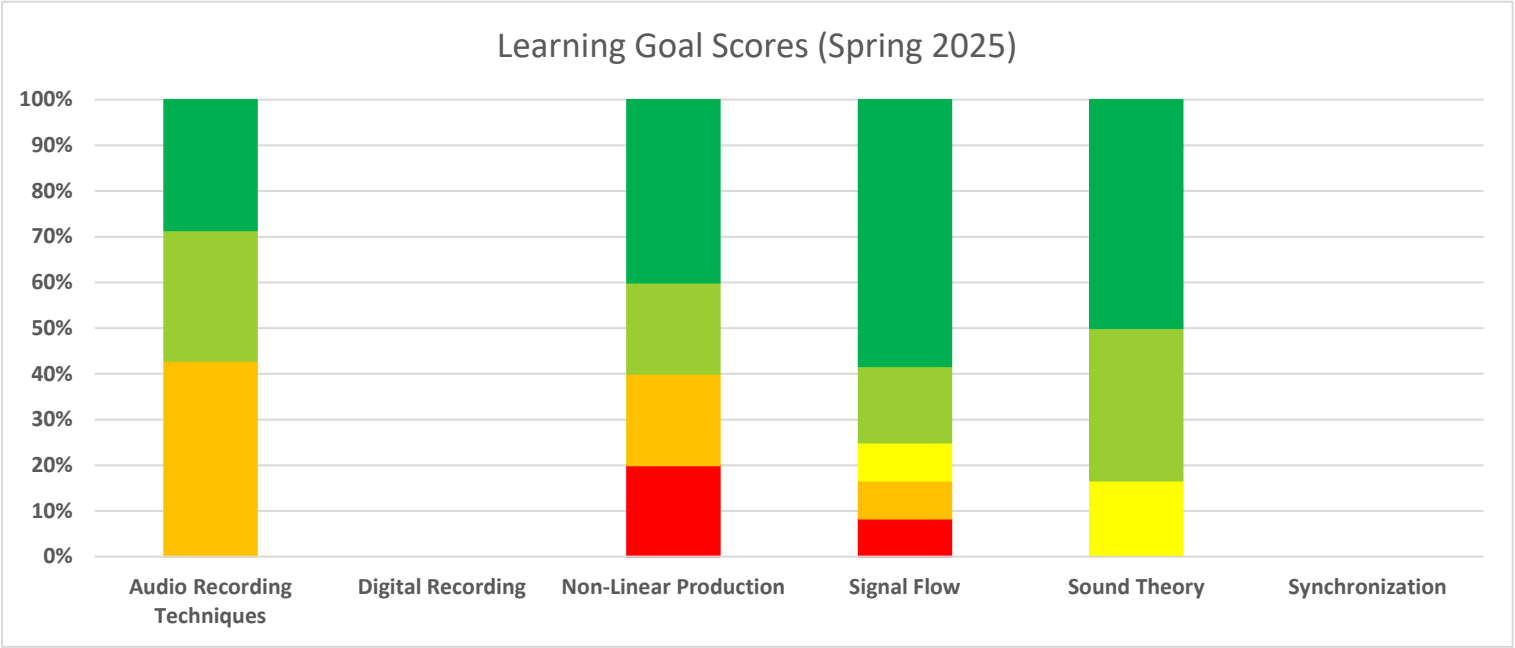
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	1	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	**1.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





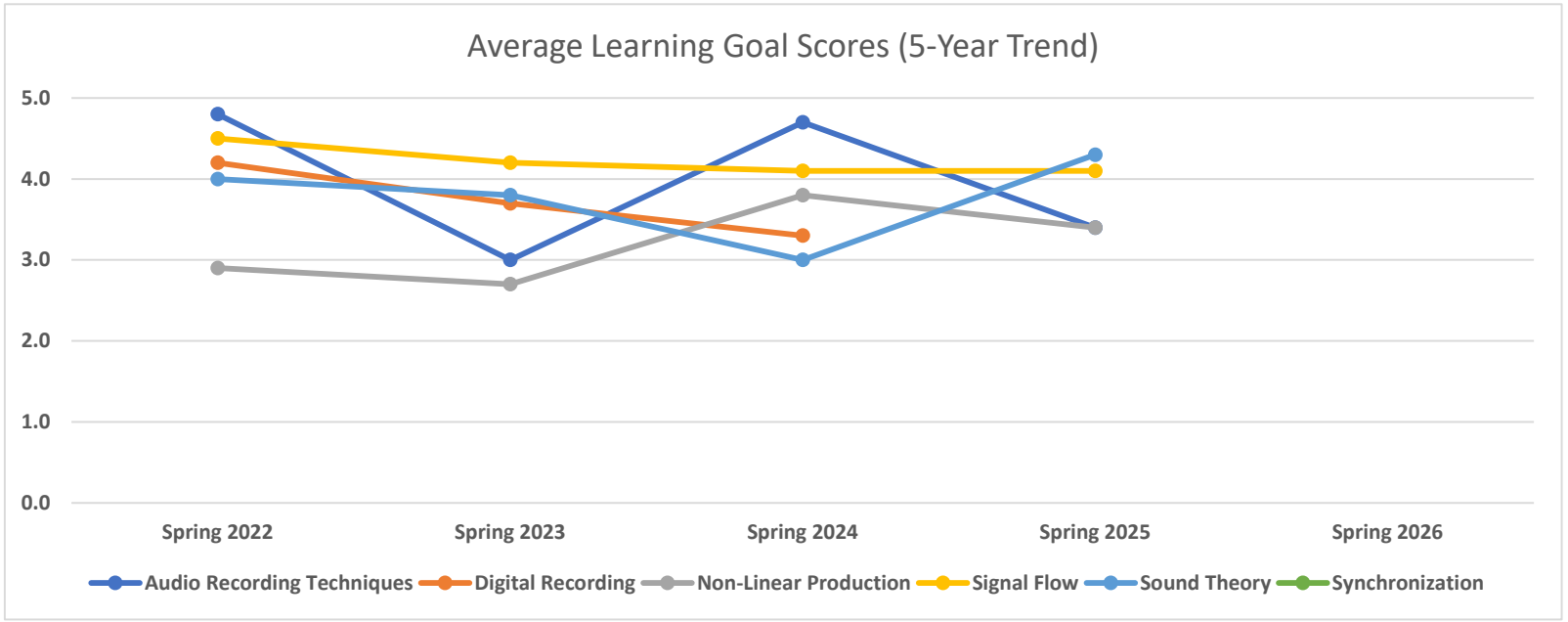
BBA Business Management, Audio Recording Technology Concentration (Spring 2025)

	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%	3	42.9%	0	0.0%	2	28.6%	2	28.6%	7	**3.4**
Digital Recording	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Non-Linear Production	1	20.0%	1	20.0%	0	0.0%	1	20.0%	2	40.0%	5	**3.4**
Signal Flow	1	8.3%	1	8.3%	1	8.3%	2	16.7%	7	58.3%	12	**4.1**
Sound Theory	0	0.0%	0	0.0%	1	16.7%	2	33.3%	3	50.0%	6	**4.3**
Synchronization	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



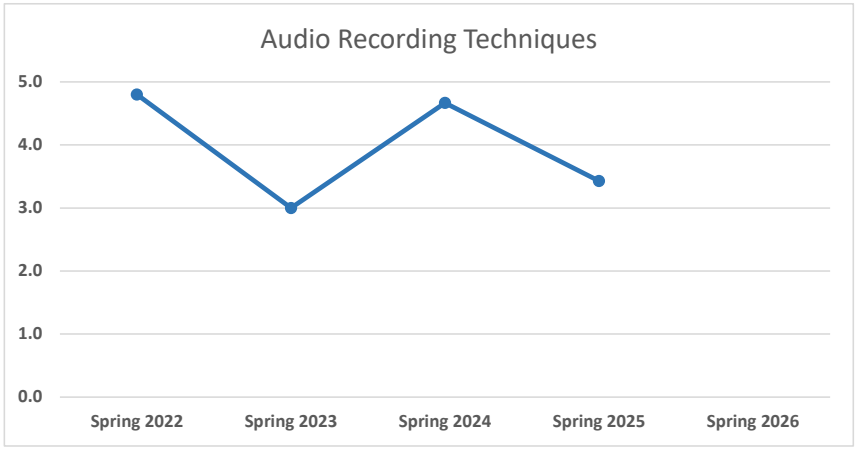
BBA Business Management, Audio Recording Technology Concentration (5-Year Trend)

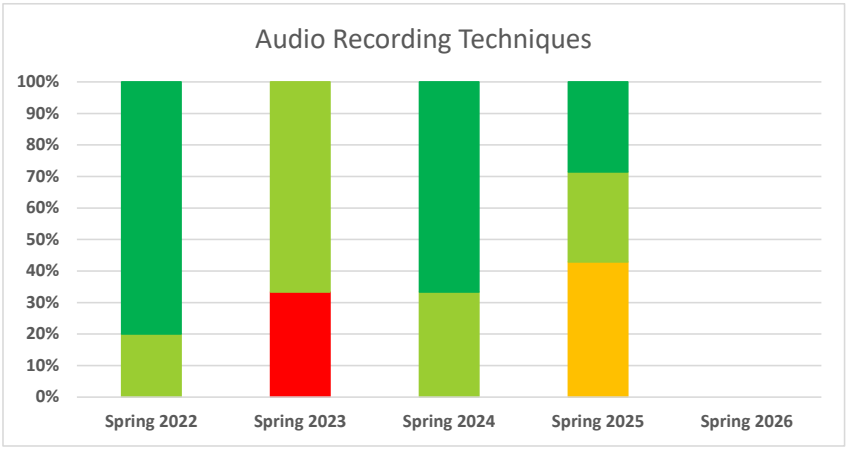
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Audio Recording Techniques	4.8	3.0	4.7	3.4	
Digital Recording	4.2	3.7	3.3		
Non-Linear Production	2.9	2.7	3.8	3.4	
Signal Flow	4.5	4.2	4.1	4.1	
Sound Theory	4.0	3.8	3.0	4.3	
Synchronization					



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

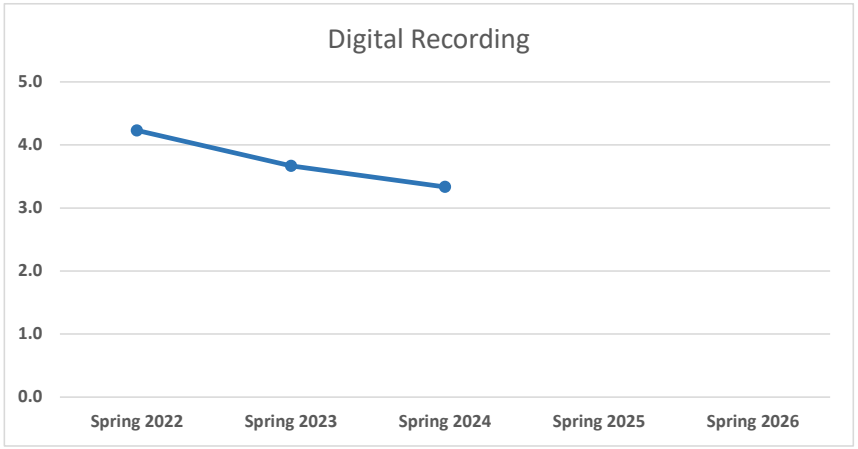
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Examination Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	20.0%	4	80.0%	5	**4.8**
	Spring 2023	1	33.3%	0	0.0%	0	0.0%	2	66.7%	0	0.0%	3	**3.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Spring 2025	0	0.0%	3	42.9%	0	0.0%	2	28.6%	2	28.6%	7	**3.4**
	Spring 2026												

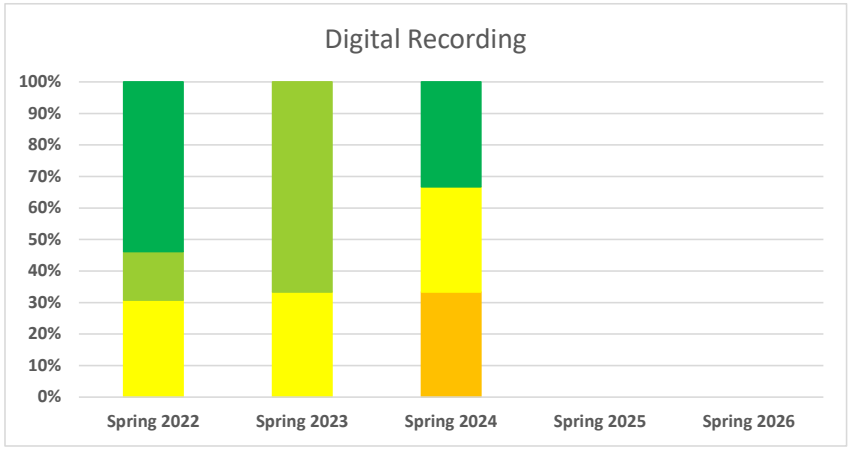




Learning Goal: Digital Recording (BBA Business Management Program)

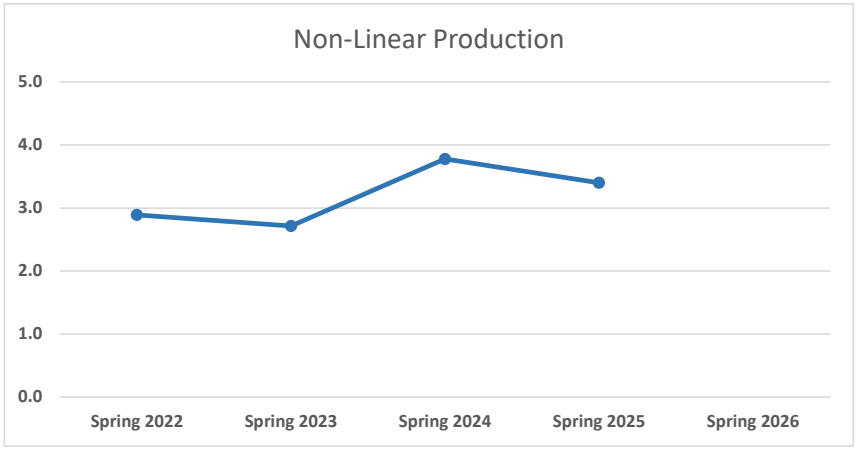
Recorded in: AUD303 - MIDI Applications Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to record and manipulate Musical Instrument Digital Interface (MIDI) data for music sequencing and composition.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	4	30.8%	2	15.4%	7	53.8%	13	**4.2**
	Spring 2023	0	0.0%	0	0.0%	1	33.3%	2	66.7%	0	0.0%	3	**3.7**
	Spring 2024	0	0.0%	1	33.3%	1	33.3%	0	0.0%	1	33.3%	3	**3.3**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

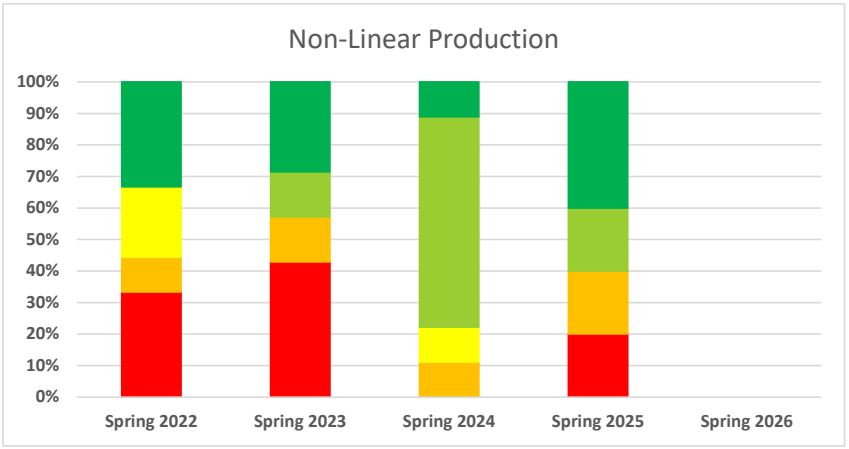




Learning Goal: Non-Linear Production (BBA Business Management Program)

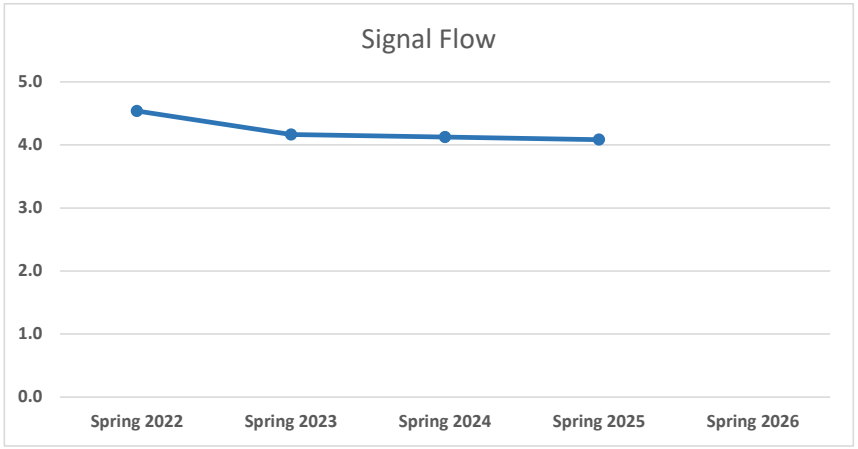
Recorded in: AUD304 - Nonlinear Recording Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate digital audio recording workstations, including plug-ins and control surfaces, to record, mix, edit, and store a production into a tangible medium of expression.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	3	33.3%	1	11.1%	2	22.2%	0	0.0%	3	33.3%	9	**2.9**
	Spring 2023	3	42.9%	1	14.3%	0	0.0%	1	14.3%	2	28.6%	7	**2.7**
	Spring 2024	0	0.0%	1	11.1%	1	11.1%	6	66.7%	1	11.1%	9	**3.8**
	Spring 2025	1	20.0%	1	20.0%	0	0.0%	1	20.0%	2	40.0%	5	**3.4**
	Spring 2026												

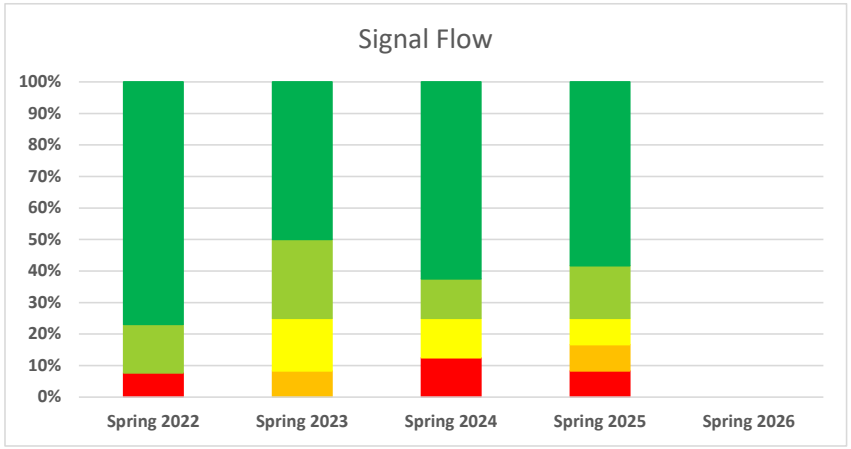




Learning Goal: Signal Flow (BBA Business Management Program)

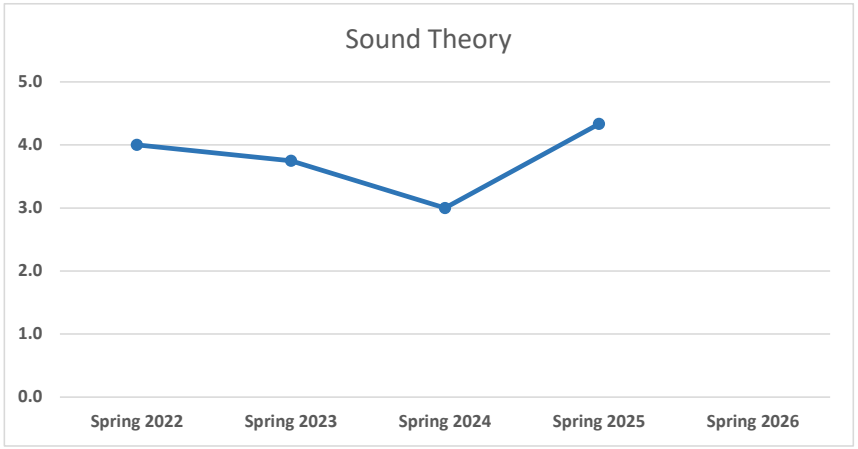
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	1	7.7%	0	0.0%	0	0.0%	2	15.4%	10	76.9%	13	**4.5**
	Spring 2023	0	0.0%	1	8.3%	2	16.7%	3	25.0%	6	50.0%	12	**4.2**
	Spring 2024	1	12.5%	0	0.0%	1	12.5%	1	12.5%	5	62.5%	8	**4.1**
	Spring 2025	1	8.3%	1	8.3%	1	8.3%	2	16.7%	7	58.3%	12	**4.1**
	Spring 2026												

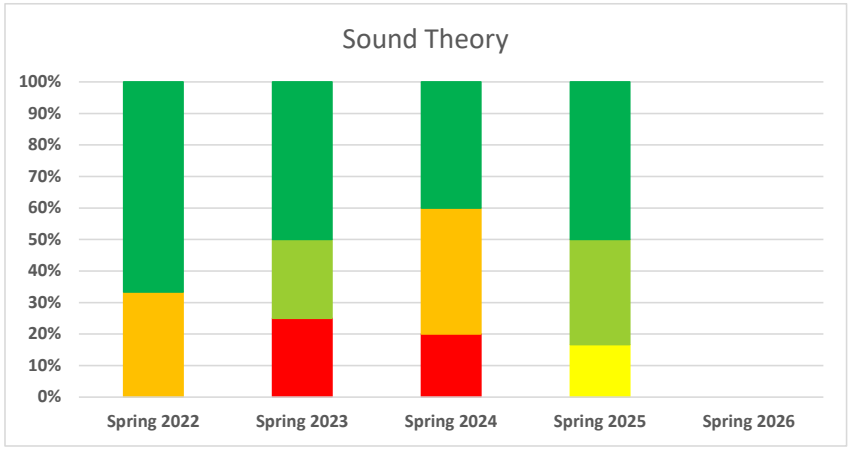




Learning Goal: Sound Theory (BBA Business Management Program)

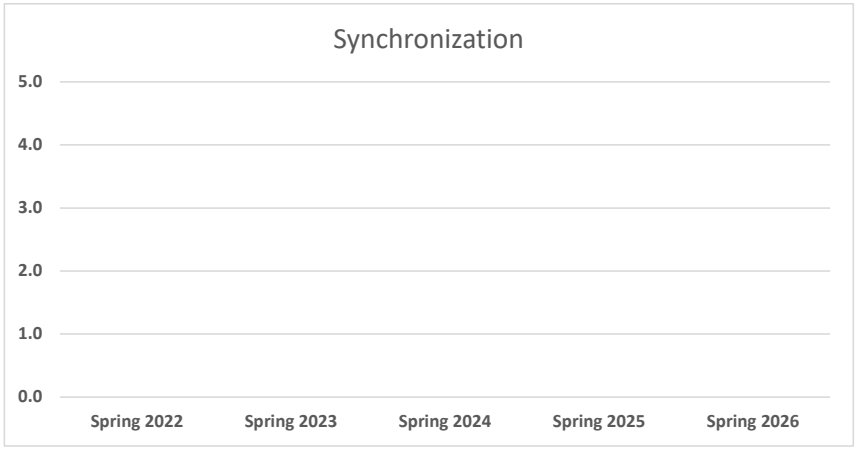
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	1	33.3%	0	0.0%	0	0.0%	2	66.7%	3	**4.0**
	Spring 2023	1	25.0%	0	0.0%	0	0.0%	1	25.0%	2	50.0%	4	**3.8**
	Spring 2024	1	20.0%	2	40.0%	0	0.0%	0	0.0%	2	40.0%	5	**3.0**
	Spring 2025	0	0.0%	0	0.0%	1	16.7%	2	33.3%	3	50.0%	6	**4.3**
	Spring 2026												

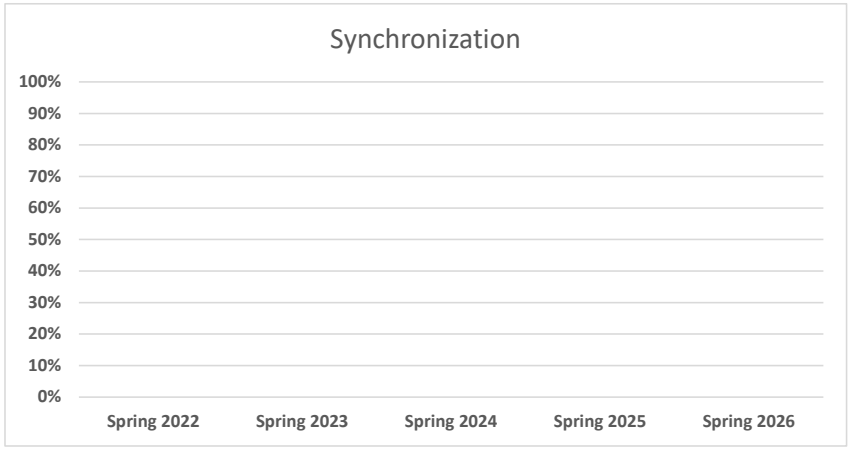




Learning Goal: Synchronization (BBA Business Management Program)

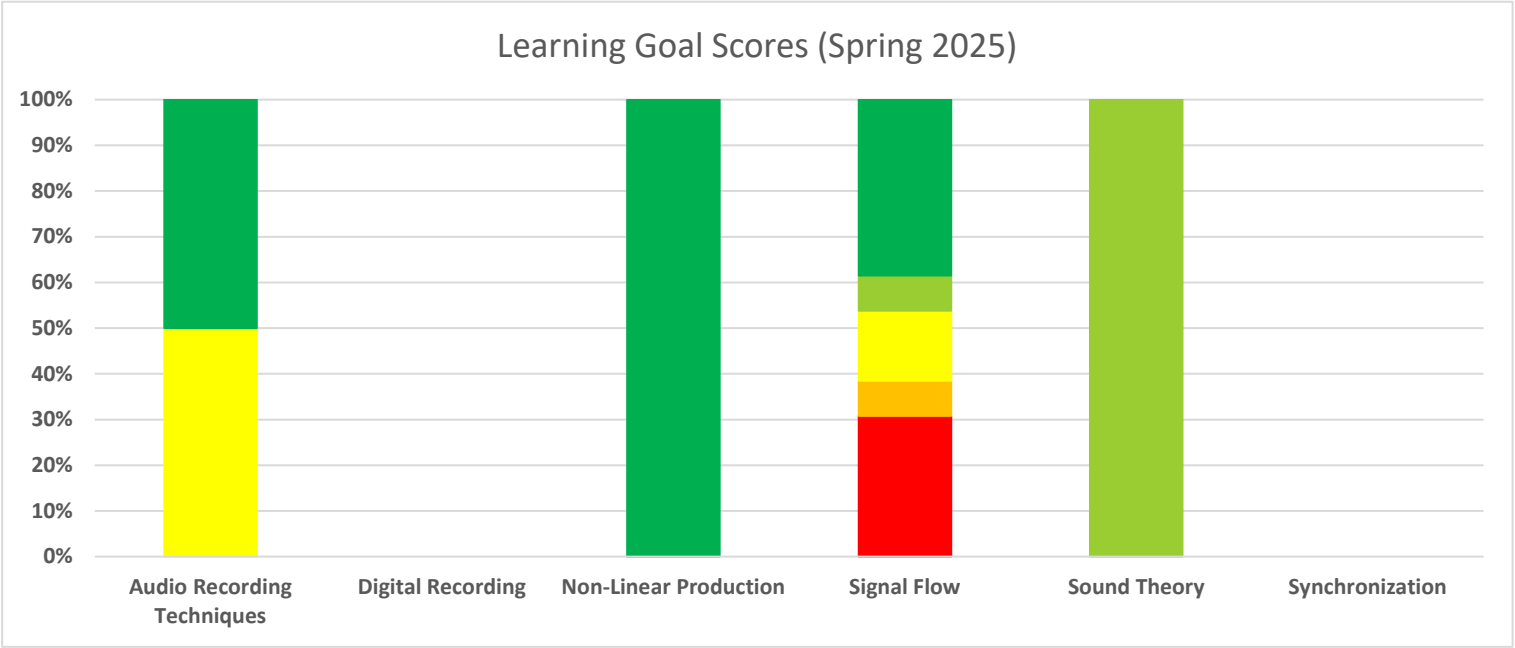
Recorded in: AUD401 - Audio/Video Post-Production Artifact: Quiz	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to create and synch a soundtrack to motion pictures.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												





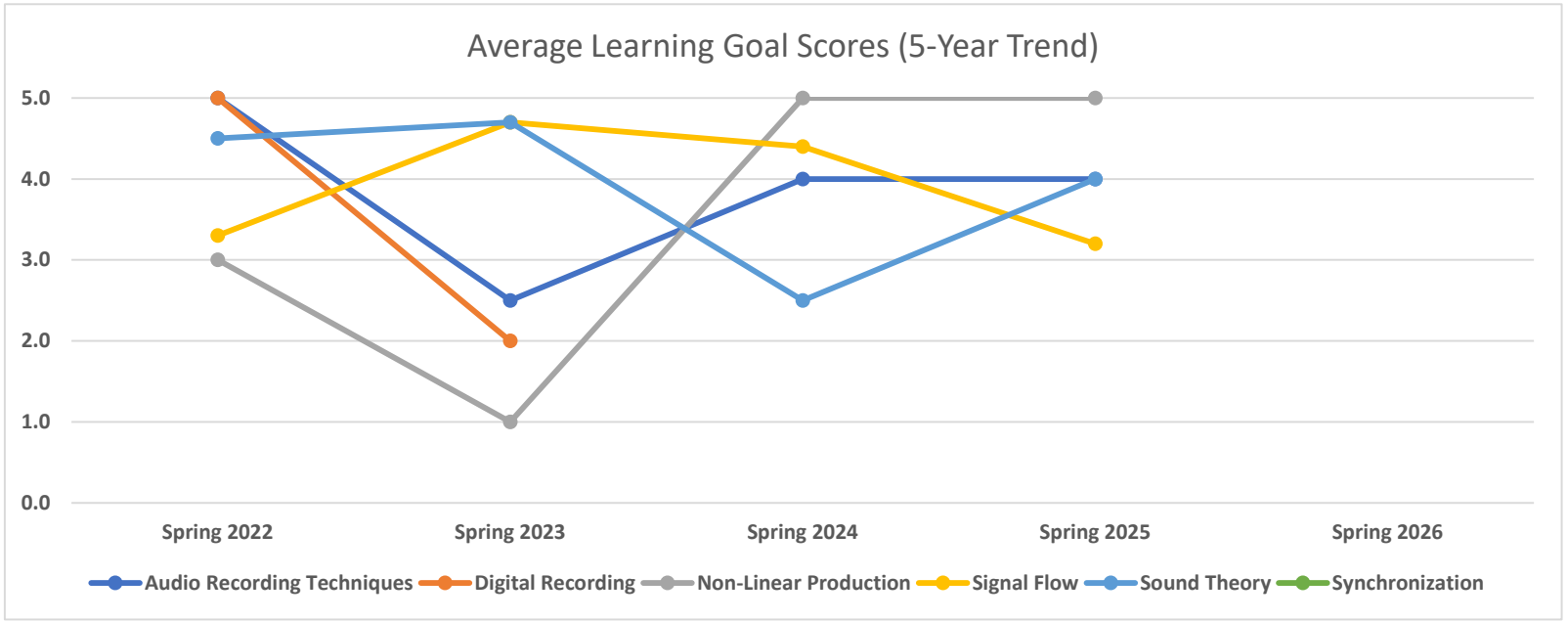
BS Mass Communication, Audio Recording Technology Concentration (Spring 2025)

	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%	1	50.0%	0	0.0%	1	50.0%	2	**4.0**
Digital Recording	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Non-Linear Production	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Signal Flow	4	30.8%	1	7.7%	2	15.4%	1	7.7%	5	38.5%	13	**3.2**
Sound Theory	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Synchronization	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



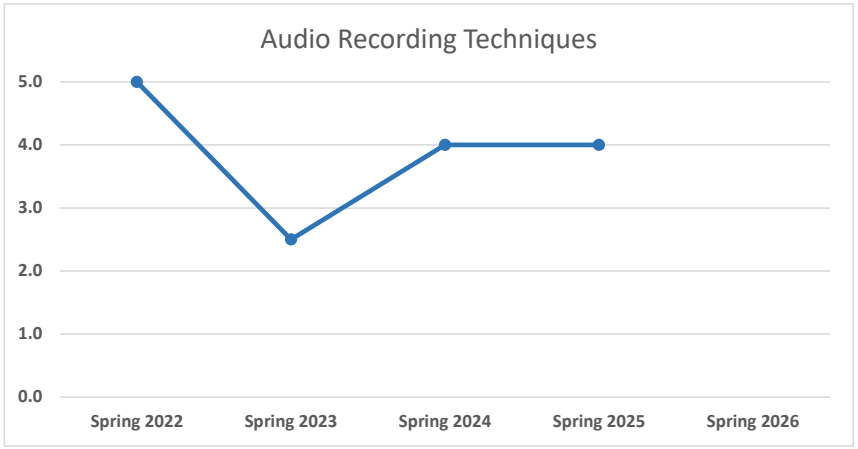
BS Mass Communication, Audio Recording Technology Concentration (5-Year Trend)

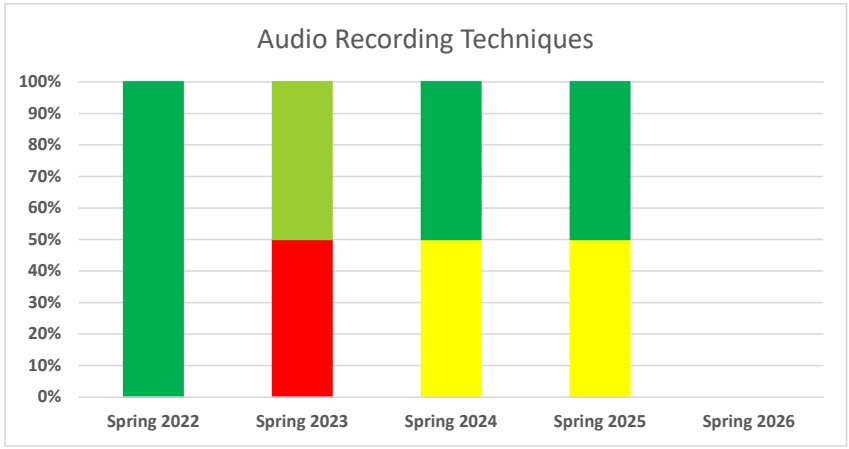
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Audio Recording Techniques	5.0	2.5	4.0	4.0	
Digital Recording	5.0	2.0			
Non-Linear Production	3.0	1.0	5.0	5.0	
Signal Flow	3.3	4.7	4.4	3.2	
Sound Theory	4.5	4.7	2.5	4.0	
Synchronization					



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

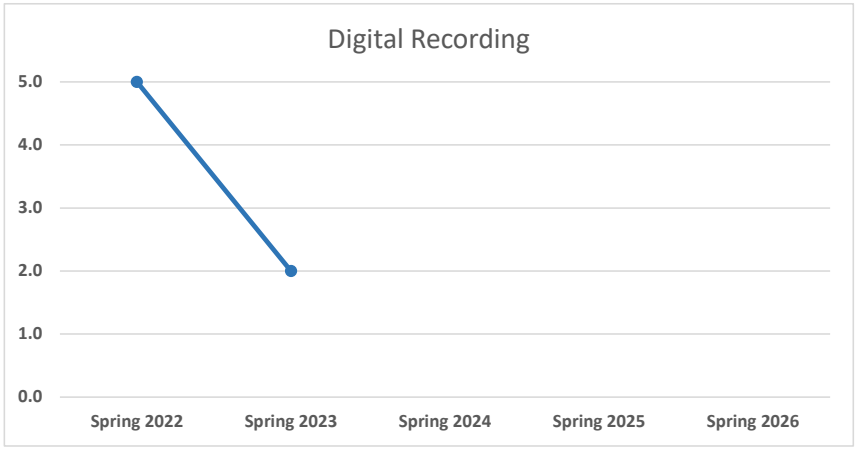
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Examination Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	1	50.0%	0	0.0%	0	0.0%	1	50.0%	0	0.0%	2	**2.5**
	Spring 2024	0	0.0%	0	0.0%	1	50.0%	0	0.0%	1	50.0%	2	**4.0**
	Spring 2025	0	0.0%	0	0.0%	1	50.0%	0	0.0%	1	50.0%	2	**4.0**
	Spring 2026												

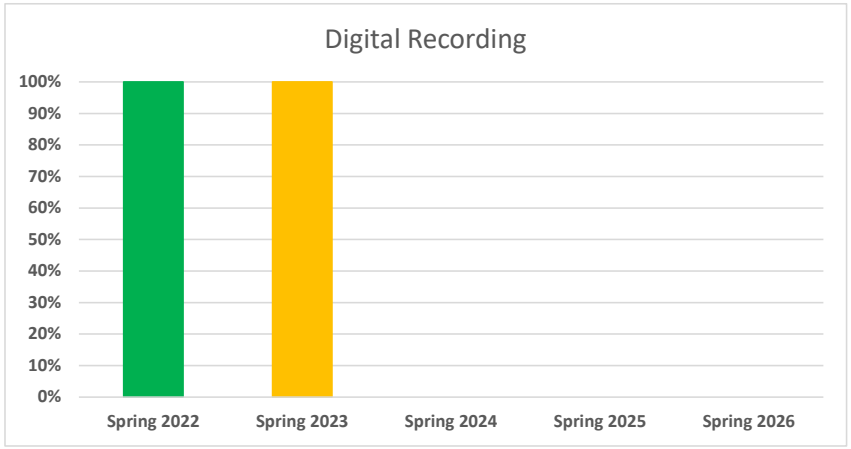




Learning Goal: Digital Recording (BS Mass Communication Program)

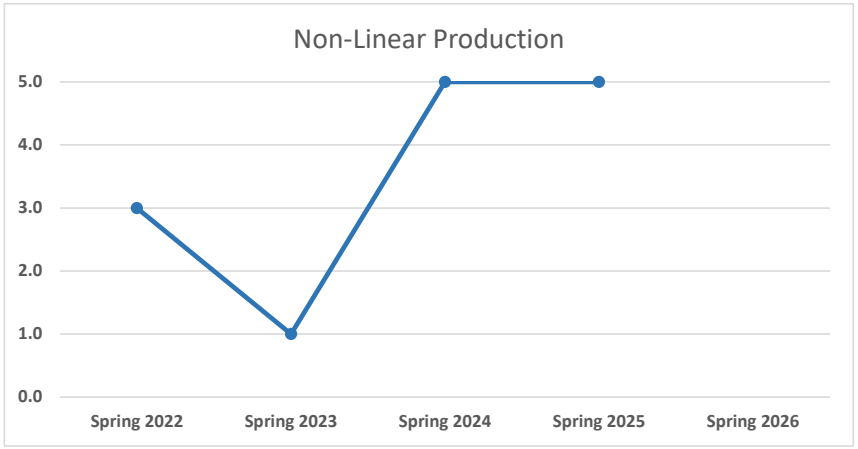
Recorded in: AUD303 - MIDI Applications Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to record and manipulate Musical Instrument Digital Interface (MIDI) data for music sequencing and composition.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

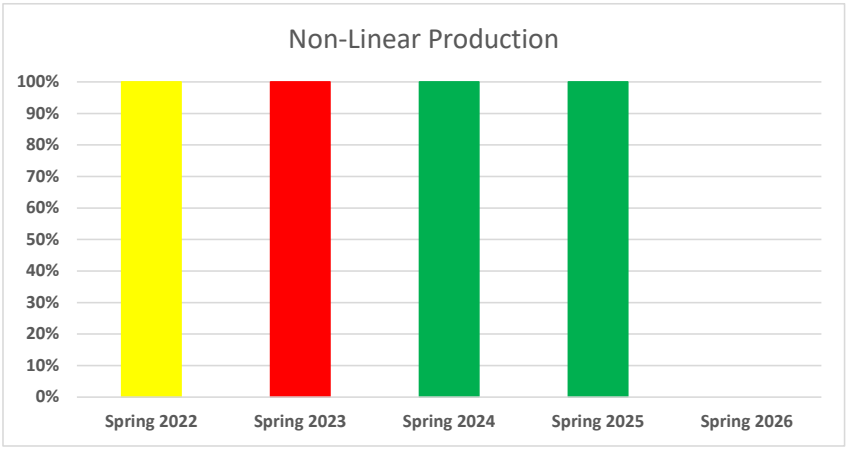




Learning Goal: Non-Linear Production (BS Mass Communication Program)

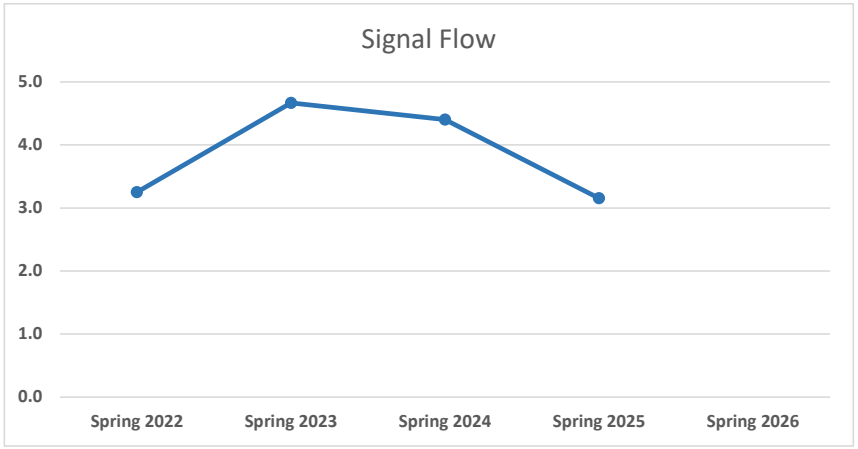
Recorded in: AUD304 - Nonlinear Recording Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate digital audio recording workstations, including plug-ins and control surfaces, to record, mix, edit, and store a production into a tangible medium of expression.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Spring 2023	1	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	**1.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2026												

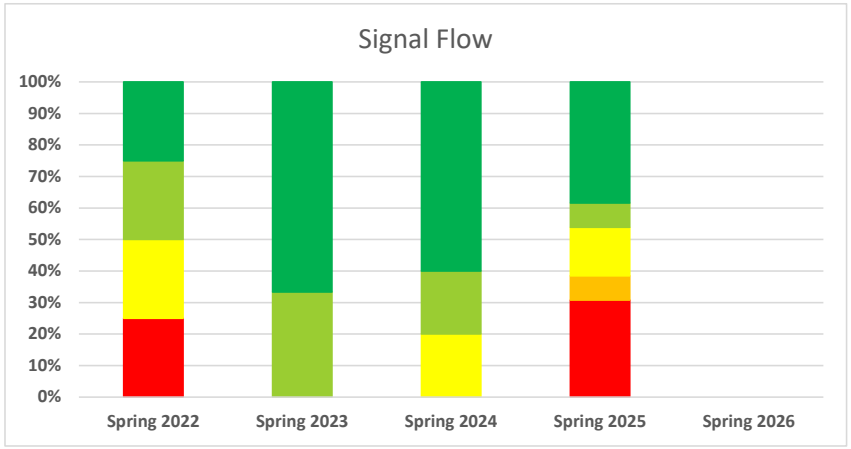




Learning Goal: Signal Flow (BS Mass Communication Program)

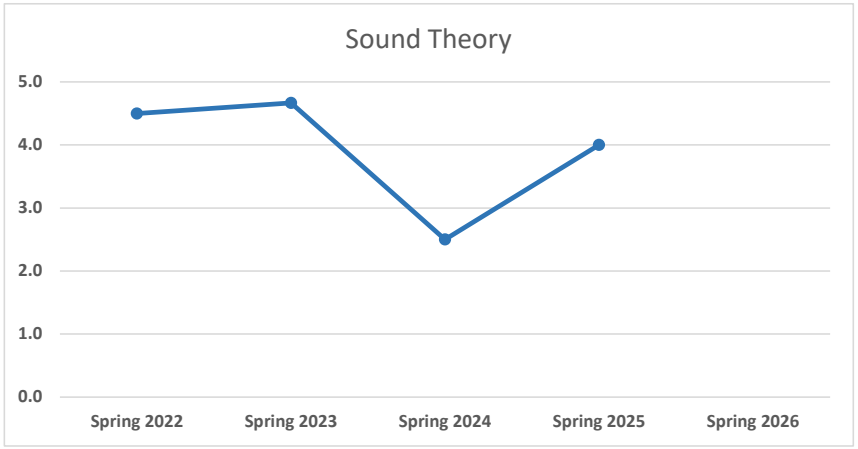
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	1	25.0%	0	0.0%	1	25.0%	1	25.0%	1	25.0%	4	**3.3**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Spring 2024	0	0.0%	0	0.0%	1	20.0%	1	20.0%	3	60.0%	5	**4.4**
	Spring 2025	4	30.8%	1	7.7%	2	15.4%	1	7.7%	5	38.5%	13	**3.2**
	Spring 2026												

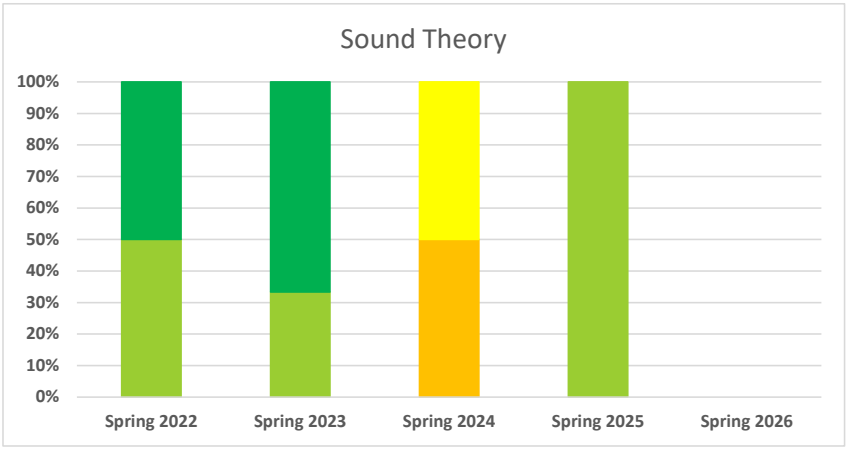




Learning Goal: Sound Theory (BS Mass Communication Program)

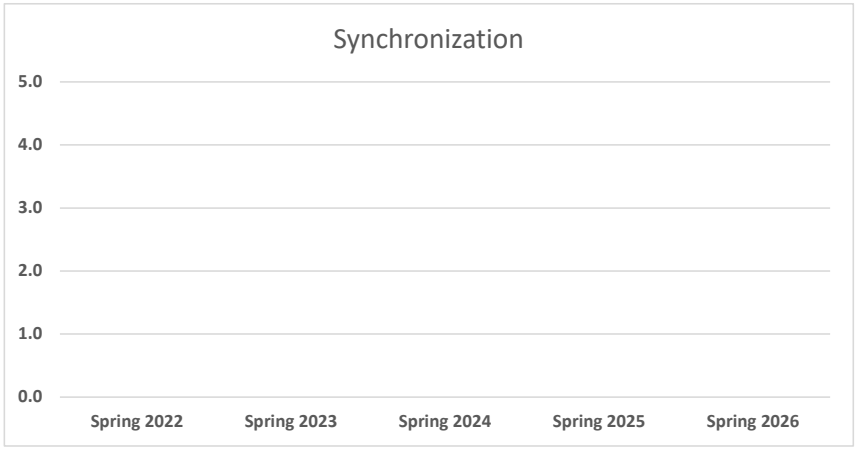
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Spring 2024	0	0.0%	1	50.0%	1	50.0%	0	0.0%	0	0.0%	2	**2.5**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2026												

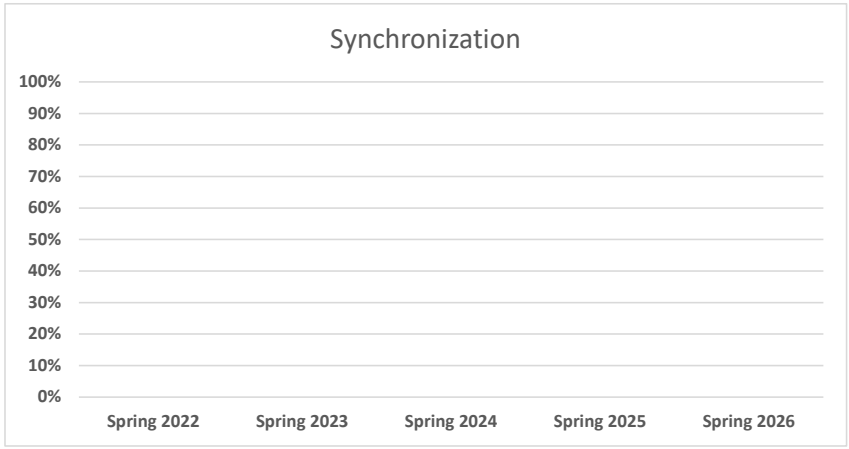




Learning Goal: Synchronization (BS Mass Communication Program)

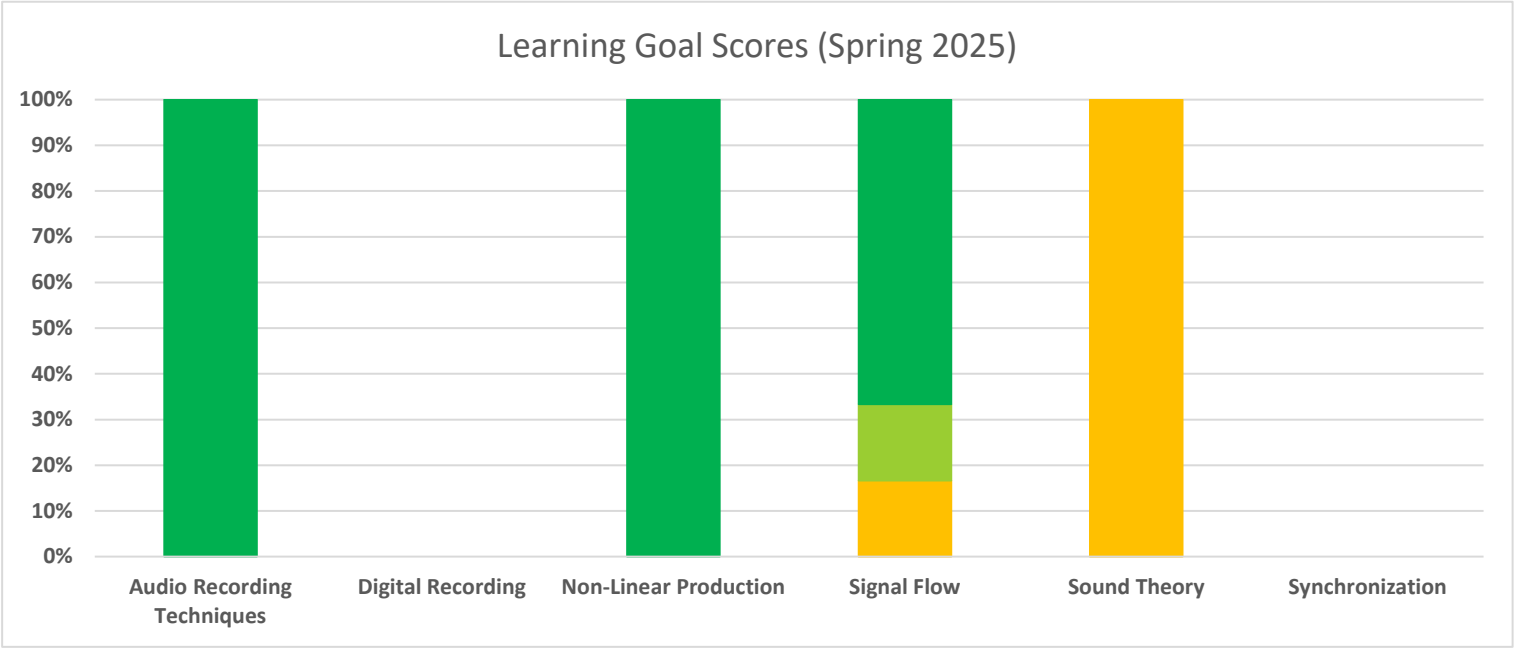
Recorded in: AUD401 - Audio/Video Post-Production Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to create and synch a soundtrack to motion pictures.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





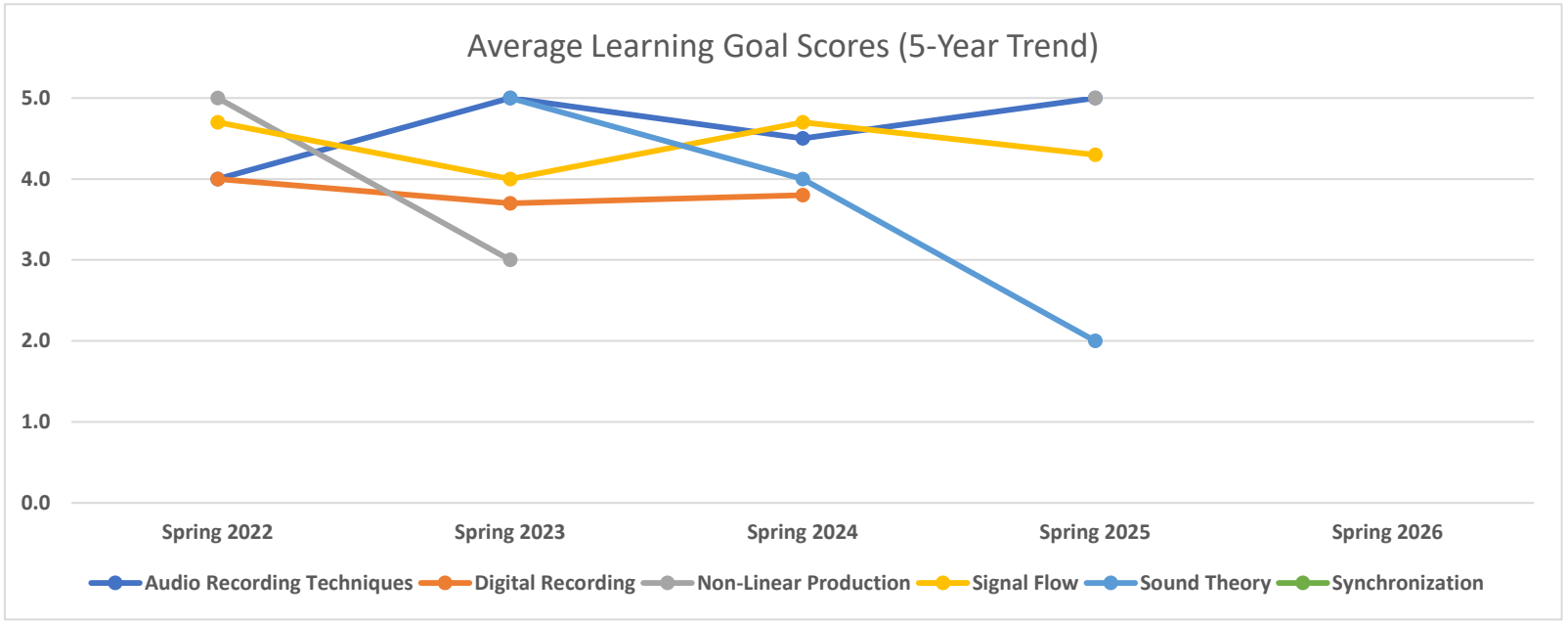
MusB Performance, Audio Recording Technology Concentration (Spring 2025)

	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%	2	100.0%	2	**5.0**
Digital Recording	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	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%	1	16.7%	0	0.0%	1	16.7%	4	66.7%	6	**4.3**
Sound Theory	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
Synchronization	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



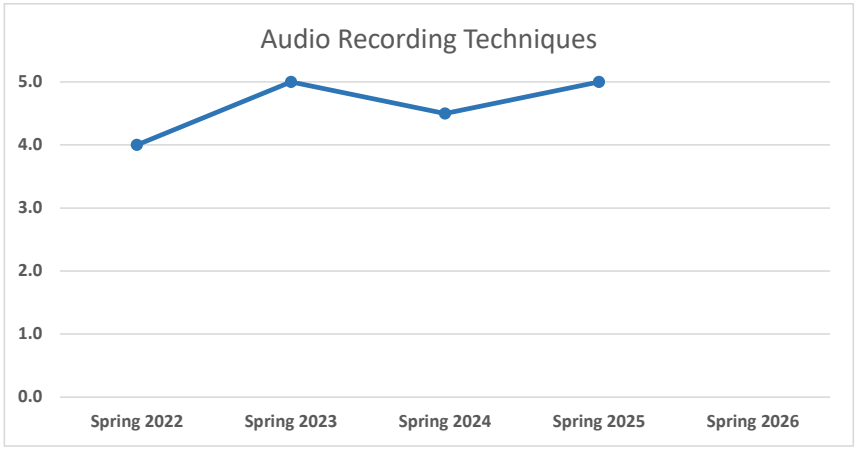
MusB Performance, Audio Recording Technology Concentration (5-Year Trend)

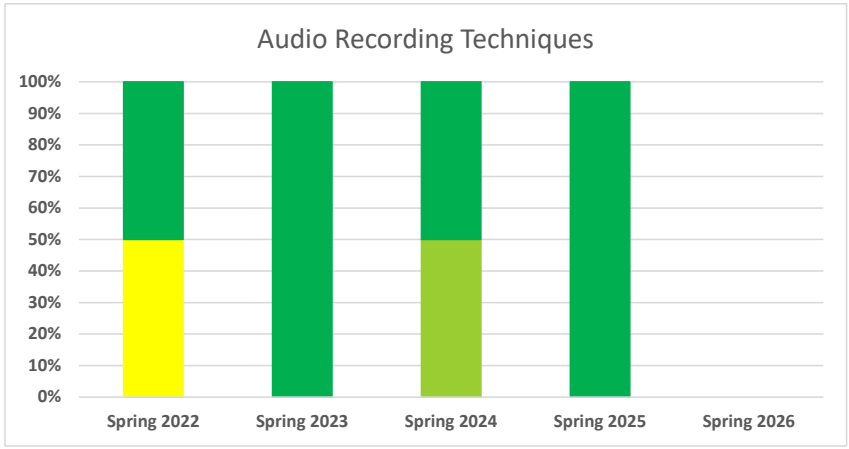
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Audio Recording Techniques	4.0	5.0	4.5	5.0	
Digital Recording	4.0	3.7	3.8		
Non-Linear Production	5.0	3.0		5.0	
Signal Flow	4.7	4.0	4.7	4.3	
Sound Theory		5.0	4.0	2.0	
Synchronization					



Learning Goal: Audio Recording Techniques (MusB Performance Program)

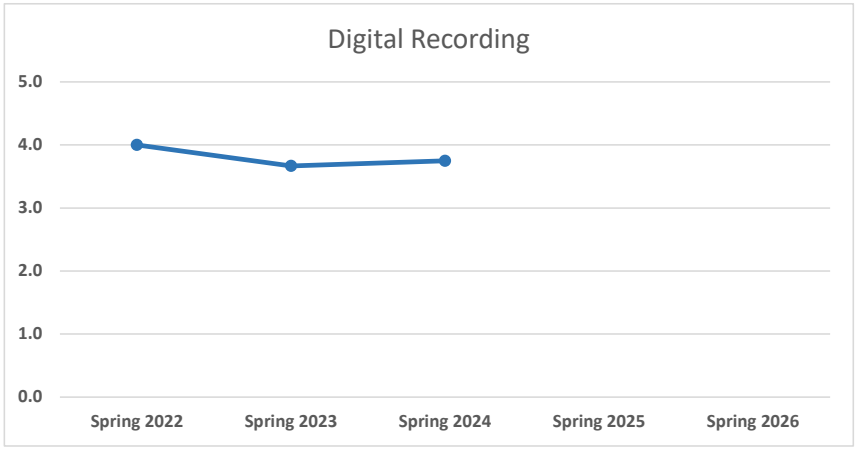
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Examination Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students 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	
	Spring 2022	0	0.0%	0	0.0%	1	50.0%	0	0.0%	1	50.0%	2	**4.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Spring 2026												

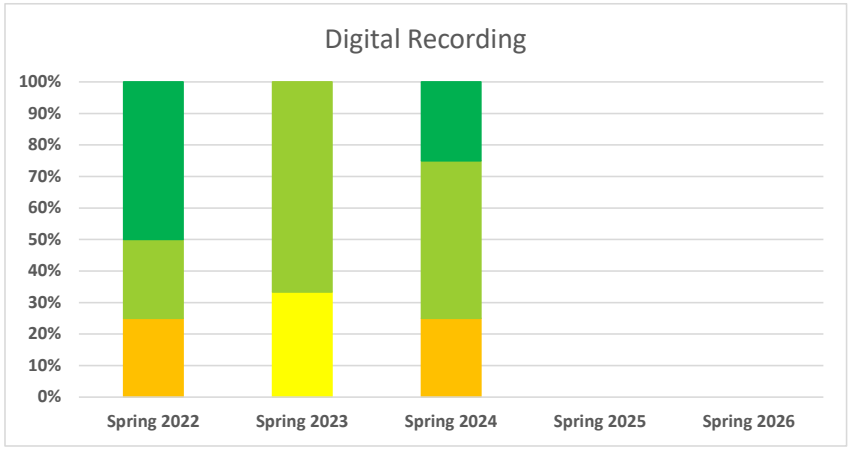




Learning Goal: Digital Recording (MusB Performance Program)

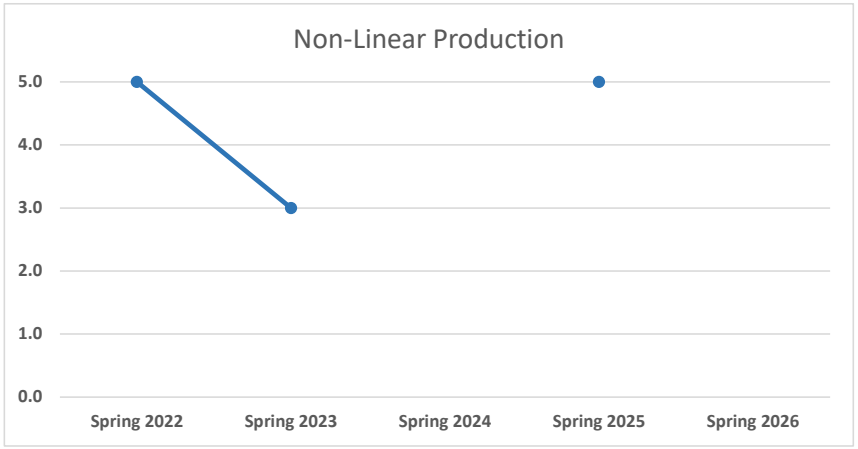
Recorded in: AUD303 - MIDI Applications Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to record and manipulate Musical Instrument Digital Interface (MIDI) data for music sequencing and composition.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	1	25.0%	0	0.0%	1	25.0%	2	50.0%	4	**4.0**
	Spring 2023	0	0.0%	0	0.0%	1	33.3%	2	66.7%	0	0.0%	3	**3.7**
	Spring 2024	0	0.0%	1	25.0%	0	0.0%	2	50.0%	1	25.0%	4	**3.8**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

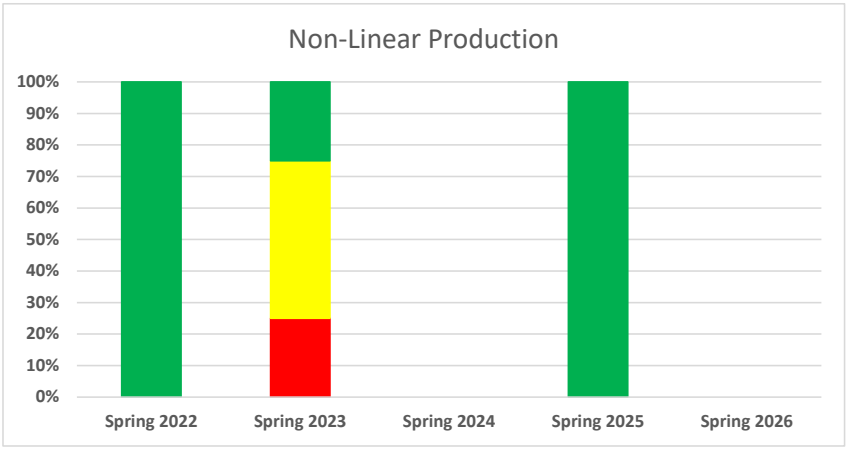




Learning Goal: Non-Linear Production (MusB Performance Program)

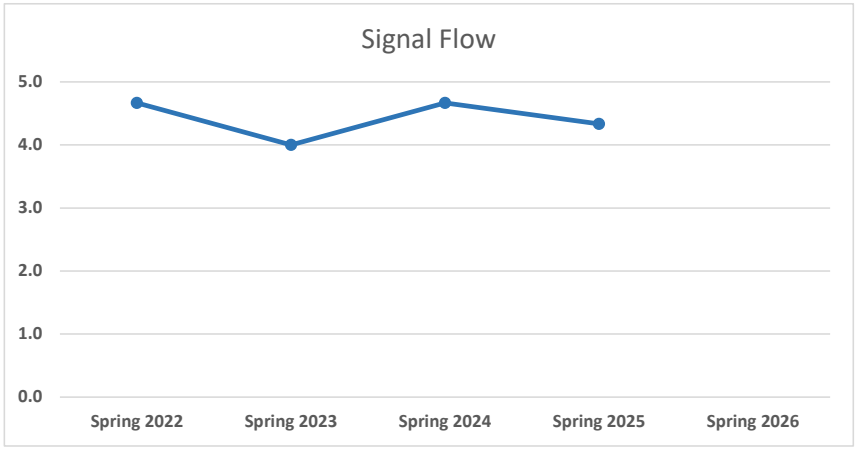
Recorded in: AUD304 - Nonlinear Recording Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate digital audio recording workstations, including plug-ins and control surfaces, to record, mix, edit, and store a production into a tangible medium of expression.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	1	25.0%	0	0.0%	2	50.0%	0	0.0%	1	25.0%	4	**3.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2026												

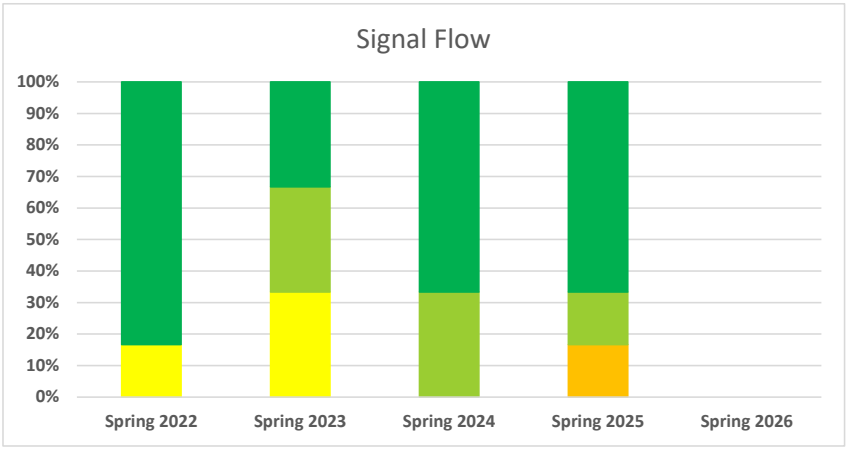




Learning Goal: Signal Flow (MusB Performance Program)

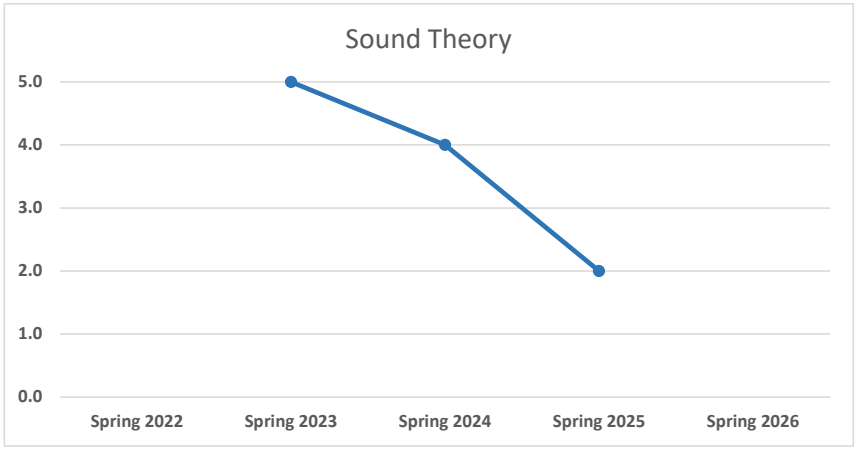
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	1	16.7%	0	0.0%	5	83.3%	6	**4.7**
	Spring 2023	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Spring 2025	0	0.0%	1	16.7%	0	0.0%	1	16.7%	4	66.7%	6	**4.3**
	Spring 2026												

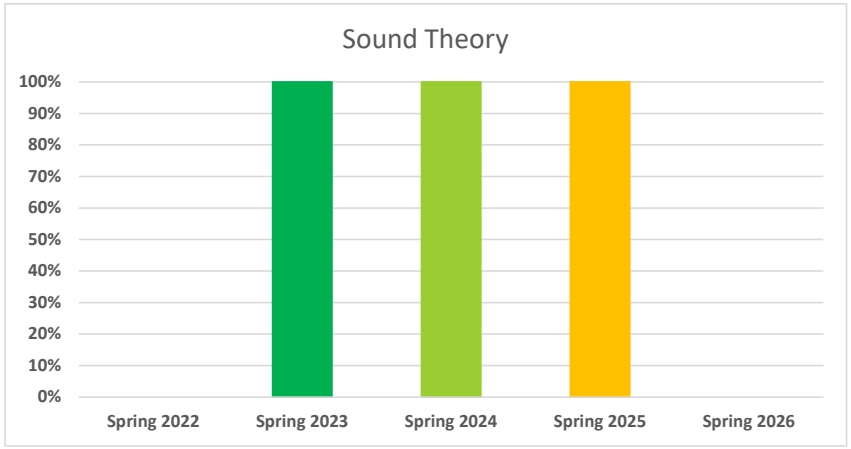




Learning Goal: Sound Theory (MusB Performance Program)

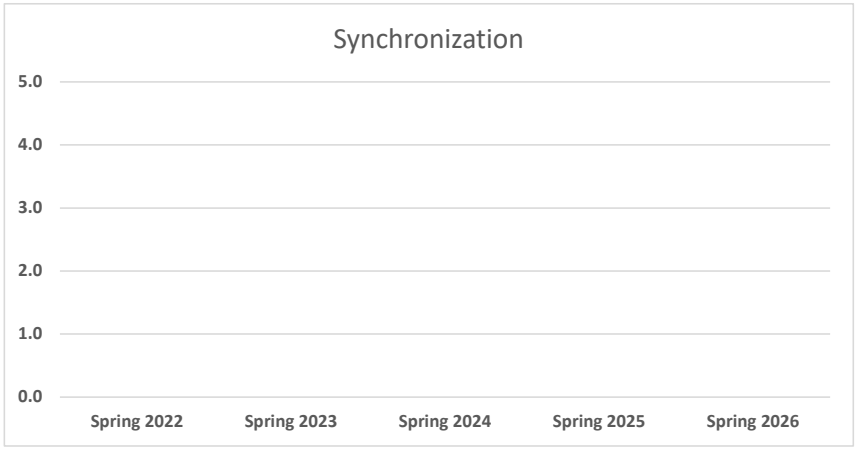
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2025	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Spring 2026												

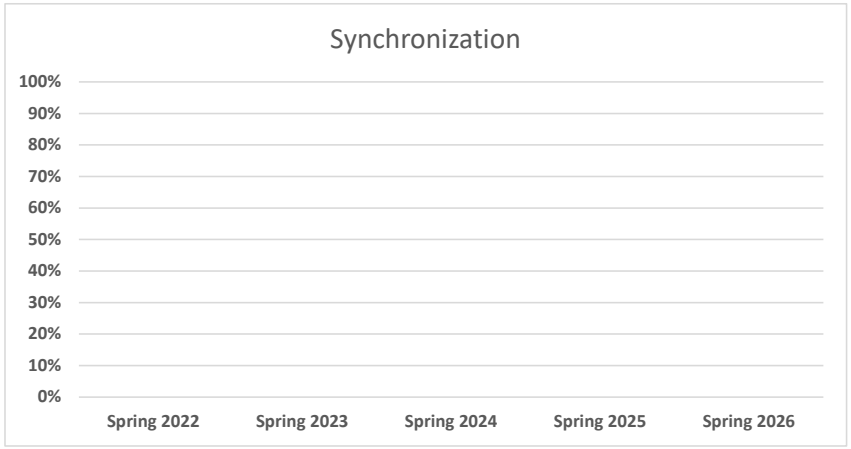




Learning Goal: Synchronization (MusB Performance Program)

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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												



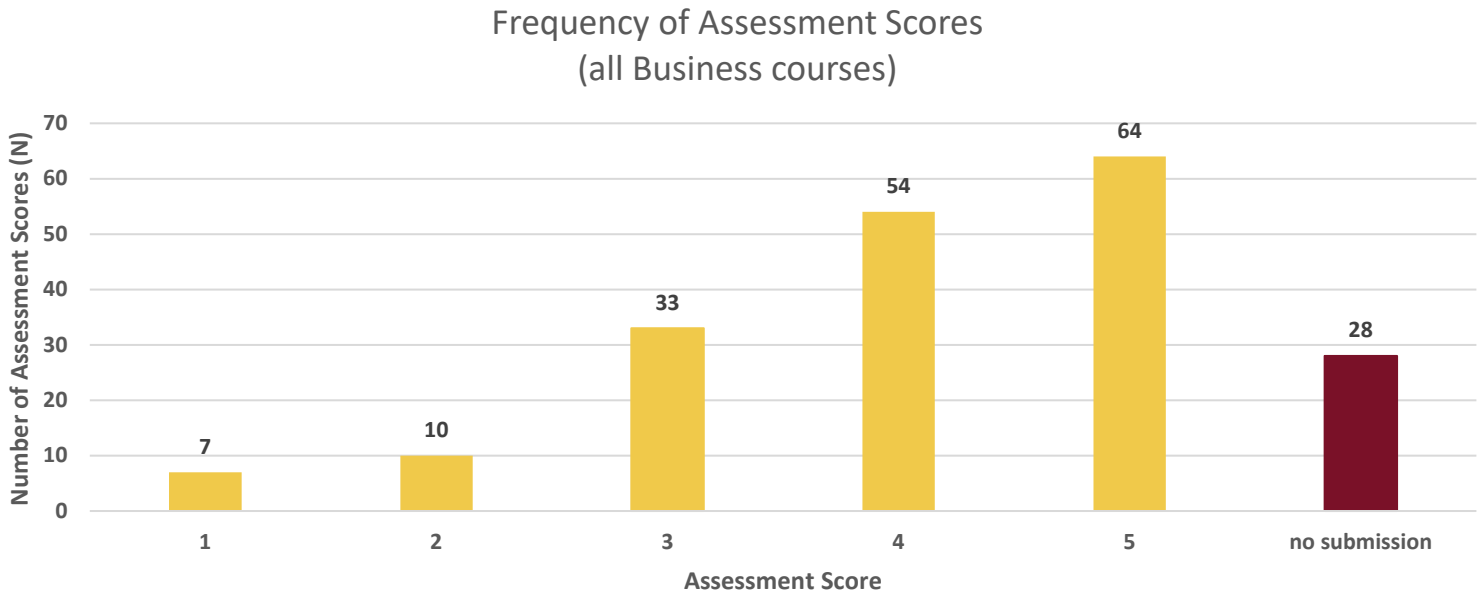


Business

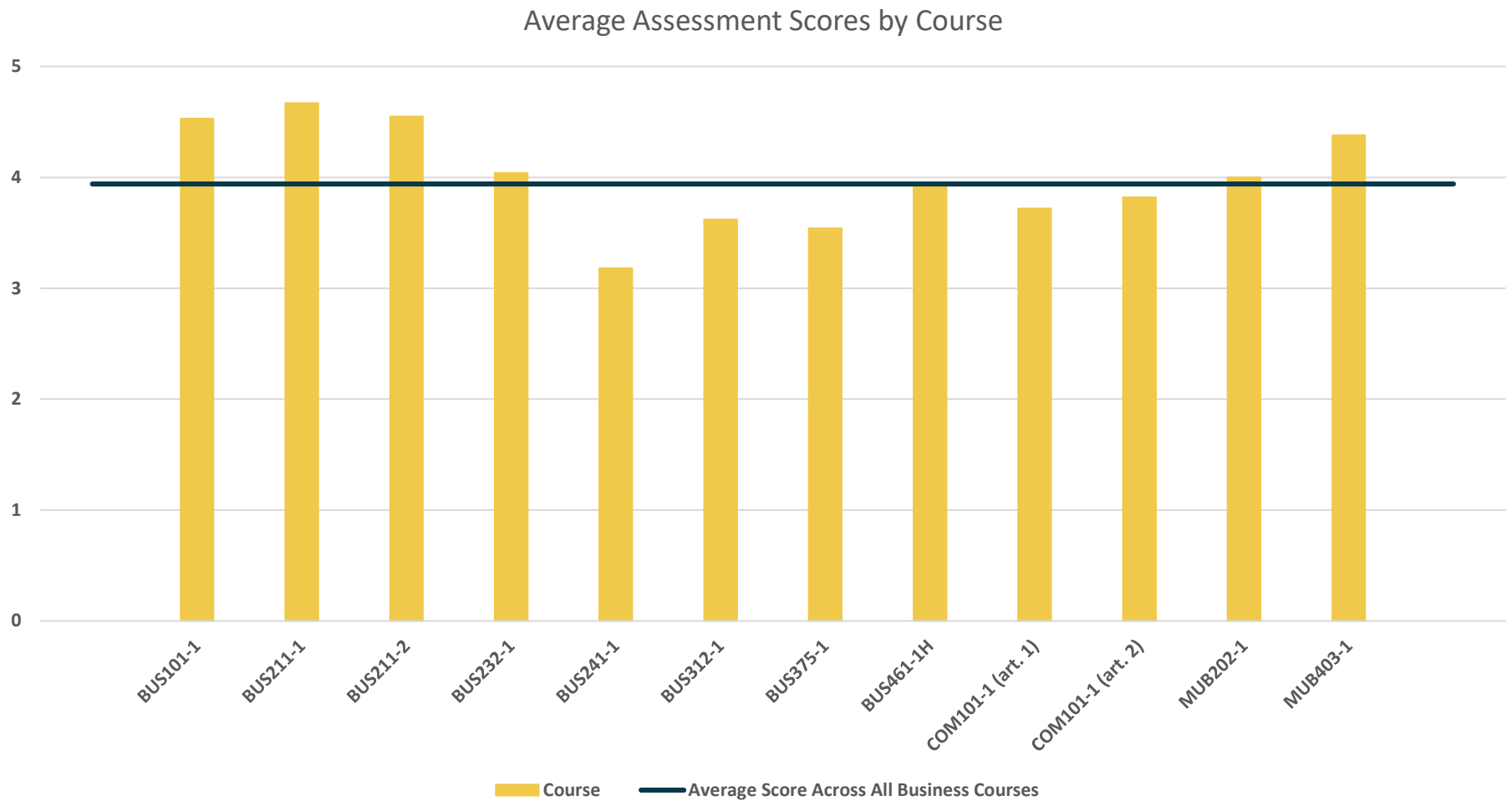
Artifact Scores by Course

SPRING 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Business courses)	
SCORE	**N**
1	7
2	10
3	33
4	54
5	64
no submission	28
Total	196
Submissions Scored (Total minus No Submissions)	168
AVERAGE SCORE	**3.94**



AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
BUS101-1	4.53
BUS211-1	4.67
BUS211-2	4.55
BUS232-1	4.04
BUS241-1	3.18
BUS312-1	3.62
BUS375-1	3.54
BUS461-1H	3.93
COM101-1 (art. 1)	3.72
COM101-1 (art. 2)	3.82
MUB202-1	4.00
MUB403-1	4.38
AVERAGE SCORE ACROSS ALL BUSINESS COURSES	**3.94**


Average Assessment Scores by Course
5
4
3
2
1
0
BUS101-1
BUS211-1
BUS211-2
BUS232-1
BUS241-1
BUS312-1
BUS375-1
BUS461-1H
COM101-1 (art. 1)
COM101-1 (art. 2)
MUB202-1
MUB403-1
Course
Average Score Across All Business Courses

Artifact Scores by Program and Learning Goal

AS Business Administration (Spring 2025)

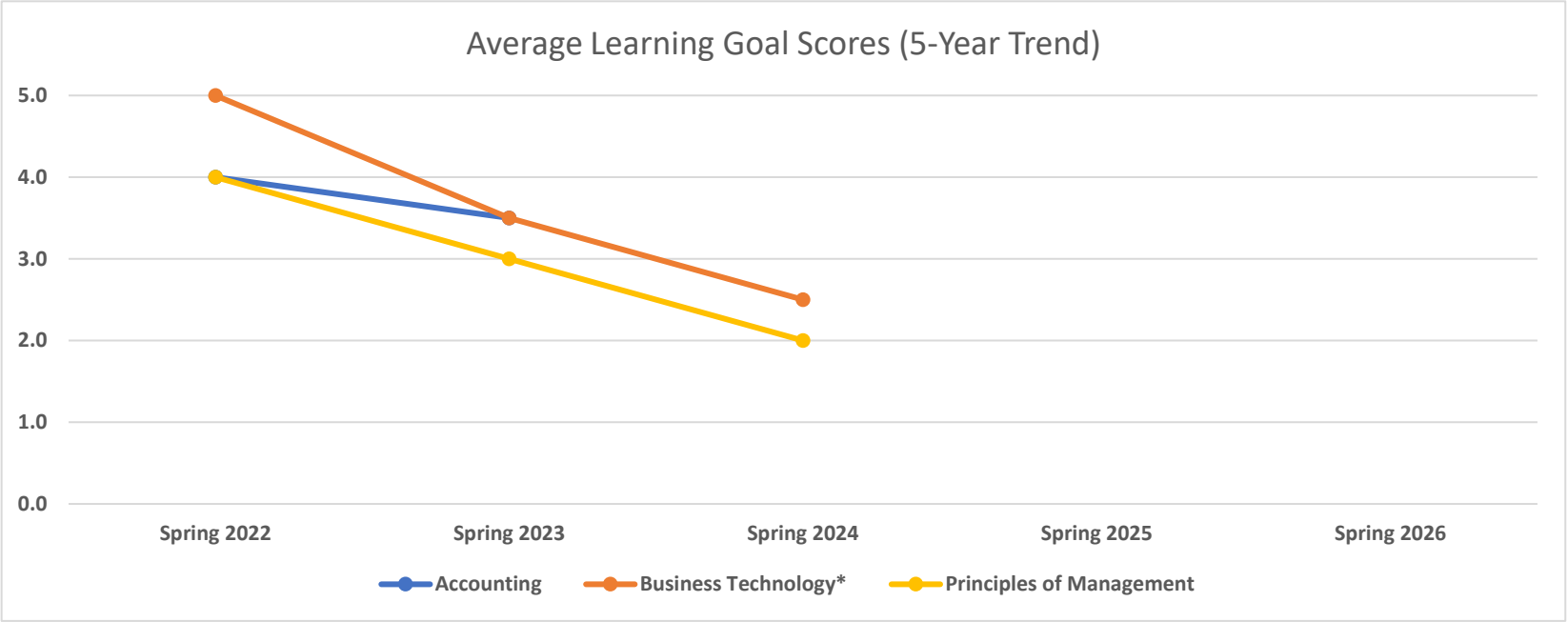
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Accounting	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Business Technology**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Principles of Management	0	0.0%	0	0.0%	0	0.0%	0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

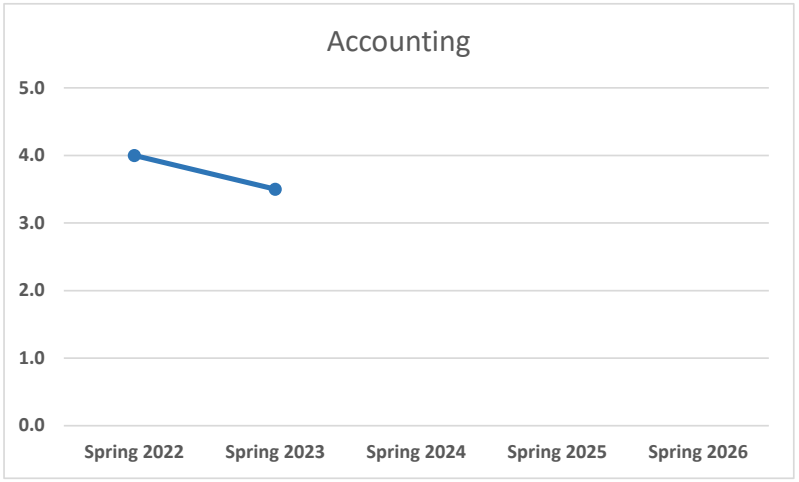
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Accounting	4.0	3.5			
*Business Technology**	5.0	3.5	2.5		
Principles of Management	4.0	3.0	2.0		

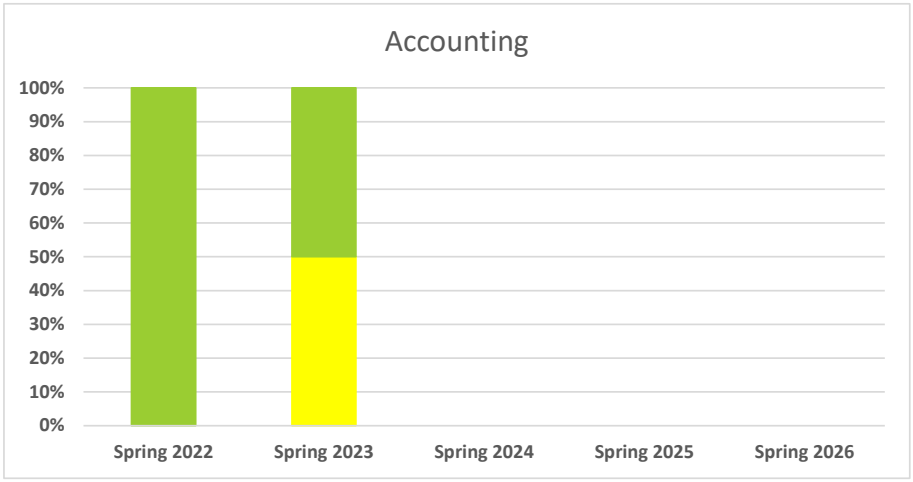


* The Business Technology learning goal has two separate artifacts. The score listed here is the combined average score for both artifacts. Separate breakdowns for each artifact are provided on the following pages.

Learning Goal: Accounting (AS Business Administration Program)

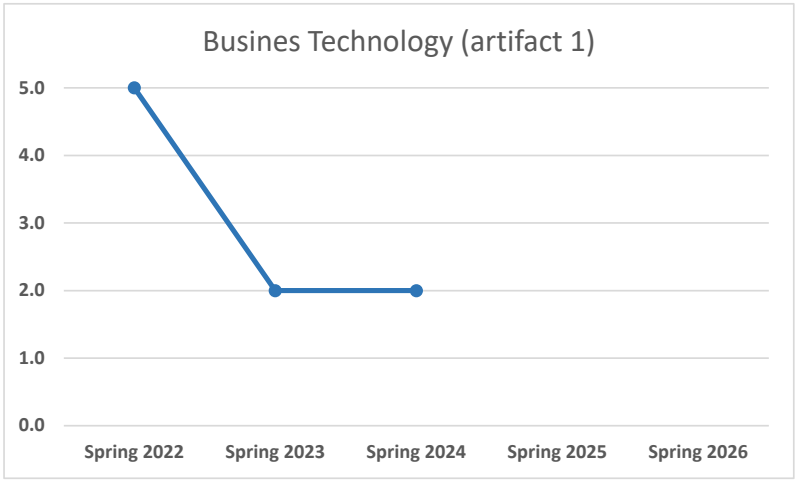
Recorded in: BUS101 - Accounting 1 Artifact: The Accounting Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrates the knowledge, skills, and applications required for basic accounting principles and techniques in an accounting cycle.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2023	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

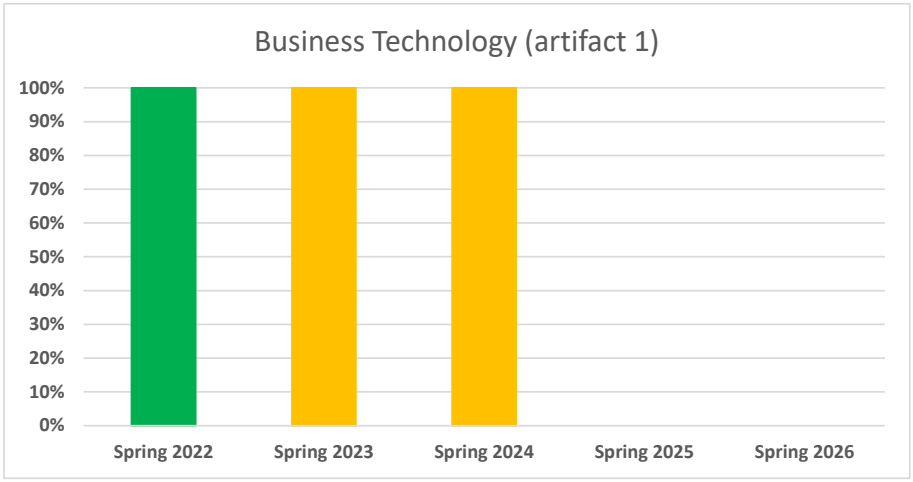




Learning Goal: Business Technology - artifact 1 (AS Business Administration Program)

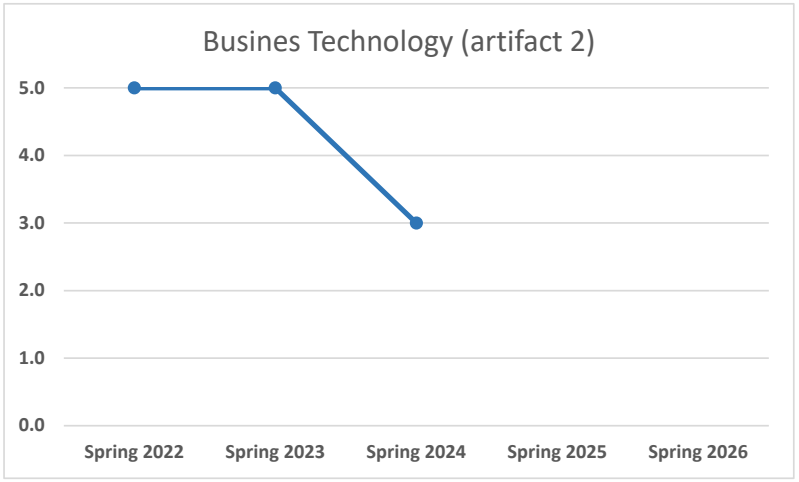
Recorded in: COM101 - Computers in Business Artifact: The Midsemester Examination Lab		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the use of basic office software applications utilized in organizations or personal productivity, include, but not limited to, spreadsheets, presentation programs, and word processing.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Spring 2024	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

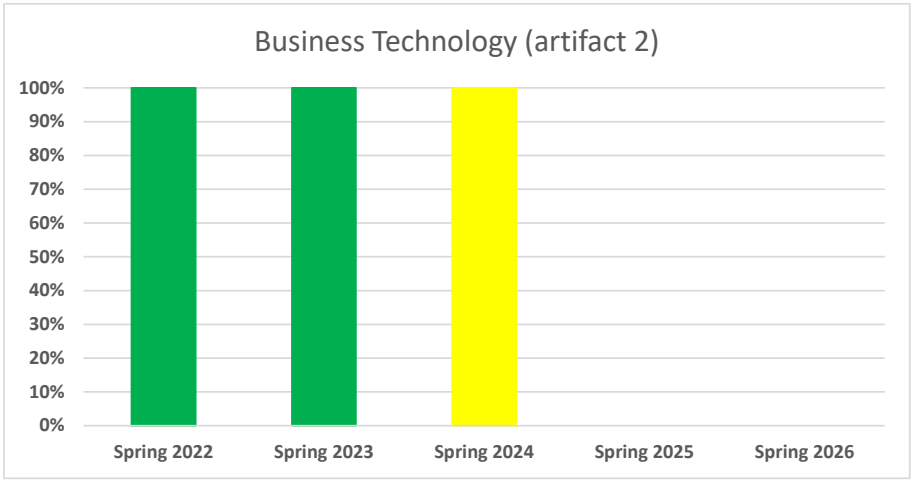




Learning Goal: Business Technology - artifact 2 (AS Business Administration Program)

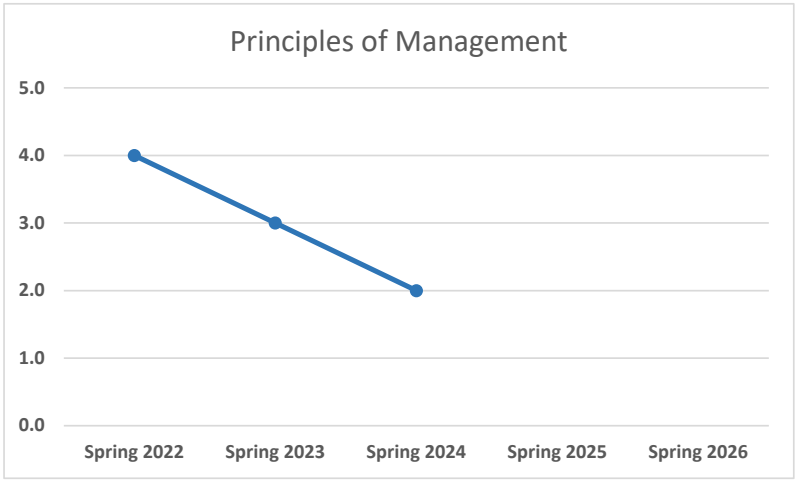
Recorded in: COM101 - Computers in Business Artifact: The Final Examination Lab		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the use of basic office software applications utilized in organizations or personal productivity, include, but not limited to, spreadsheets, presentation programs, and word processing.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2024	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

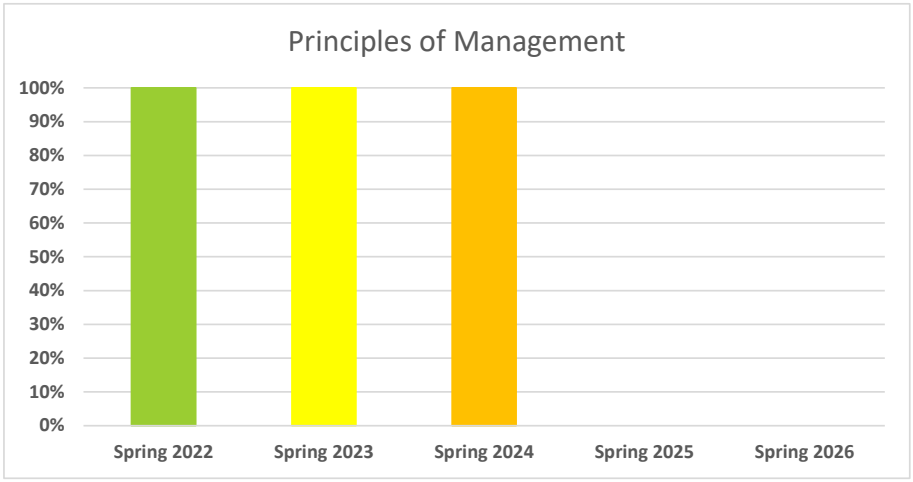




Learning Goal: Principles of Management (AS Business Administration Program)

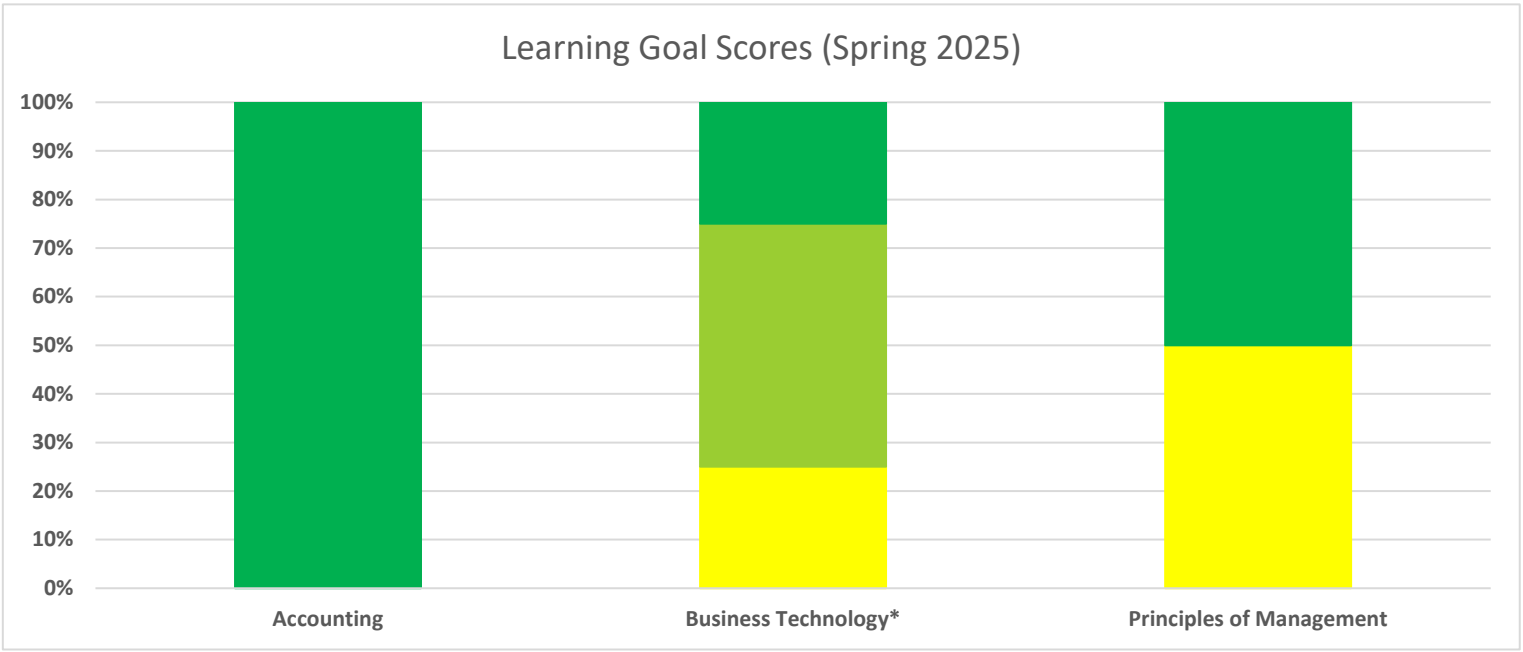
Recorded in: BUS211 - Principles of Management Artifact: The Final Management Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to use sound management principles as they relate to the planning, organizing, managing, and evaluation of managerial activities and in the decision-making process within an organization.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2023	0	0.0%	0	0.0%	2	100.0%	0	0.0%	0	0.0%	2	**3.0**
	Spring 2024	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





AAS Business Management, Core Courses (Spring 2025)

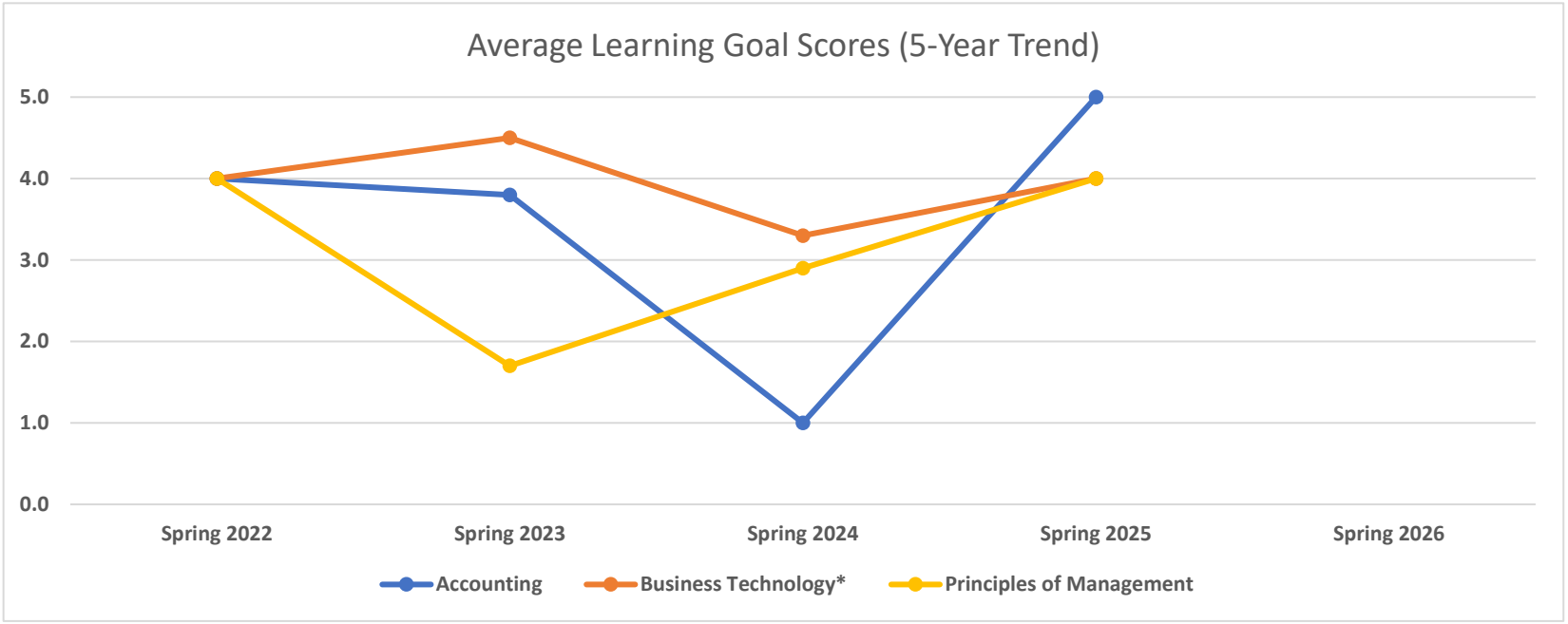
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Accounting	0	0.0%	0	0.0%	0	0.0%	0	0.0%	4	100.0%	4	**5.0**
*Business Technology**	0	0.0%	0	0.0%	2	25.0%	4	50.0%	2	25.0%	8	**4.0**
Principles of Management	0	0.0%	0	0.0%	2	50.0%	0	0.0%	2	50.0%	4	**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)

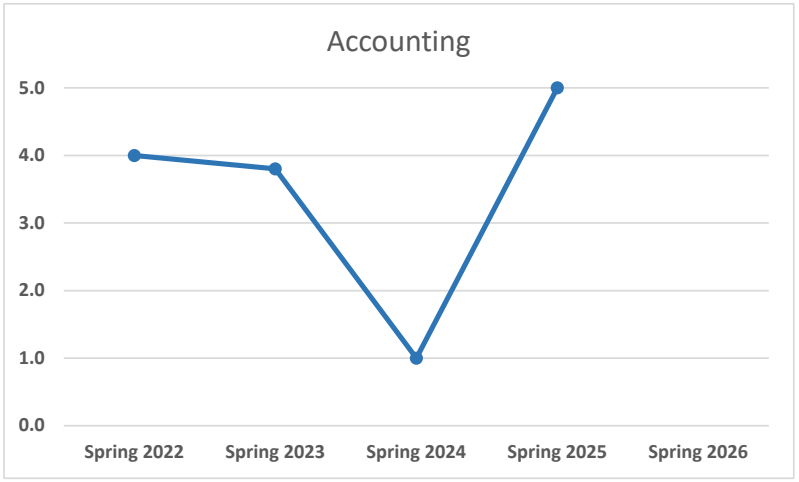
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Accounting	4.0	3.8	1.0	5.0	
*Business Technology**	4.0	4.5	3.3	4.0	
Principles of Management	4.0	1.7	2.9	4.0	

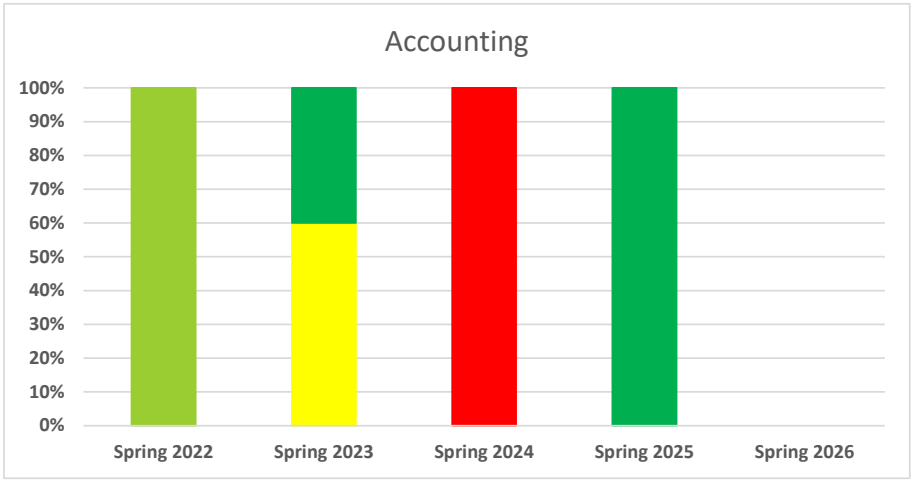


* The Business Technology learning goal has two separate artifacts. The score listed here is the combined average score for both artifacts. Separate breakdowns for each artifact are provided on the following pages.

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

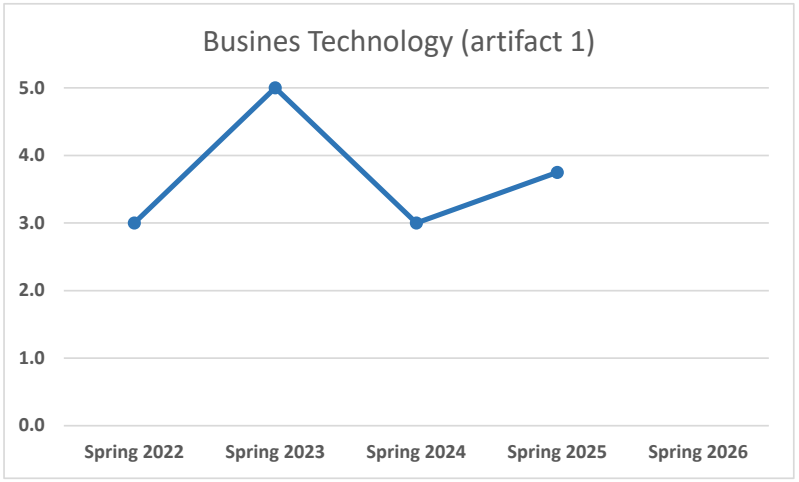
Recorded in: BUS101 - Accounting 1 Artifact: The Accounting Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrates the knowledge, skills, and applications required for basic accounting principles and techniques in an accounting cycle.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2023	0	0.0%	0	0.0%	3	60.0%	0	0.0%	2	40.0%	5	**3.8**
	Spring 2024	1	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	**1.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	4	100.0%	4	**5.0**
	Spring 2026												

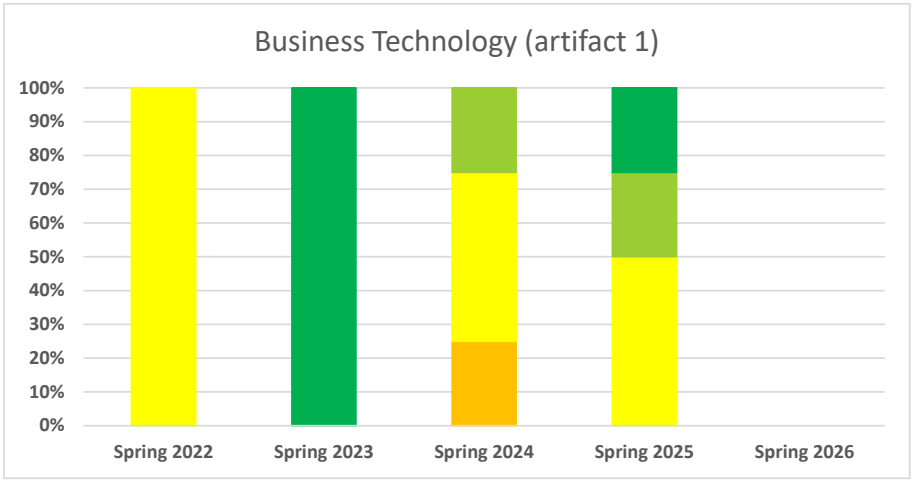




Learning Goal: Business Technology - artifact 1 (AAS Business Management Program, Core Courses)

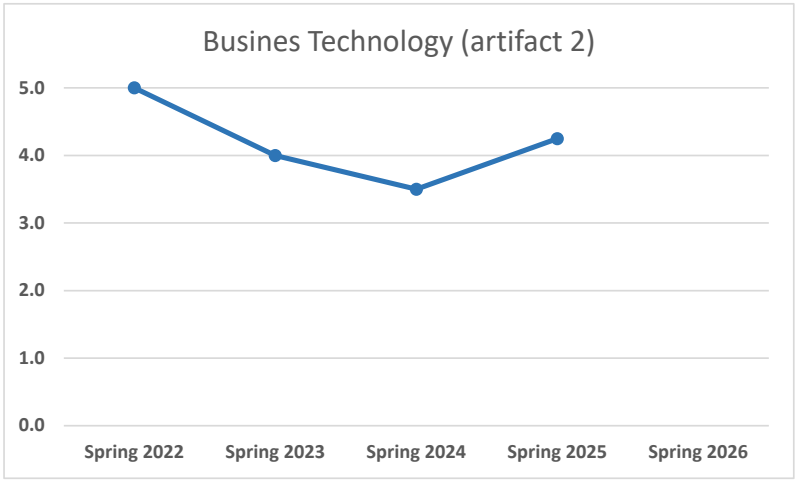
Recorded in: COM101 - Computers in Business Artifact: The Midsemester Examination Lab		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the use of basic office software applications utilized in organizations or personal productivity, include, but not limited to, spreadsheets, presentation programs, and word processing.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2024	0	0.0%	1	25.0%	2	50.0%	1	25.0%	0	0.0%	4	**3.0**
	Spring 2025	0	0.0%	0	0.0%	2	50.0%	1	25.0%	1	25.0%	4	**3.8**
	Spring 2026												

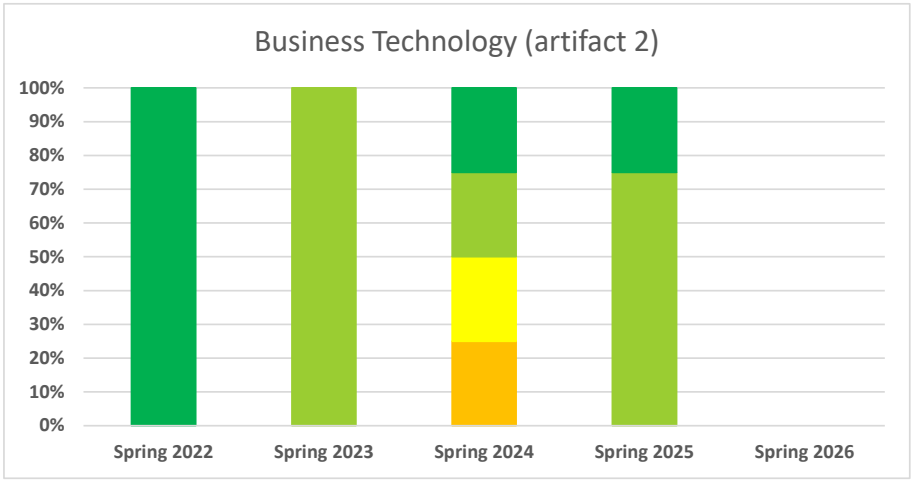




Learning Goal: Business Technology - artifact 2 (AAS Business Management Program, Core Courses)

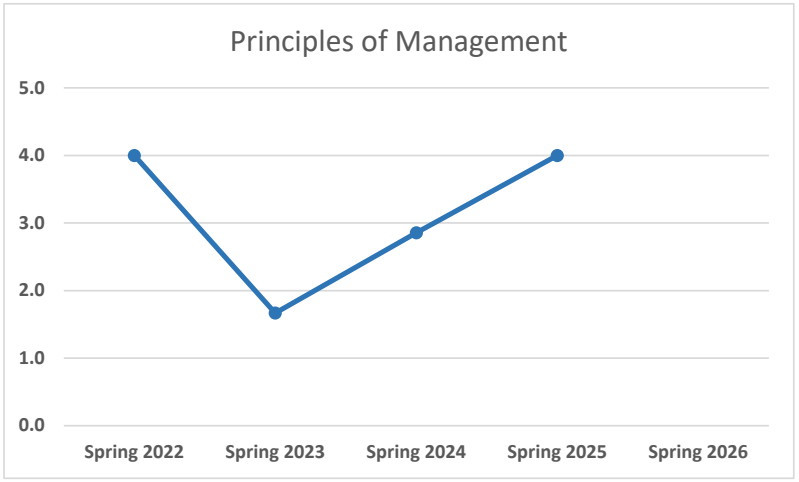
Recorded in: COM101 - Computers in Business Artifact: The Final Examination Lab		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the use of basic office software applications utilized in organizations or personal productivity, include, but not limited to, spreadsheets, presentation programs, and word processing.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2024	0	0.0%	1	25.0%	1	25.0%	1	25.0%	1	25.0%	4	**3.5**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	3	75.0%	1	25.0%	4	**4.3**
	Spring 2026												

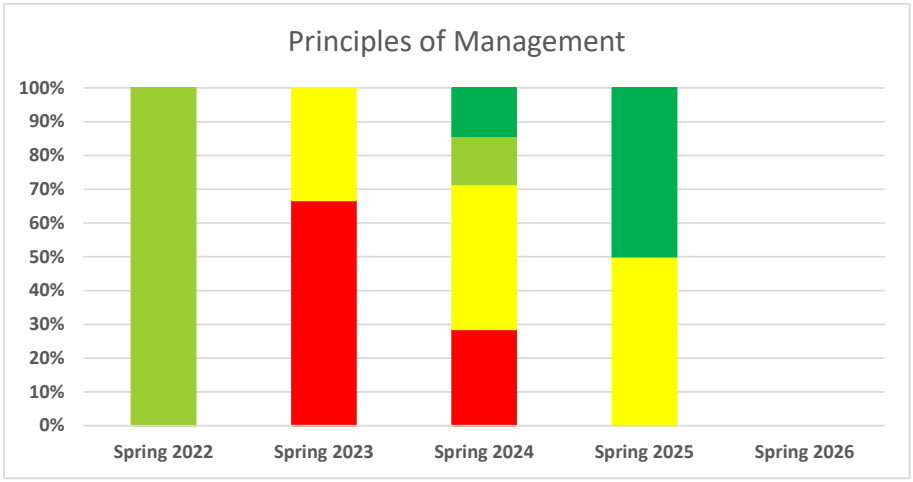




Learning Goal: Principles of Management (AAS Business Management Program, Core Courses)

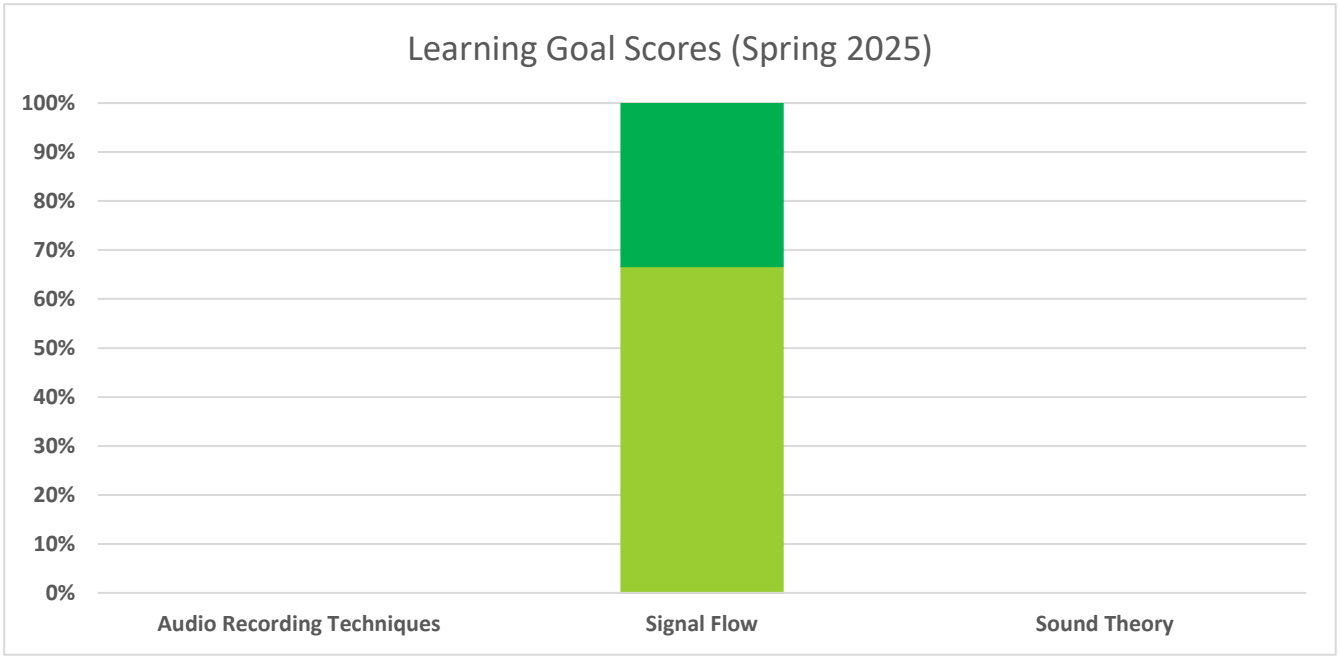
Recorded in: BUS211 - Principles of Management Artifact: The Final Management Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to use sound management principles as they relate to the planning, organizing, managing, and evaluation of managerial activities and in the decision-making process within an organization.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2023	2	66.7%	0	0.0%	1	33.3%	0	0.0%	0	0.0%	3	**1.7**
	Spring 2024	2	28.6%	0	0.0%	3	42.9%	1	14.3%	1	14.3%	7	**2.9**
	Spring 2025	0	0.0%	0	0.0%	2	50.0%	0	0.0%	2	50.0%	4	**4.0**
	Spring 2026												





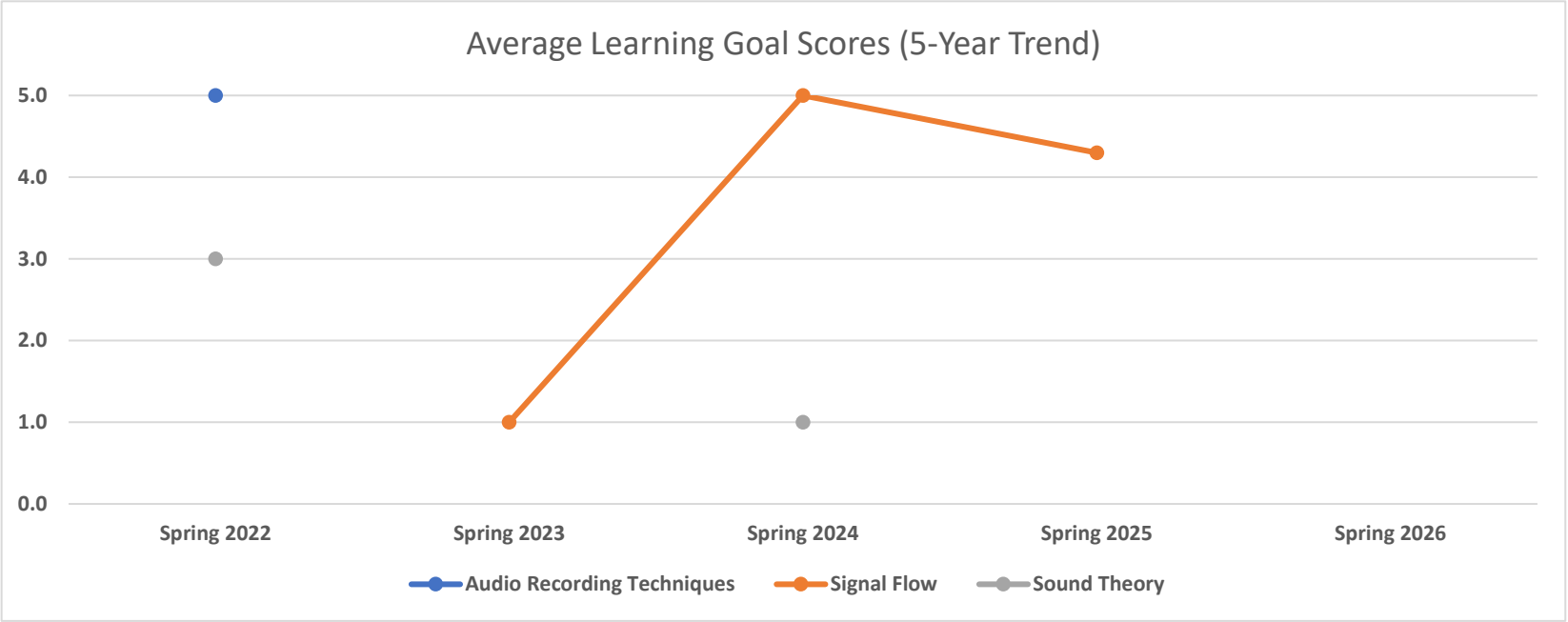
AAS Business Management, Audio Recording Technology Concentration (Spring 2025)

	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%	2	66.7%	1	33.3%	3	**4.3**
Sound Theory	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



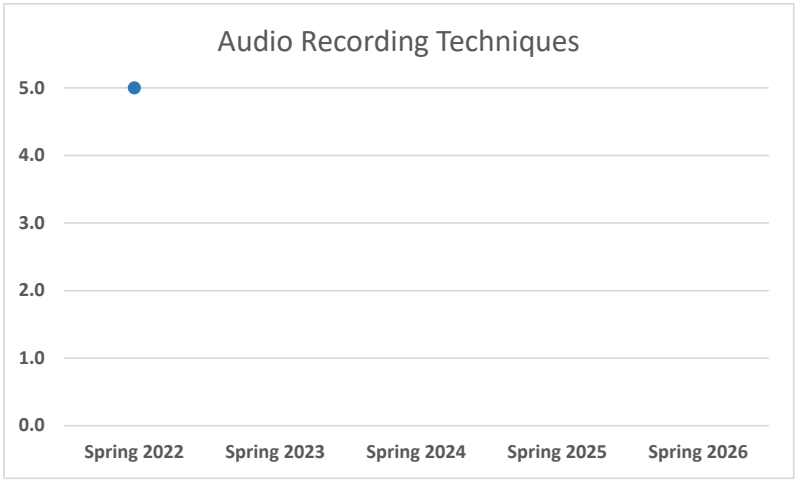
AAS Business Management, Audio Recording Technology Concentration (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Audio Recording Techniques	5.0				
Signal Flow		1.0	5.0	4.3	
Sound Theory	3.0		1.0		



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

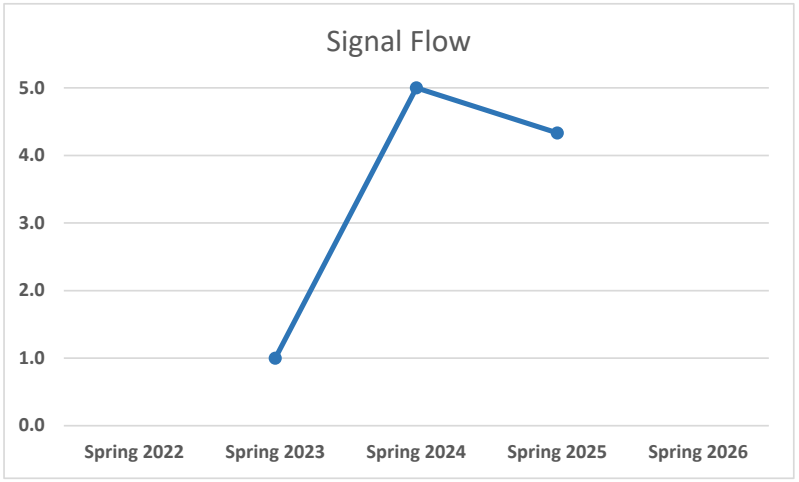
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Examination Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

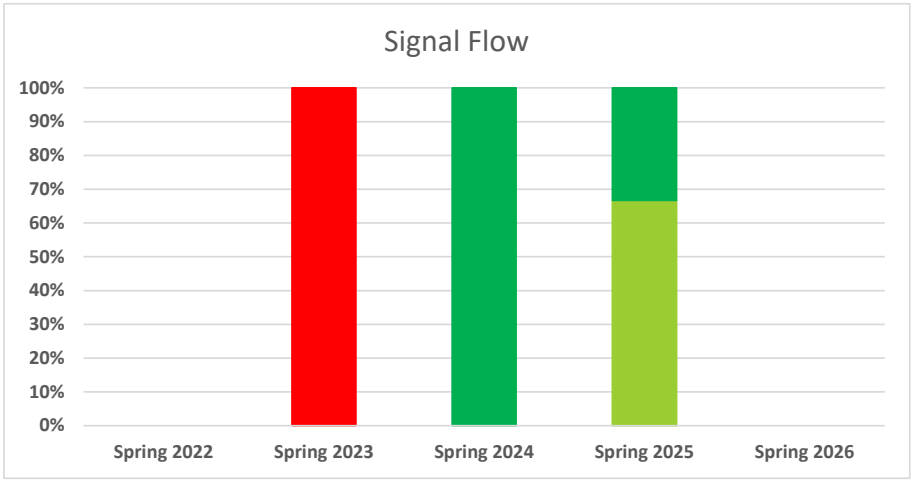




Learning Goal: Signal Flow (AAS Business Management Program, Audio Recording Technology Concentration)

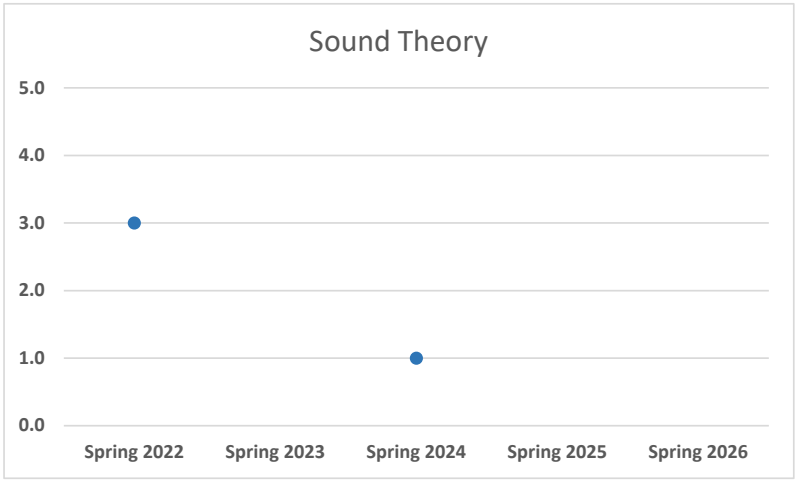
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	1	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	**1.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	2	66.7%	1	33.3%	3	**4.3**
	Spring 2026												

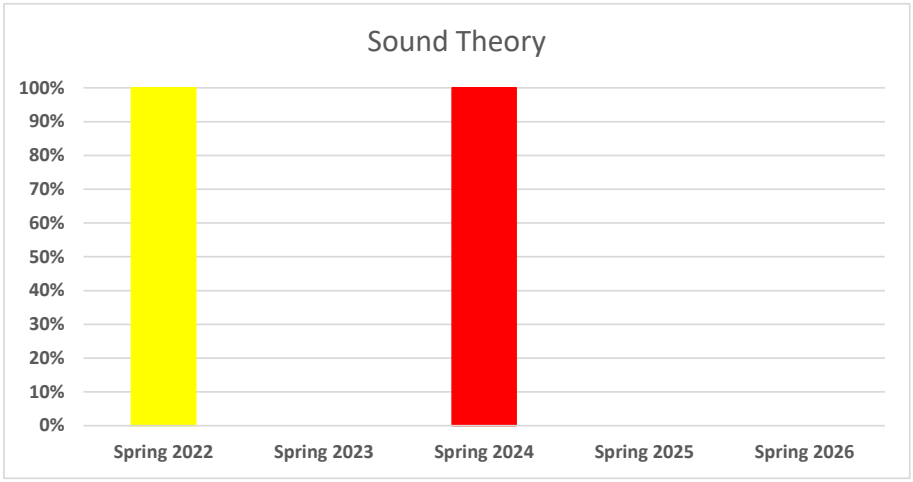




Learning Goal: Sound Theory (AAS Business Management Program, Audio Recording Technology Concentration)

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	
	Spring 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	1	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	**1.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





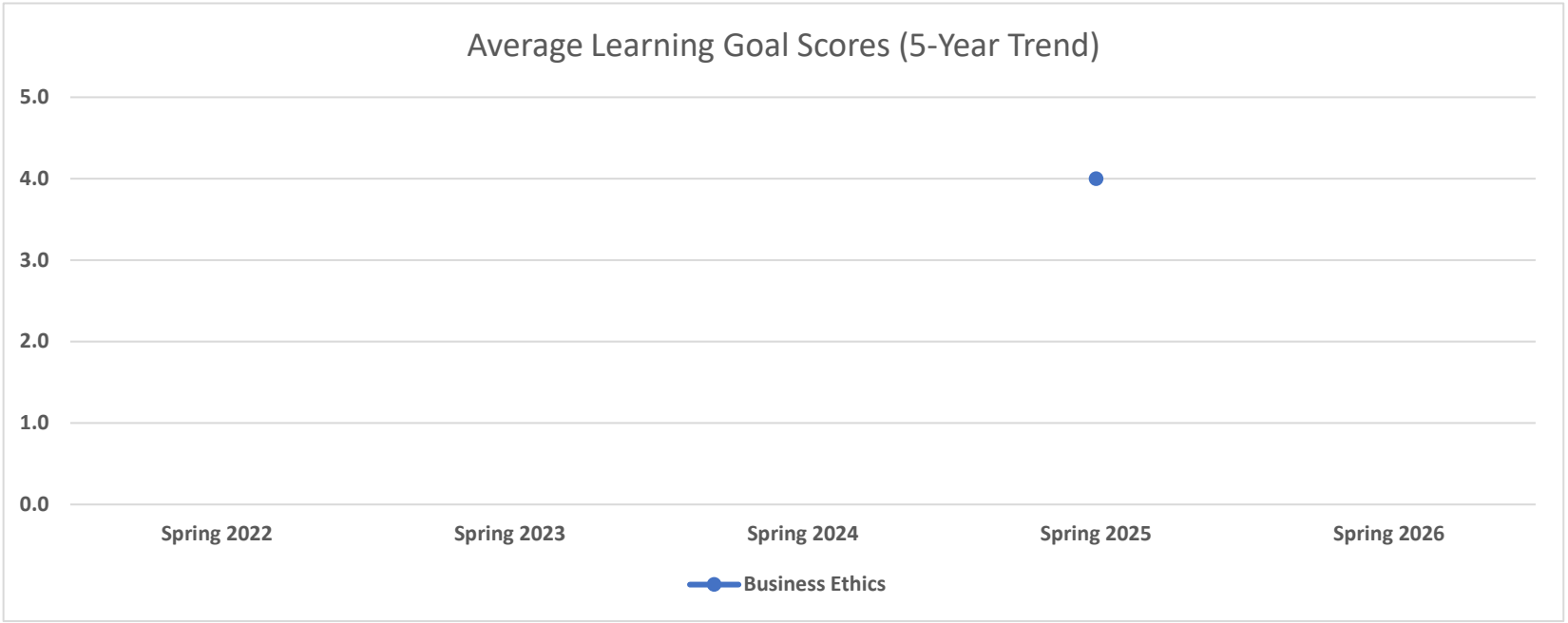
AAS Business Management, Business Management Concentration (Spring 2025)

	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%	1	100.0%	0	0.0%	1	**4.0**



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

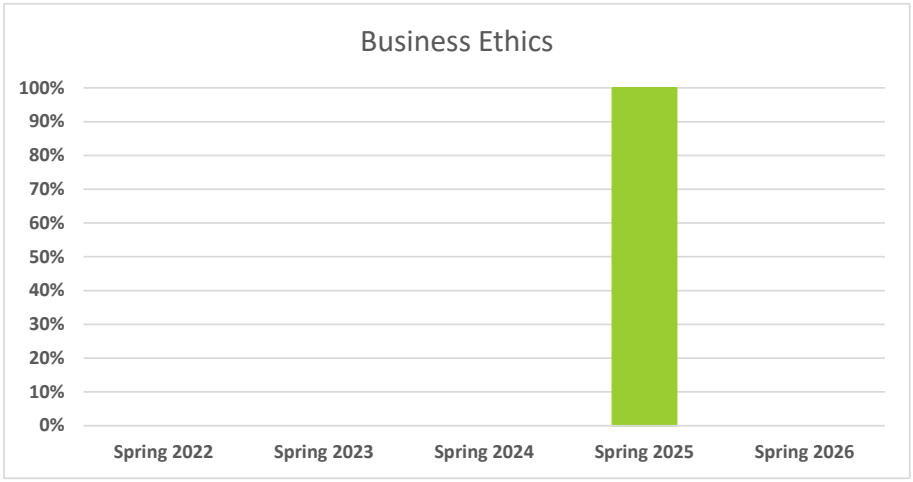
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Business Ethics				4.0	



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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Spring 2026												





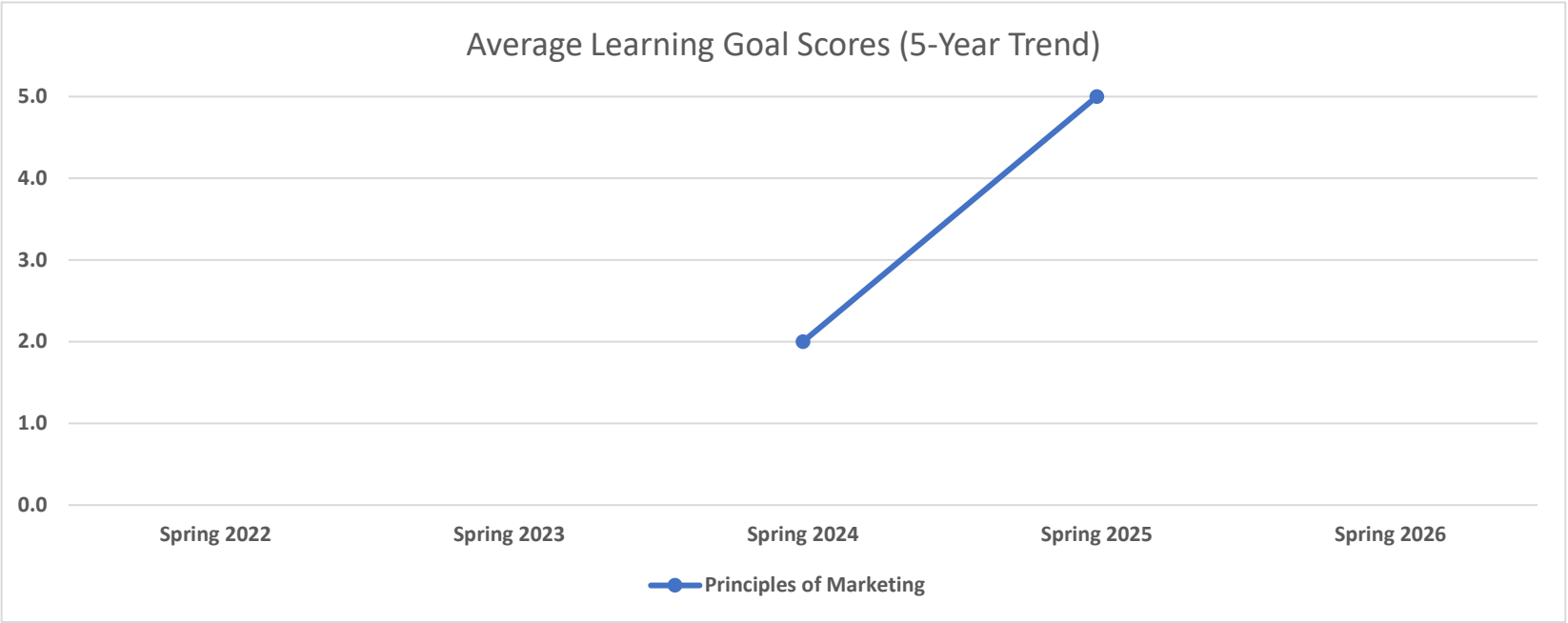
AAS Business Management, Business Marketing Concentration (Spring 2025)

	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	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**



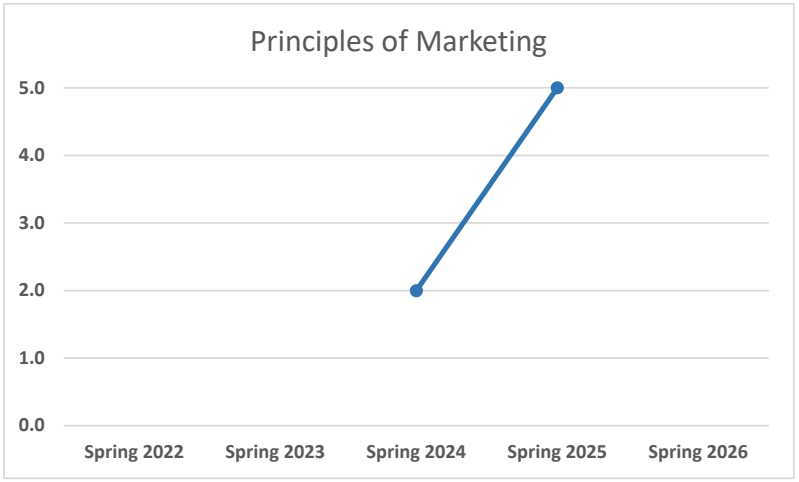
AAS Business Management, Business Marketing Concentration (5-Year Trend)

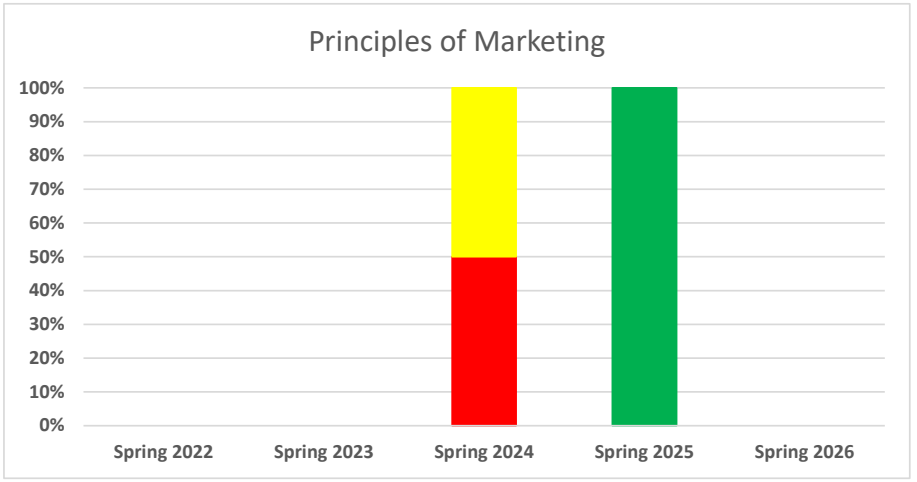
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Principles of Marketing			2.0	5.0	



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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	1	50.0%	0	0.0%	1	50.0%	0	0.0%	0	0.0%	2	**2.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2026												





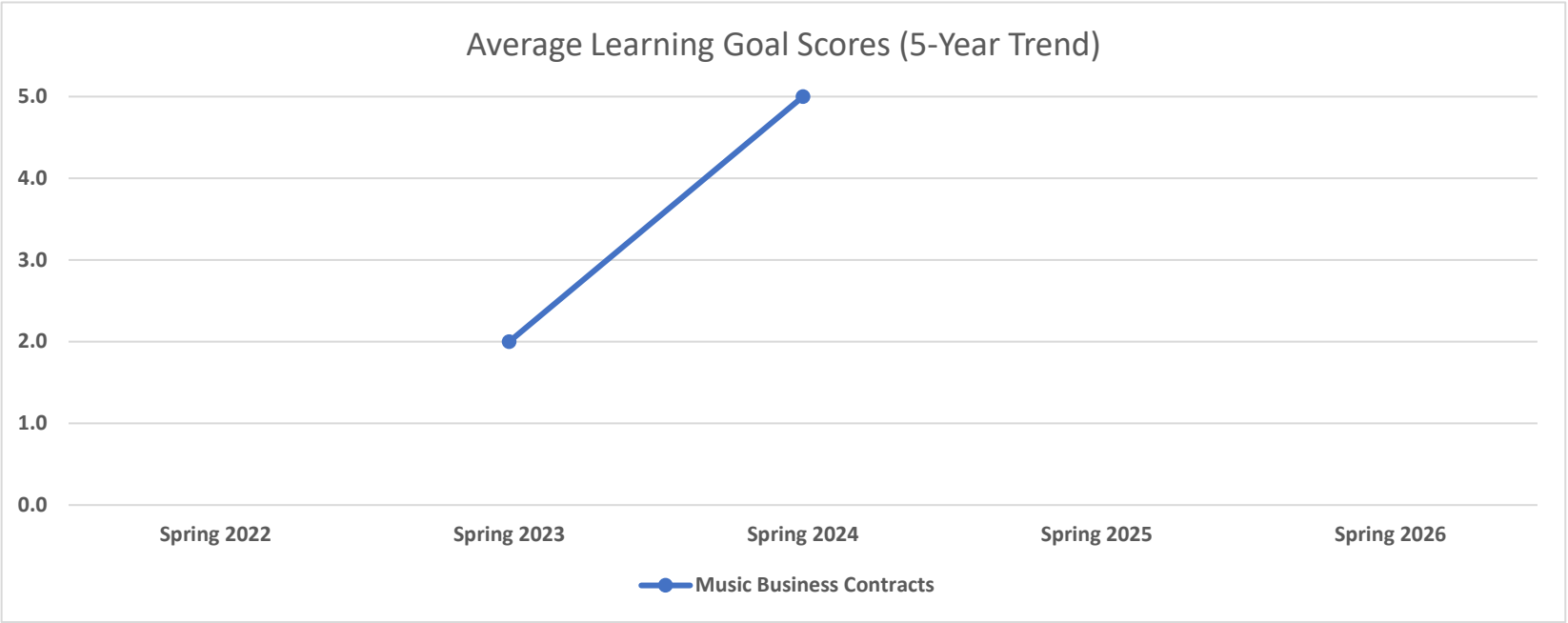
AAS Business Management, MEIS Concentration (Spring 2025)

	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	



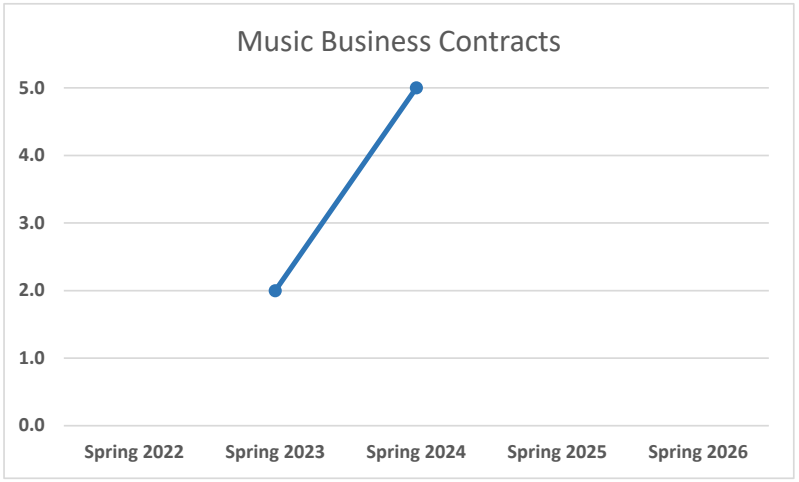
AAS Business Management, MEIS Concentration (5-Year Trend)

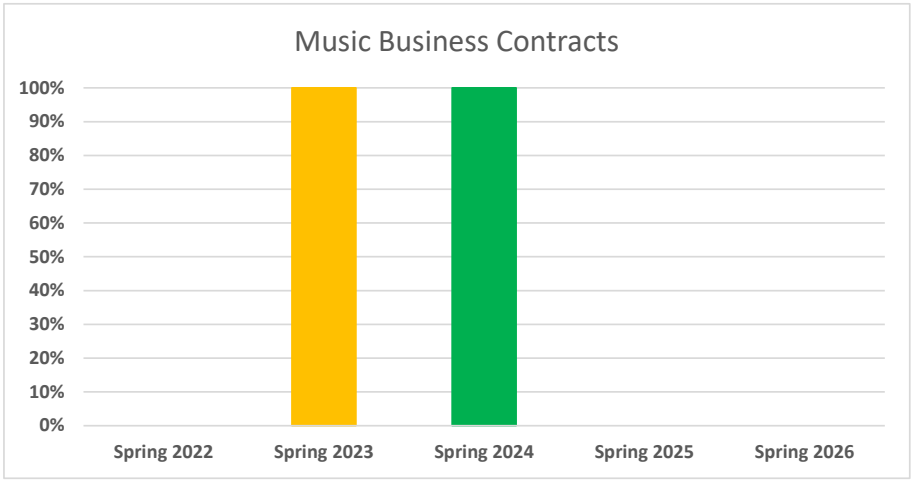
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Music Business Contracts		2.0	5.0		



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

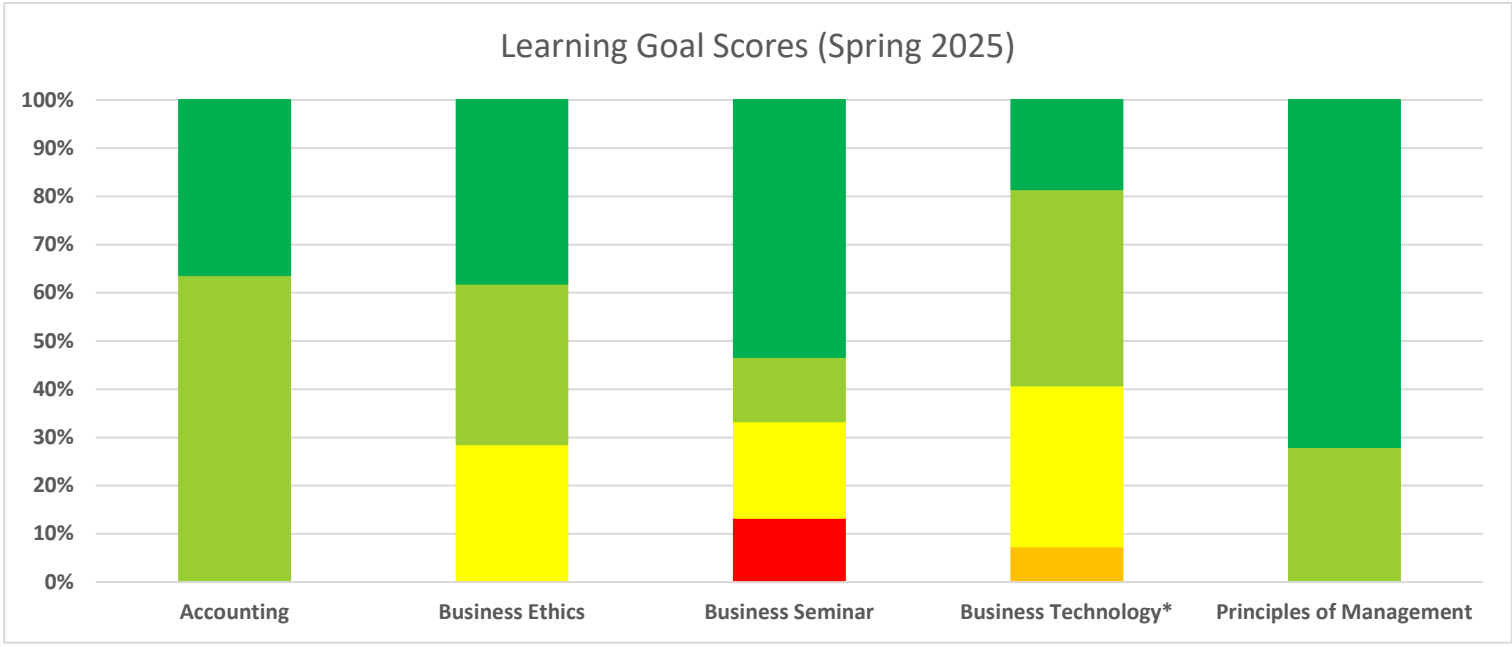
Recorded in: MUB202 - Music Business Contracts Artifact: The Music Business Contracts Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Review and discuss the major elements of business agreements and contracts commonly used in the music and entertainment industry.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





BBA Business Management, Core Courses (Spring 2025)

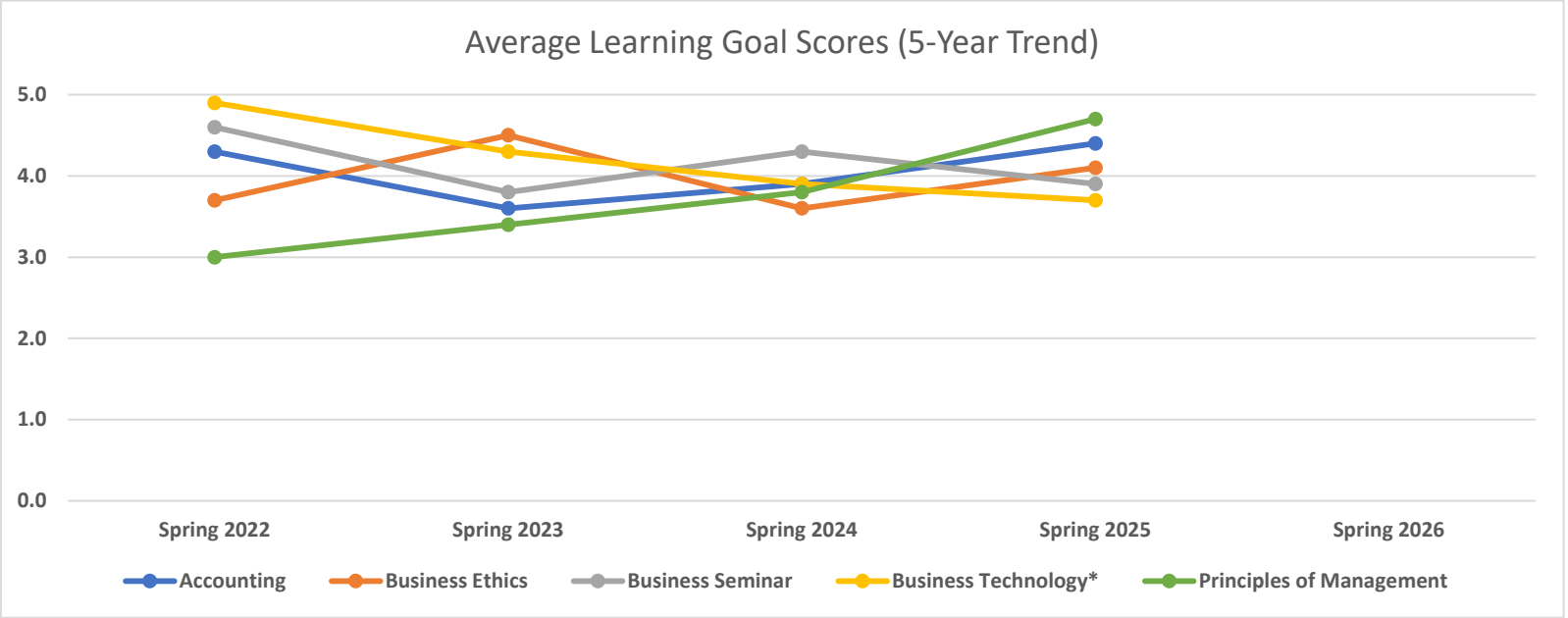
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Accounting	0	0.0%	0	0.0%	0	0.0%	7	63.6%	4	36.4%	11	**4.4**
Business Ethics	0	0.0%	0	0.0%	6	28.6%	7	33.3%	8	38.1%	21	**4.1**
Business Seminar	2	13.3%	0	0.0%	3	20.0%	2	13.3%	8	53.3%	15	**3.9**
*Business Technology**	0	0.0%	2	7.4%	9	33.3%	11	40.7%	5	18.5%	27	**3.7**
Principles of Management	0	0.0%	0	0.0%	0	0.0%	7	28.0%	18	72.0%	25	**4.7**



* 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)

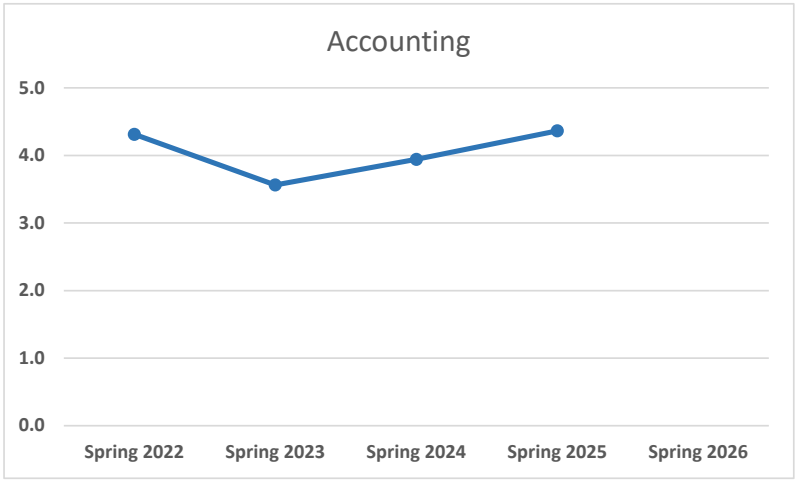
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Accounting	4.3	3.6	3.9	4.4	
Business Ethics	3.7	4.5	3.6	4.1	
Business Seminar	4.6	3.8	4.3	3.9	
*Business Technology**	4.9	4.3	3.9	3.7	
Principles of Management	3.0	3.4	3.8	4.7	

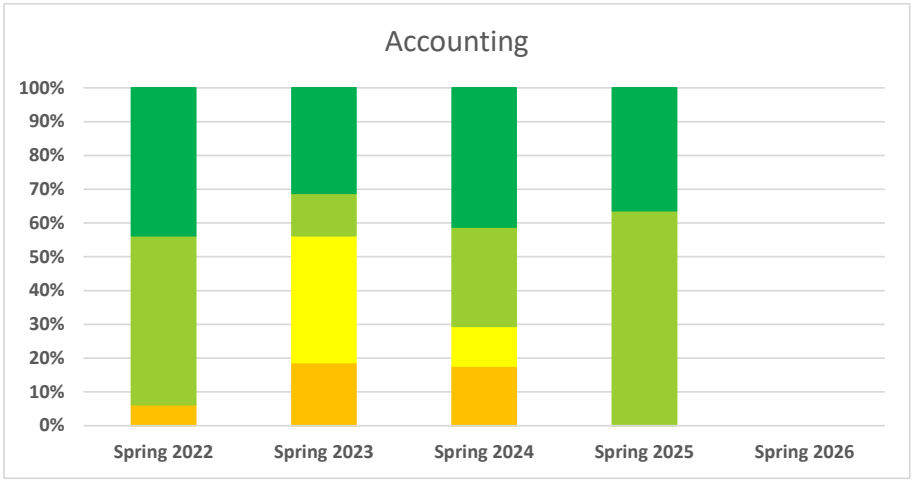


* The Business Technology learning goal has two separate artifacts. The score listed here is the combined average score for both artifacts. Separate breakdowns for each artifact are provided on the following pages.

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	
	Spring 2022	0	0.0%	1	6.3%	0	0.0%	8	50.0%	7	43.8%	16	**4.3**
	Spring 2023	0	0.0%	3	18.8%	6	37.5%	2	12.5%	5	31.3%	16	**3.6**
	Spring 2024	0	0.0%	3	17.6%	2	11.8%	5	29.4%	7	41.2%	17	**3.9**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	7	63.6%	4	36.4%	11	**4.4**
	Spring 2026												

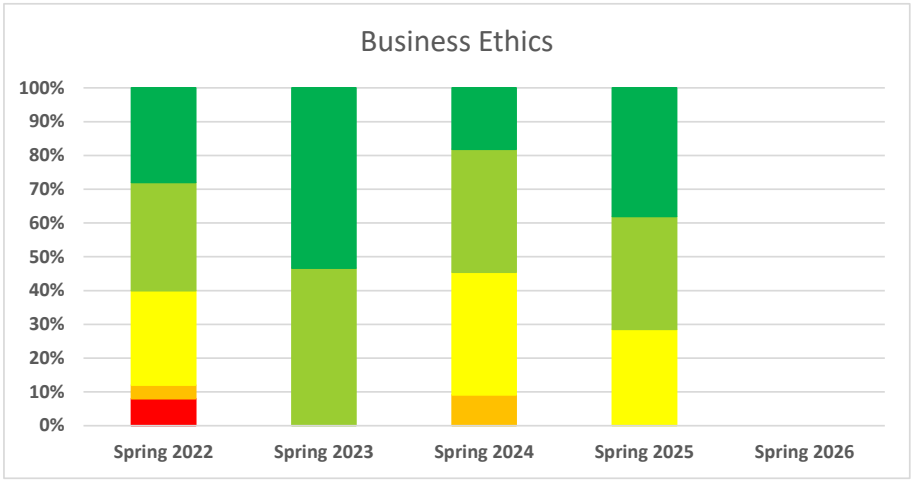




Learning Goal: Business Ethics (BBA Business Management Program, Core Courses)

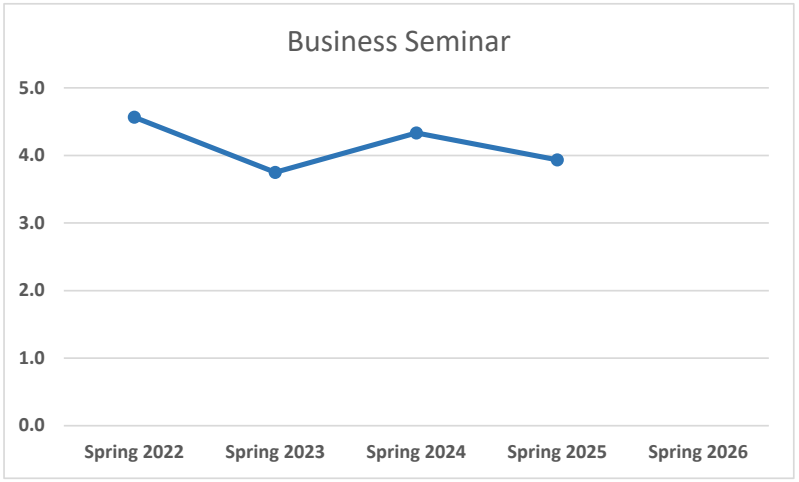
Recorded in: BUS232 - Business Ethics Artifact: An Ethical Dilemma, Paper	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of ethical issues in the context of organizational ethics.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	2	8.0%	1	4.0%	7	28.0%	8	32.0%	7	28.0%	25	**3.7**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	7	46.7%	8	53.3%	15	**4.5**
Spring 2024	0	0.0%	1	9.1%	4	36.4%	4	36.4%	2	18.2%	11	**3.6**
Spring 2025	0	0.0%	0	0.0%	6	28.6%	7	33.3%	8	38.1%	21	**4.1**
Spring 2026												

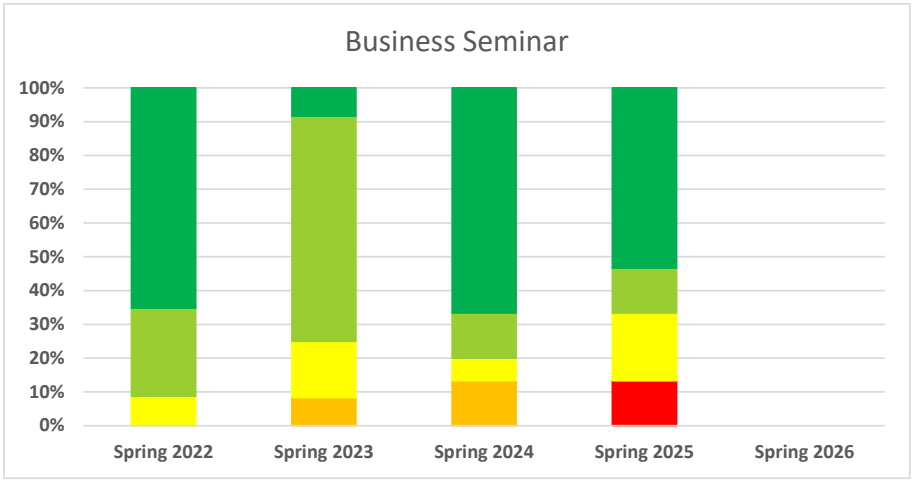




Learning Goal: Business Seminar (BBA Business Management Program, Core Courses)

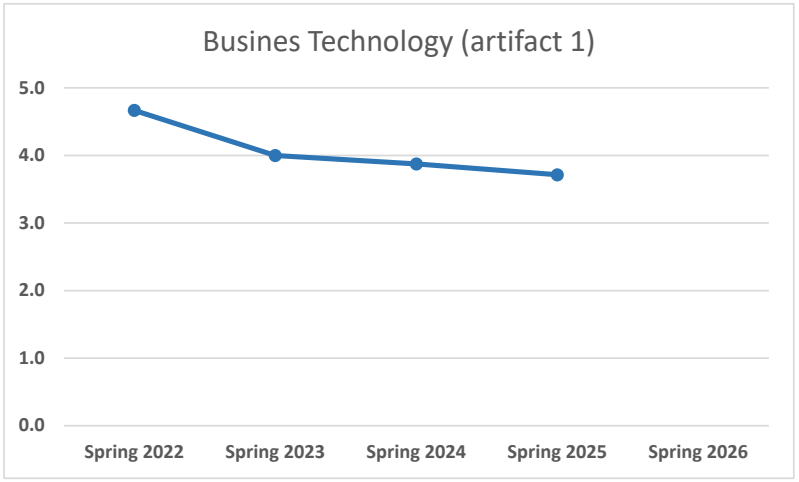
Recorded in: BUS461 - Business Seminar Artifact: Entrepreneurial Quiz	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Recognize the importance of entrepreneurship and identify an entrepreneur and their impact within their industry.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	2	8.7%	6	26.1%	15	65.2%	23	**4.6**
Spring 2023	0	0.0%	1	8.3%	2	16.7%	8	66.7%	1	8.3%	12	**3.8**
Spring 2024	0	0.0%	2	13.3%	1	6.7%	2	13.3%	10	66.7%	15	**4.3**
Spring 2025	2	13.3%	0	0.0%	3	20.0%	2	13.3%	8	53.3%	15	**3.9**
Spring 2026												

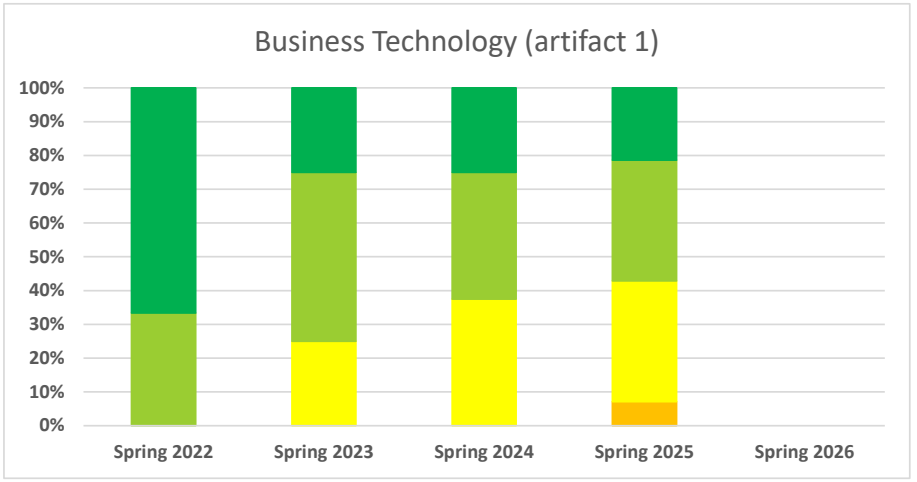




Learning Goal: Business Technology - artifact 1 (BBA Business Management Program, Core Courses)

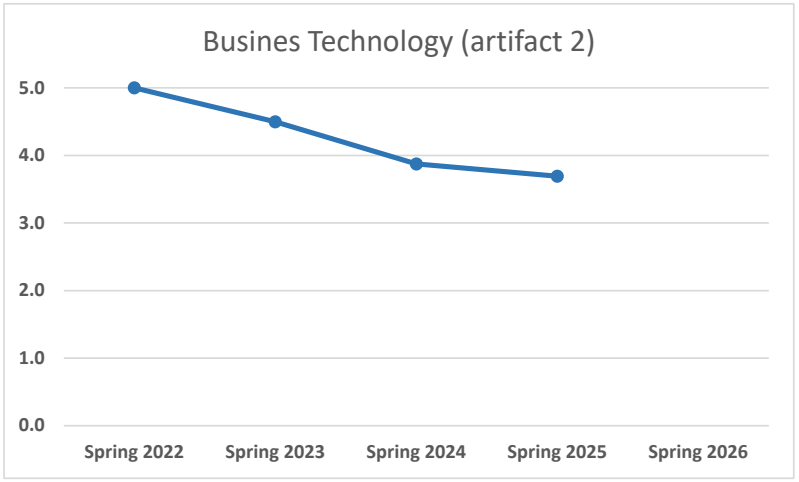
Recorded in: COM101 - Computers in Business Artifact: The Midsemester Examination Lab		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the use of basic office software applications utilized in organizations or personal productivity, include, but not limited to, spreadsheets, presentation programs, and word processing.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Spring 2023	0	0.0%	0	0.0%	1	25.0%	2	50.0%	1	25.0%	4	**4.0**
	Spring 2024	0	0.0%	0	0.0%	3	37.5%	3	37.5%	2	25.0%	8	**3.9**
	Spring 2025	0	0.0%	1	7.1%	5	35.7%	5	35.7%	3	21.4%	14	**3.7**
	Spring 2026												

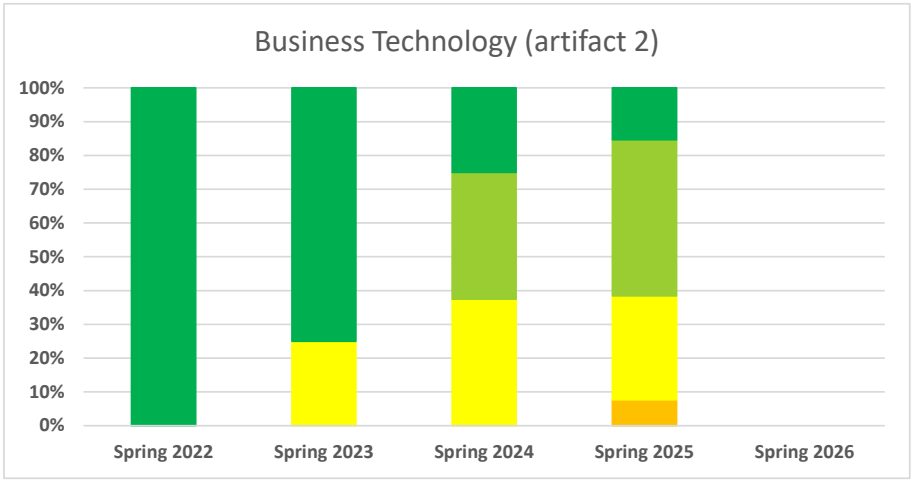




Learning Goal: Business Technology - artifact 2 (BBA Business Management Program, Core Courses)

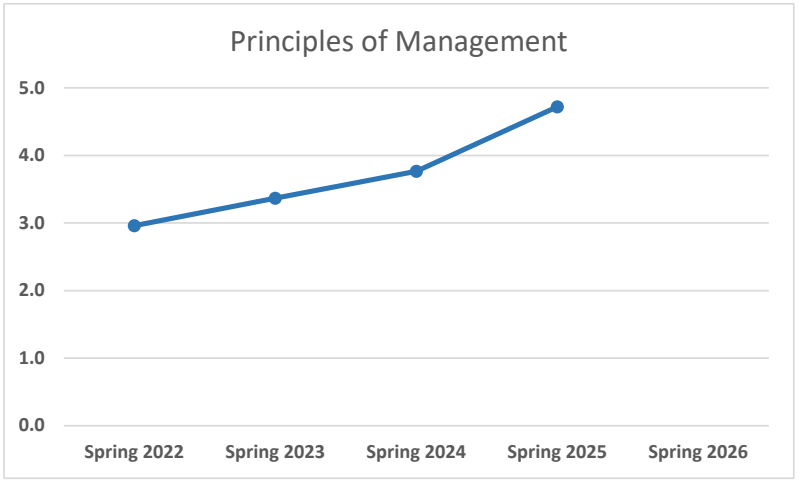
Recorded in: COM101 - Computers in Business Artifact: The Final Examination Lab		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the use of basic office software applications utilized in organizations or personal productivity, include, but not limited to, spreadsheets, presentation programs, and word processing.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	4	100.0%	4	**5.0**
	Spring 2023	0	0.0%	0	0.0%	1	25.0%	0	0.0%	3	75.0%	4	**4.5**
	Spring 2024	0	0.0%	0	0.0%	3	37.5%	3	37.5%	2	25.0%	8	**3.9**
	Spring 2025	0	0.0%	1	7.7%	4	30.8%	6	46.2%	2	15.4%	13	**3.7**
	Spring 2026												

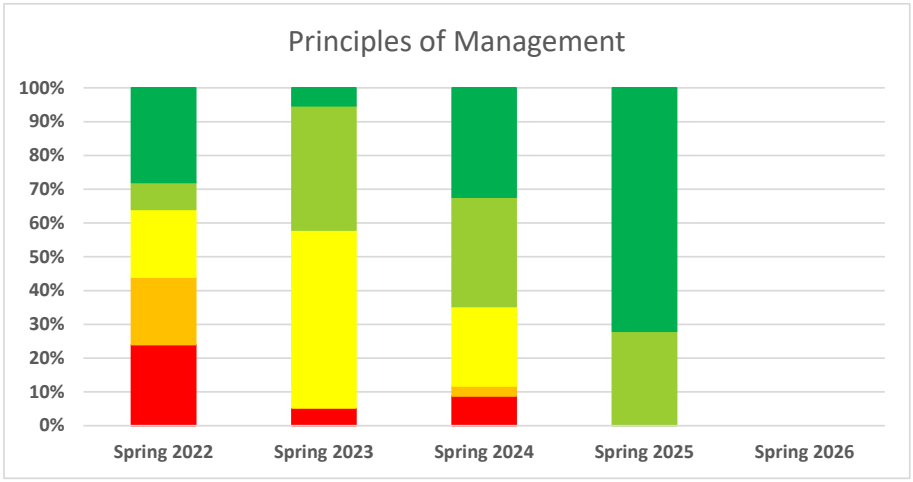




Learning Goal: Principles of Management (BBA Business Management Program, Core Courses)

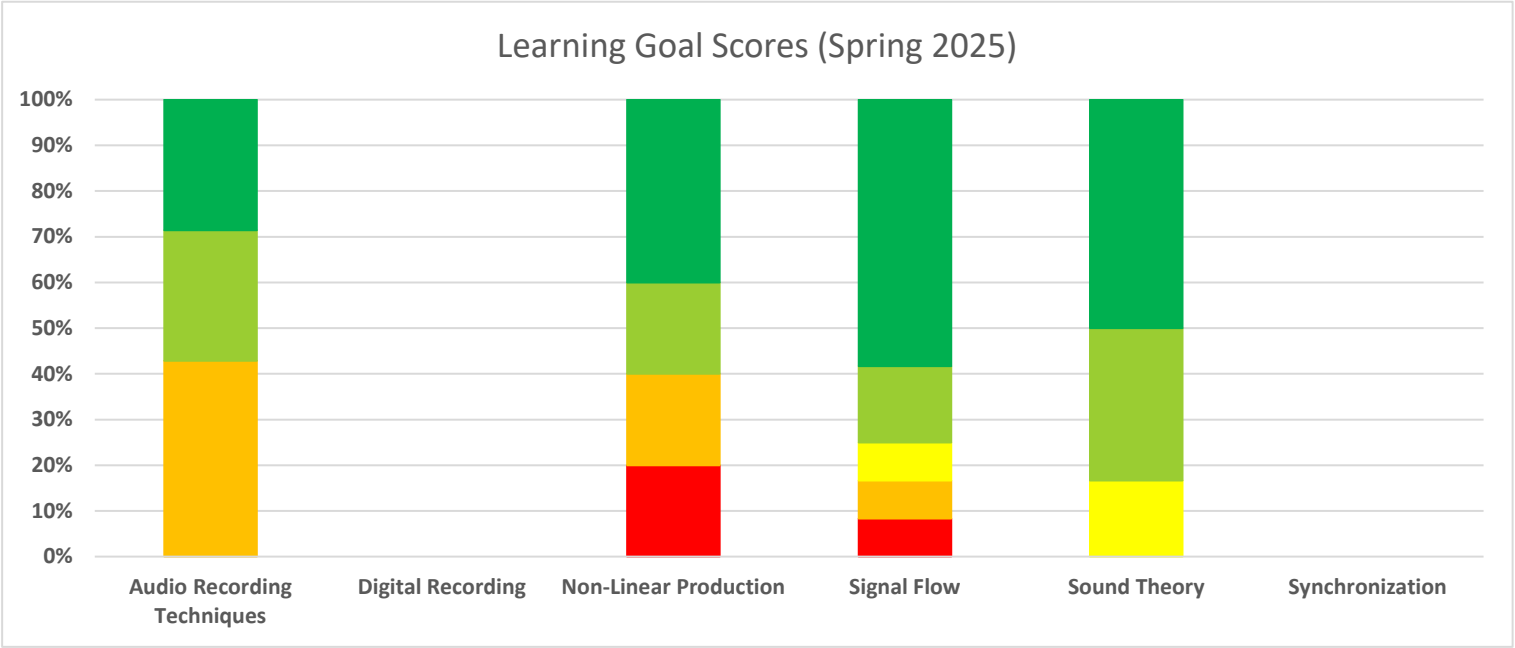
Recorded in: BUS211 - Principles of Management Artifact: The Final Management Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to use sound management principles as they relate to the planning, organizing, managing, and evaluation of managerial activities and in the decision-making process within an organization.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	6	24.0%	5	20.0%	5	20.0%	2	8.0%	7	28.0%	25	**3.0**
	Spring 2023	1	5.3%	0	0.0%	10	52.6%	7	36.8%	1	5.3%	19	**3.4**
	Spring 2024	3	8.8%	1	2.9%	8	23.5%	11	32.4%	11	32.4%	34	**3.8**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	7	28.0%	18	72.0%	25	**4.7**
	Spring 2026												





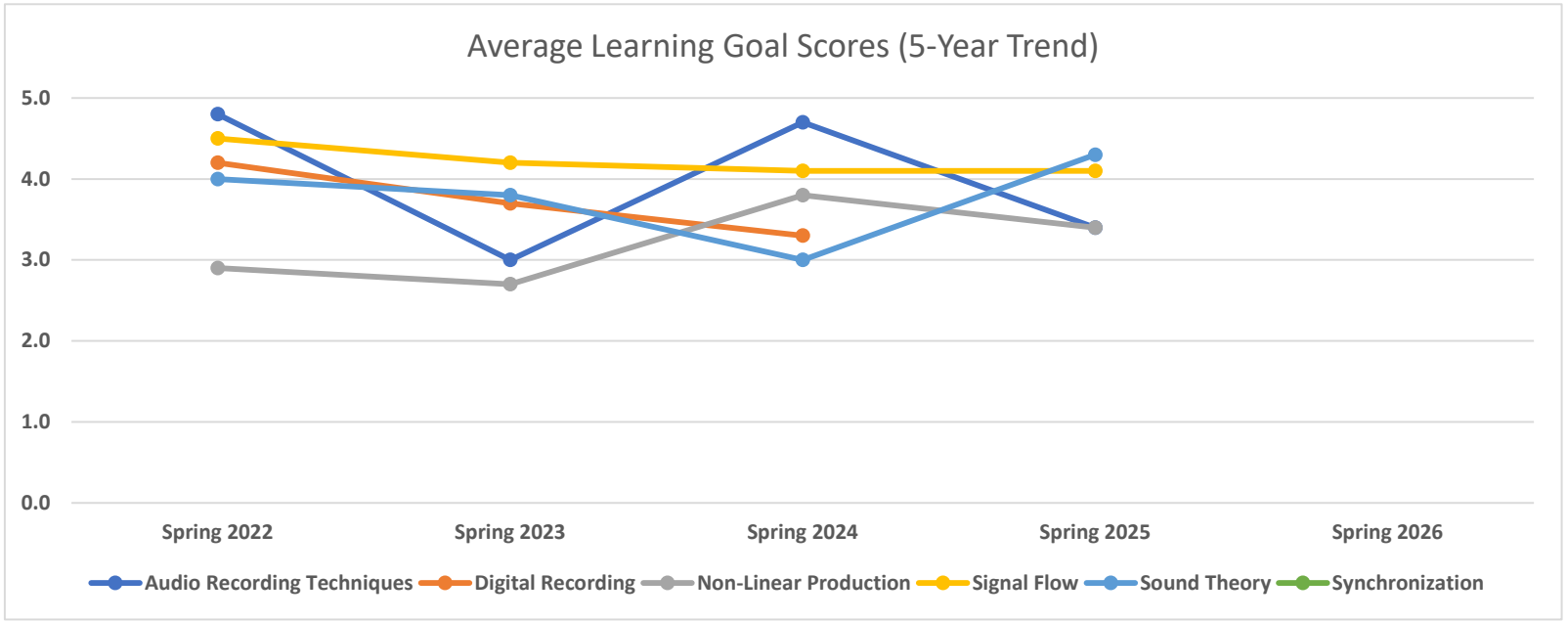
BBA Business Management, Audio Recording Technology Concentration (Spring 2025)

	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%	3	42.9%	0	0.0%	2	28.6%	2	28.6%	7	**3.4**
Digital Recording	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Non-Linear Production	1	20.0%	1	20.0%	0	0.0%	1	20.0%	2	40.0%	5	**3.4**
Signal Flow	1	8.3%	1	8.3%	1	8.3%	2	16.7%	7	58.3%	12	**4.1**
Sound Theory	0	0.0%	0	0.0%	1	16.7%	2	33.3%	3	50.0%	6	**4.3**
Synchronization	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



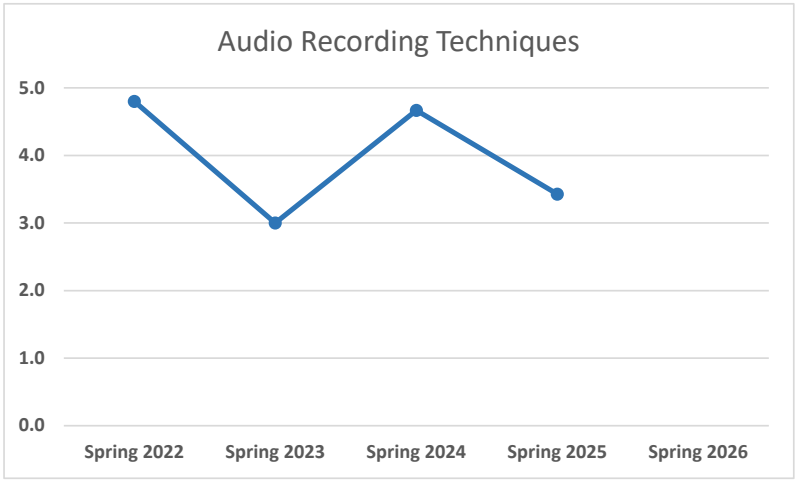
BBA Business Management, Audio Recording Technology Concentration (5-Year Trend)

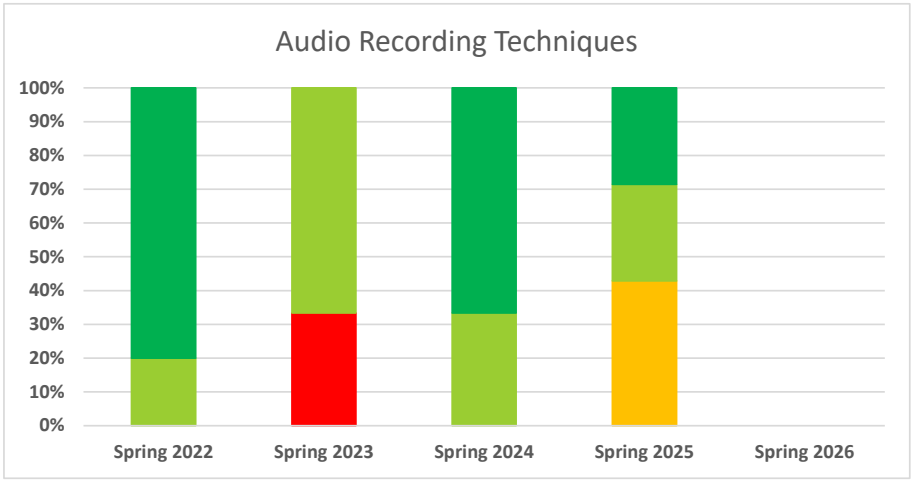
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Audio Recording Techniques	4.8	3.0	4.7	3.4	
Digital Recording	4.2	3.7	3.3		
Non-Linear Production	2.9	2.7	3.8	3.4	
Signal Flow	4.5	4.2	4.1	4.1	
Sound Theory	4.0	3.8	3.0	4.3	
Synchronization					



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

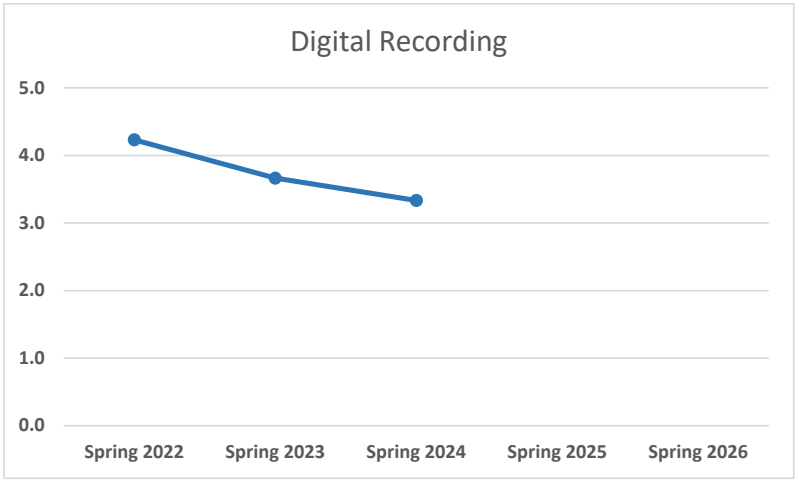
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Examination Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	20.0%	4	80.0%	5	**4.8**
	Spring 2023	1	33.3%	0	0.0%	0	0.0%	2	66.7%	0	0.0%	3	**3.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Spring 2025	0	0.0%	3	42.9%	0	0.0%	2	28.6%	2	28.6%	7	**3.4**
	Spring 2026												

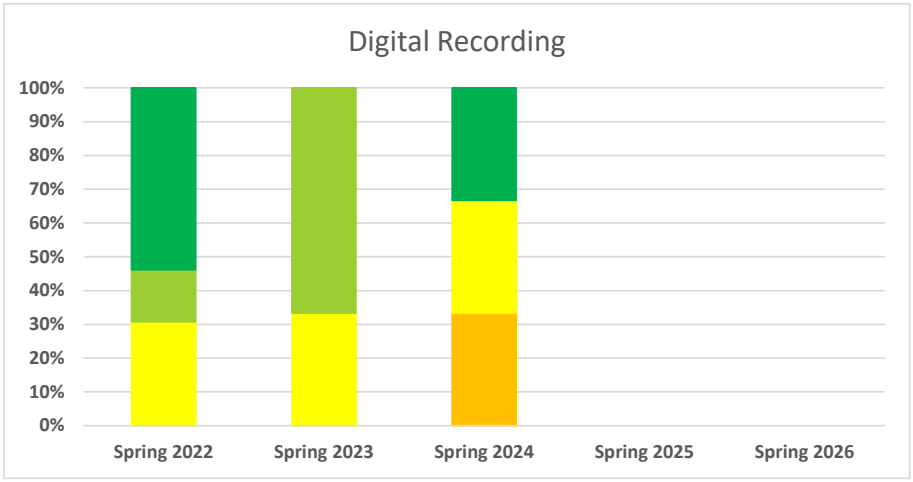




Learning Goal: Digital Recording (BBA Business Management Program, Audio Recording Technology Concentration)

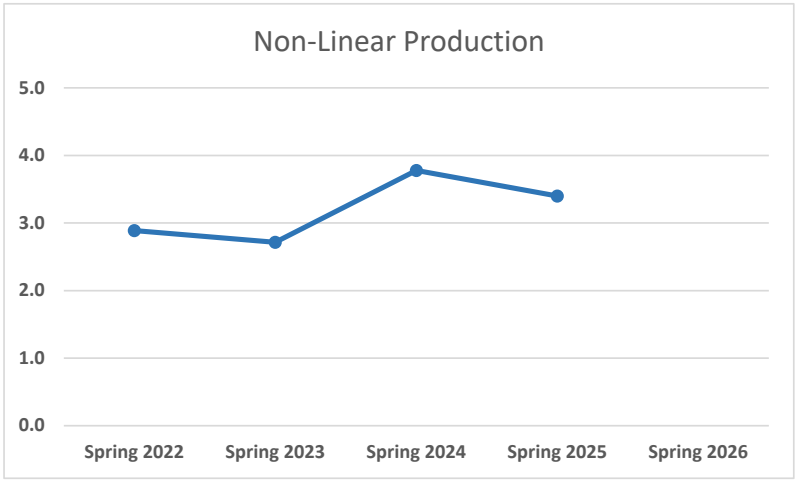
Recorded in: AUD303 - MIDI Applications Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to record and manipulate Musical Instrument Digital Interface (MIDI) data for music sequencing and composition.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	4	30.8%	2	15.4%	7	53.8%	13	**4.2**
	Spring 2023	0	0.0%	0	0.0%	1	33.3%	2	66.7%	0	0.0%	3	**3.7**
	Spring 2024	0	0.0%	1	33.3%	1	33.3%	0	0.0%	1	33.3%	3	**3.3**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

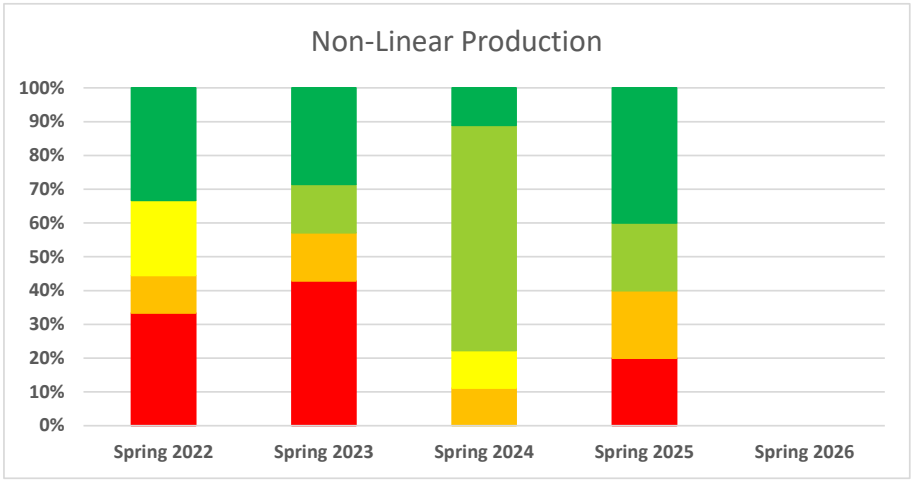




Learning Goal: Non-Linear Production (BBA Business Management Program, Audio Recording Technology Concentration)

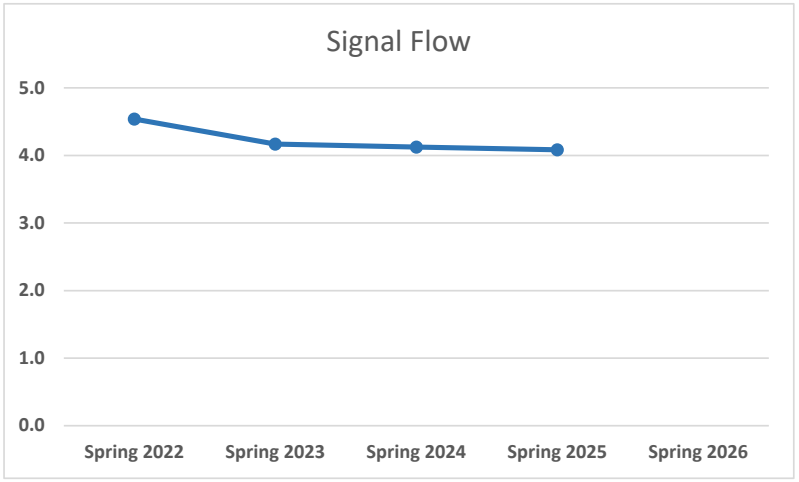
Recorded in: AUD304 - Nonlinear Recording Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate digital audio recording workstations, including plug-ins and control surfaces, to record, mix, edit, and store a production into a tangible medium of expression.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	3	33.3%	1	11.1%	2	22.2%	0	0.0%	3	33.3%	9	**2.9**
	Spring 2023	3	42.9%	1	14.3%	0	0.0%	1	14.3%	2	28.6%	7	**2.7**
	Spring 2024	0	0.0%	1	11.1%	1	11.1%	6	66.7%	1	11.1%	9	**3.8**
	Spring 2025	1	20.0%	1	20.0%	0	0.0%	1	20.0%	2	40.0%	5	**3.4**
	Spring 2026												

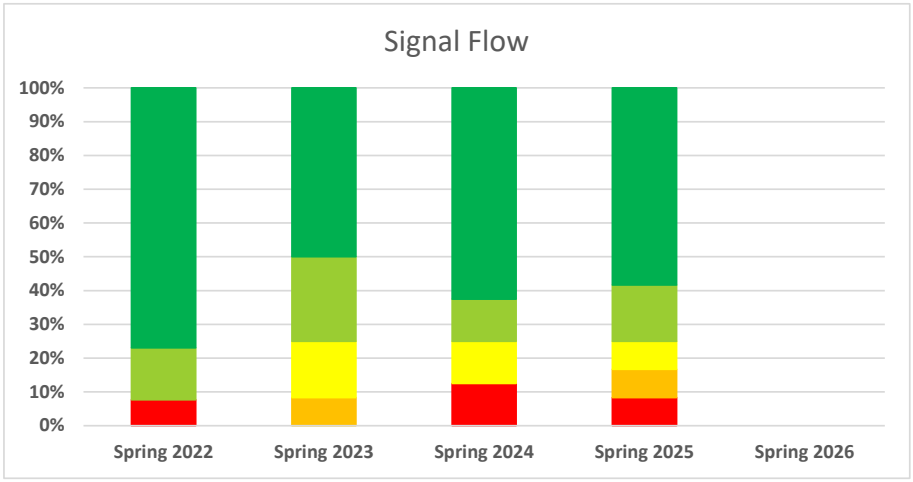




Learning Goal: Signal Flow (BBA Business Management Program, Audio Recording Technology Concentration)

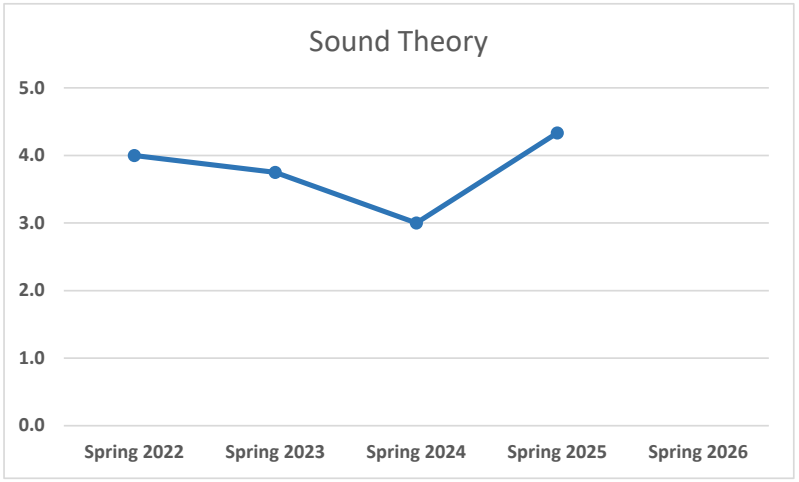
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	1	7.7%	0	0.0%	0	0.0%	2	15.4%	10	76.9%	13	**4.5**
	Spring 2023	0	0.0%	1	8.3%	2	16.7%	3	25.0%	6	50.0%	12	**4.2**
	Spring 2024	1	12.5%	0	0.0%	1	12.5%	1	12.5%	5	62.5%	8	**4.1**
	Spring 2025	1	8.3%	1	8.3%	1	8.3%	2	16.7%	7	58.3%	12	**4.1**
	Spring 2026												

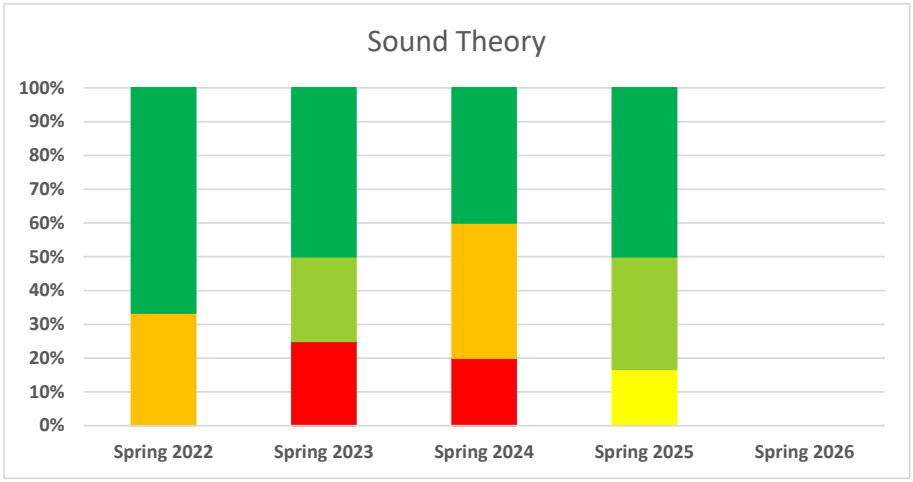




Learning Goal: Sound Theory (BBA Business Management Program, Audio Recording Technology Concentration)

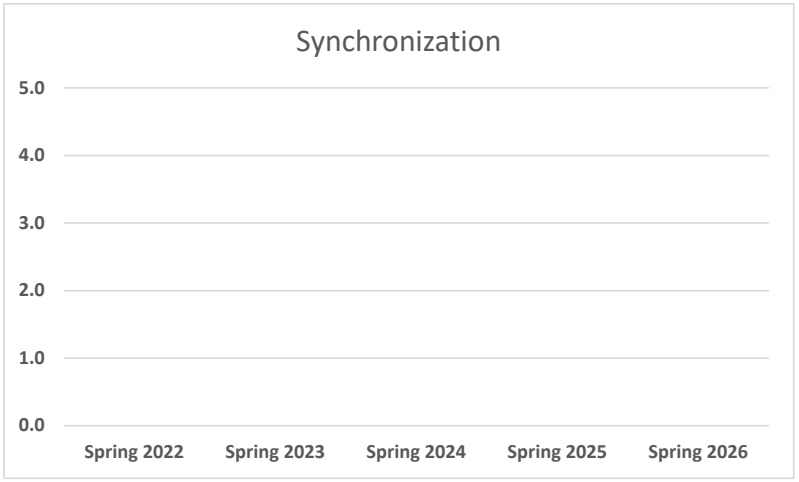
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	1	33.3%	0	0.0%	0	0.0%	2	66.7%	3	**4.0**
	Spring 2023	1	25.0%	0	0.0%	0	0.0%	1	25.0%	2	50.0%	4	**3.8**
	Spring 2024	1	20.0%	2	40.0%	0	0.0%	0	0.0%	2	40.0%	5	**3.0**
	Spring 2025	0	0.0%	0	0.0%	1	16.7%	2	33.3%	3	50.0%	6	**4.3**
	Spring 2026												





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

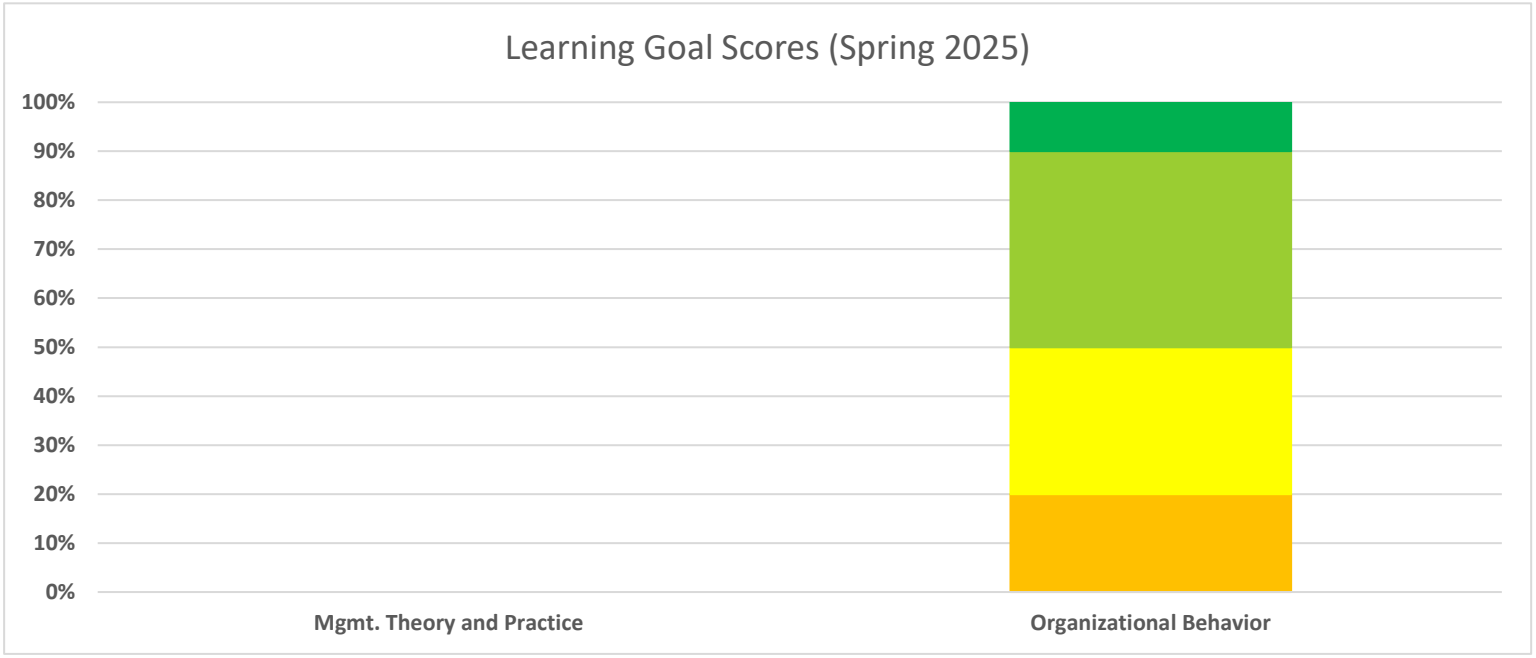
Recorded in: AUD401 - Audio/Video Post-Production Artifact: Quiz	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to create and synch a soundtrack to motion pictures.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												





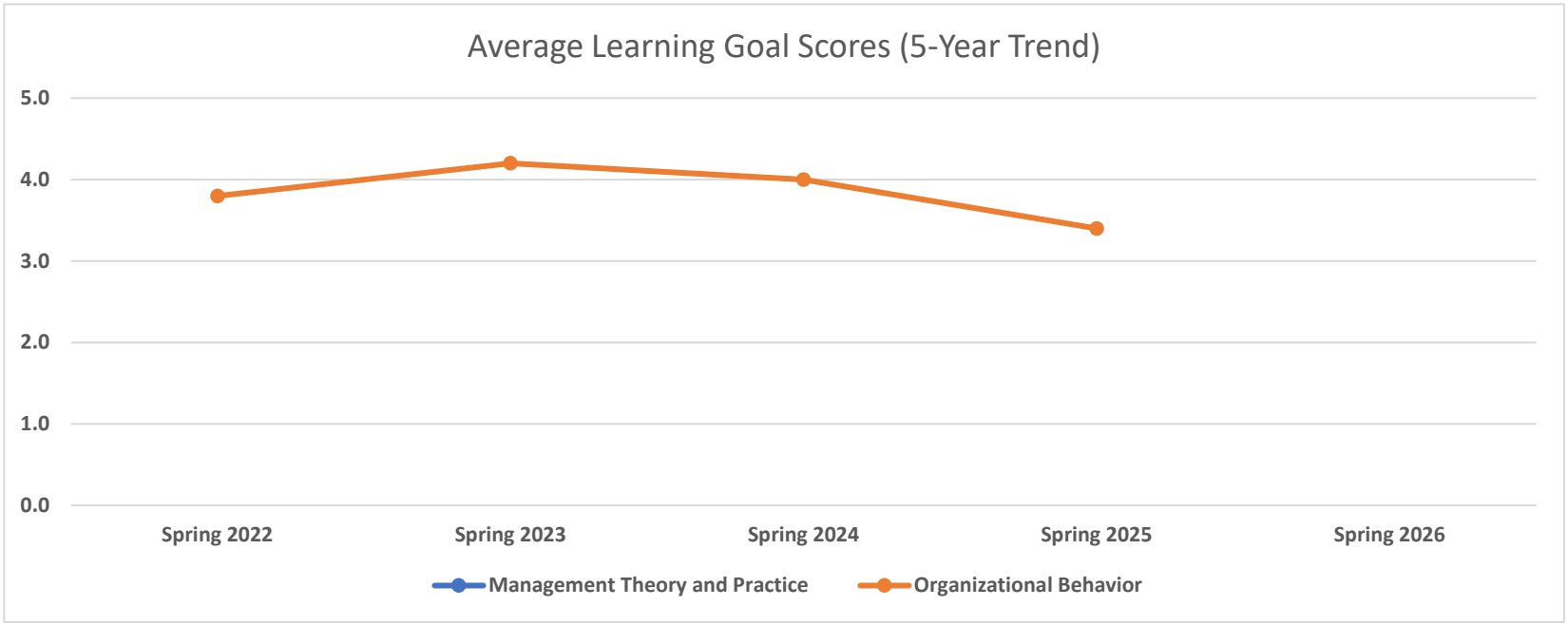
BBA Business Management, Business Management Concentration (Spring 2025)

	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Mgmt. Theory and Practice	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Organizational Behavior	0	0.0%	2	20.0%	3	30.0%	4	40.0%	1	10.0%	10	**3.4**



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

	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Management Theory and Practice					
Organizational Behavior	3.8	4.2	4.0	3.4	



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

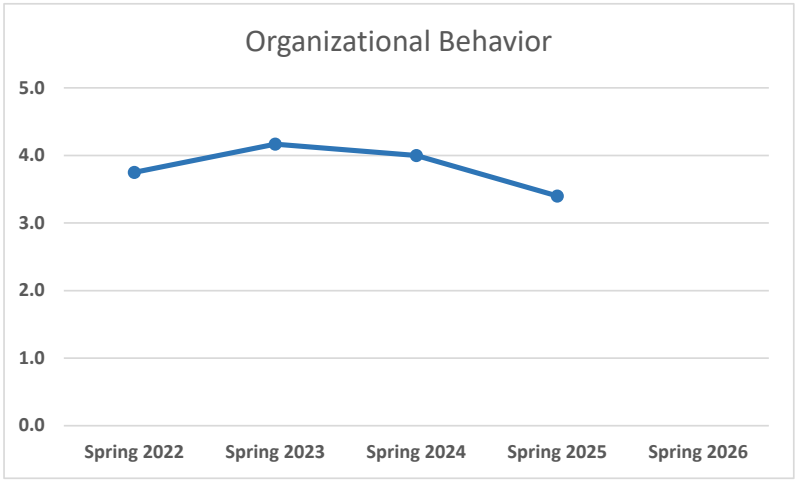
Recorded in: BUS310 - Management Theory and Practice Artifact: Essay Questions Final Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Describe the changes that take place in a business's organizational structure as it grows in size, geographical dispersion, and complexity.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

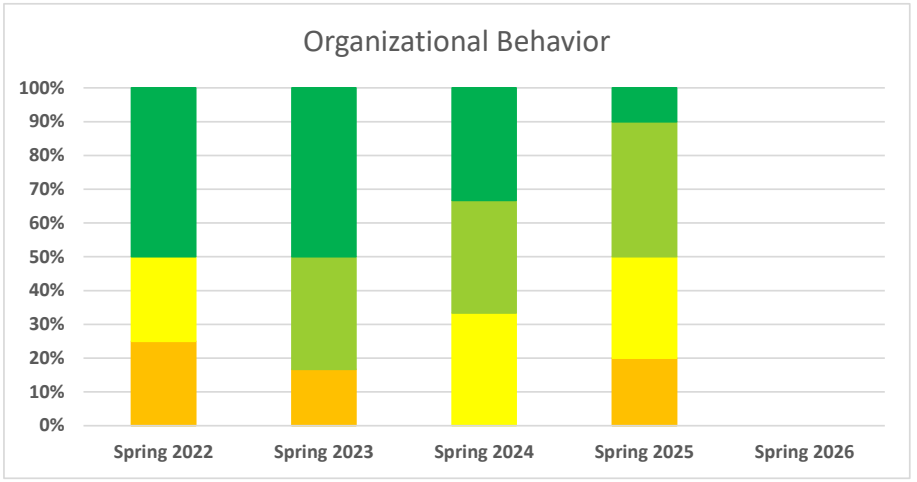




Learning Goal: Organizational Behavior (BBA Business Management Program, Business Management Concentration)

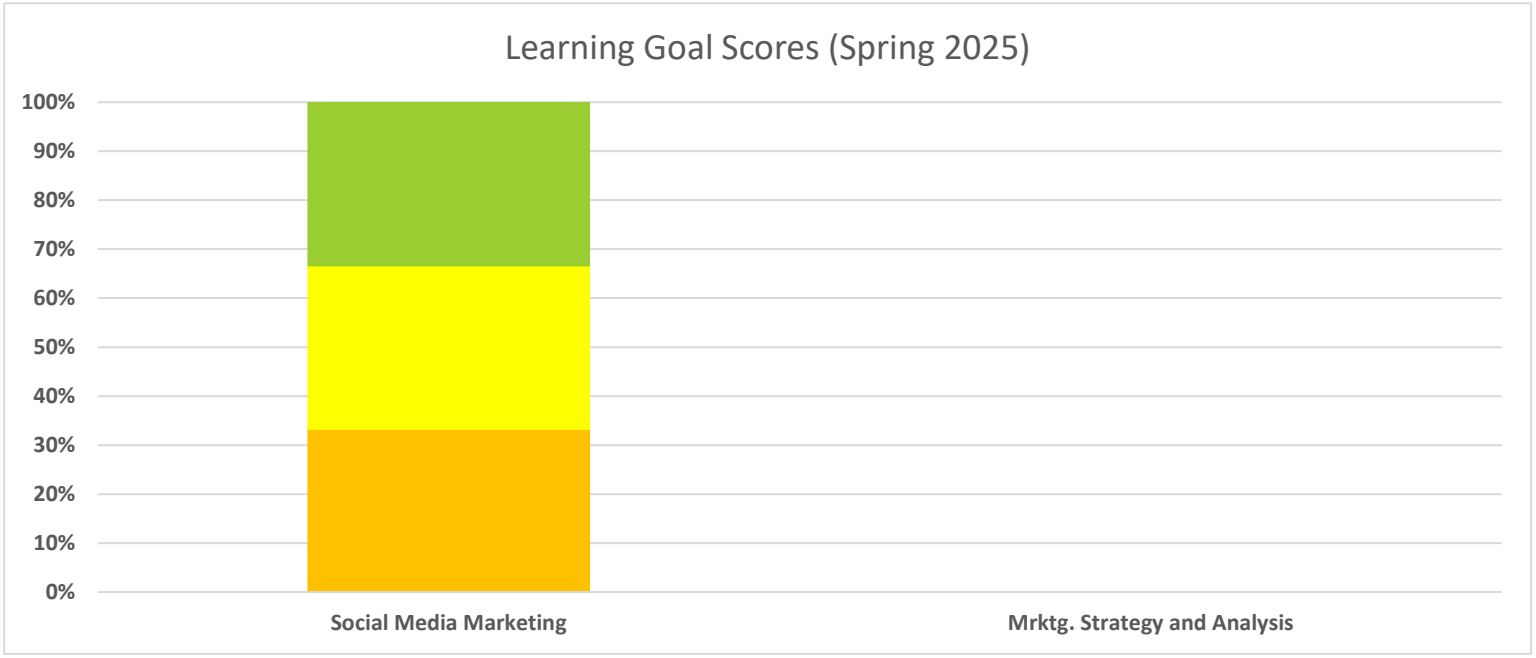
Recorded in: BUS312 - Organizational Behavior Artifact: Research paper	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of the theories of organizational behavior.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	1	25.0%	1	25.0%	0	0.0%	2	50.0%	4	**3.8**
Spring 2023	0	0.0%	1	16.7%	0	0.0%	2	33.3%	3	50.0%	6	**4.2**
Spring 2024	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
Spring 2025	0	0.0%	2	20.0%	3	30.0%	4	40.0%	1	10.0%	10	**3.4**
Spring 2026												





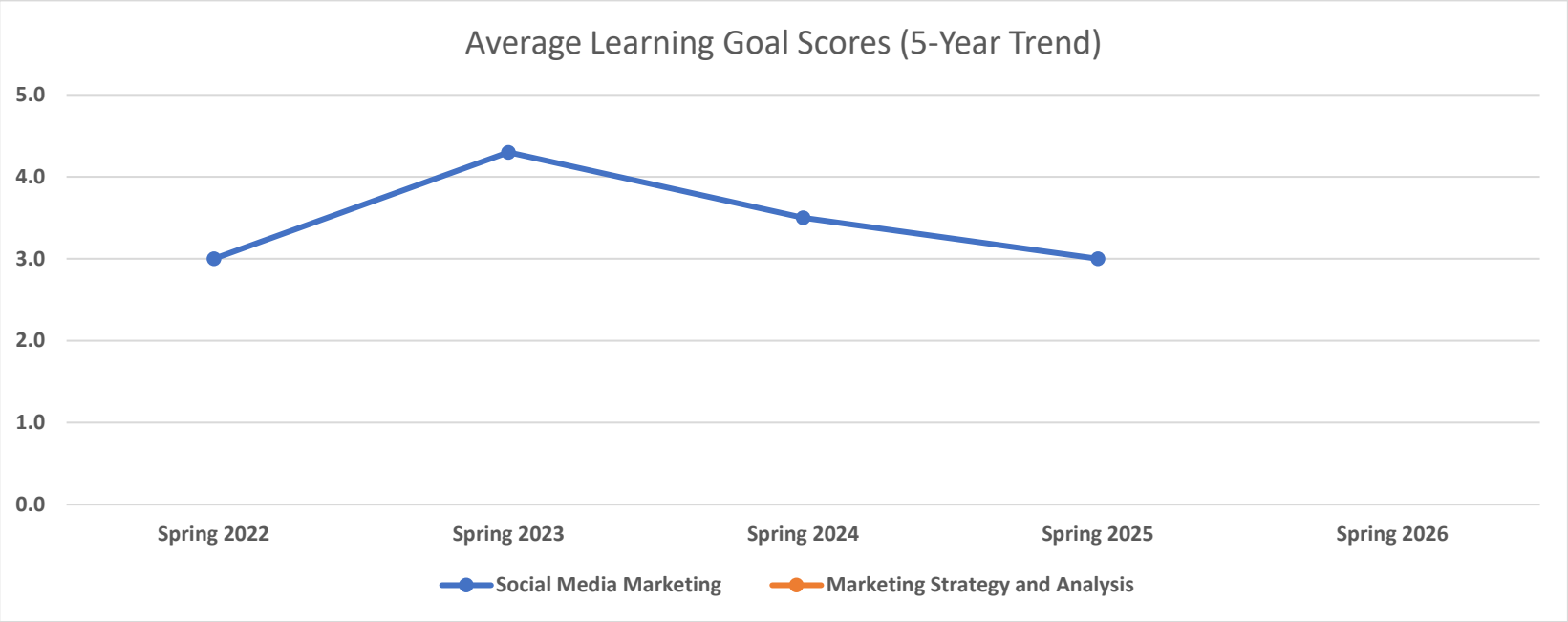
BBA Business Management, Business Marketing Concentration (Spring 2025)

	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%	1	33.3%	1	33.3%	1	33.3%	0	0.0%	3	**3.0**
Mrktg. Strategy and Analysis	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



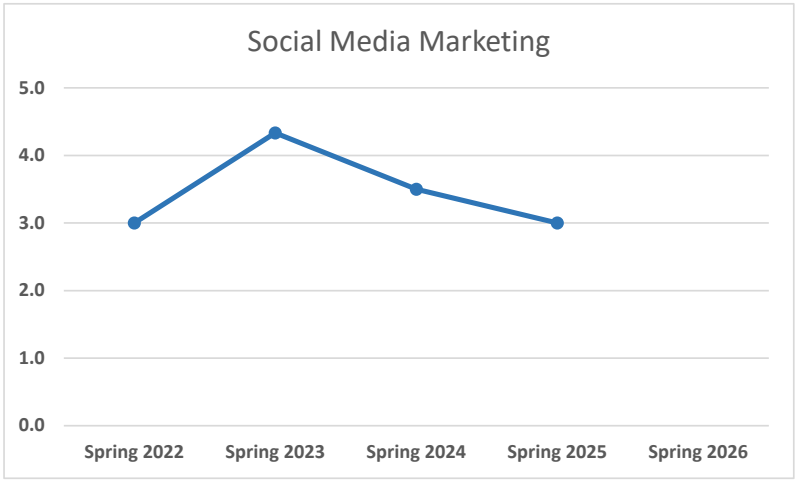
BBA Business Management, Business Marketing Concentration (5-Year Trend)

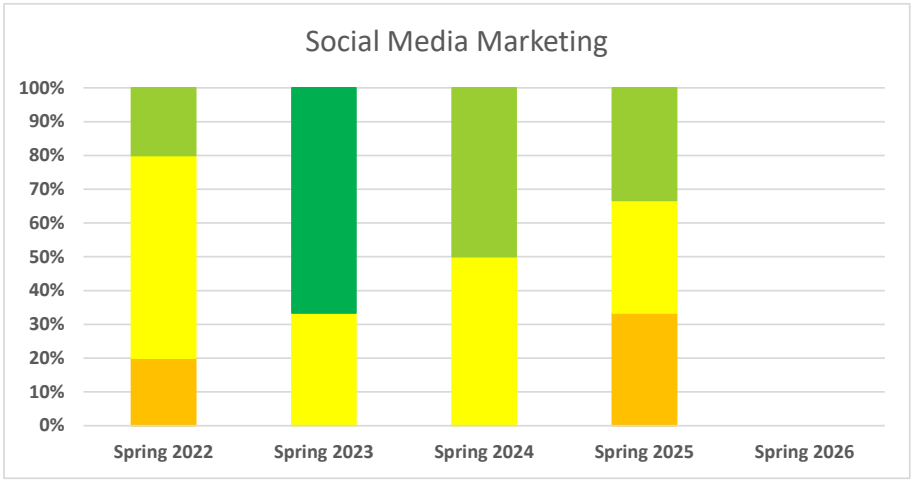
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Social Media Marketing	3.0	4.3	3.5	3.0	
Marketing Strategy and Analysis					



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	
Spring 2022	0	0.0%	1	20.0%	3	60.0%	1	20.0%	0	0.0%	5	**3.0**
Spring 2023	0	0.0%	0	0.0%	2	33.3%	0	0.0%	4	66.7%	6	**4.3**
Spring 2024	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
Spring 2025	0	0.0%	1	33.3%	1	33.3%	1	33.3%	0	0.0%	3	**3.0**
Spring 2026												





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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





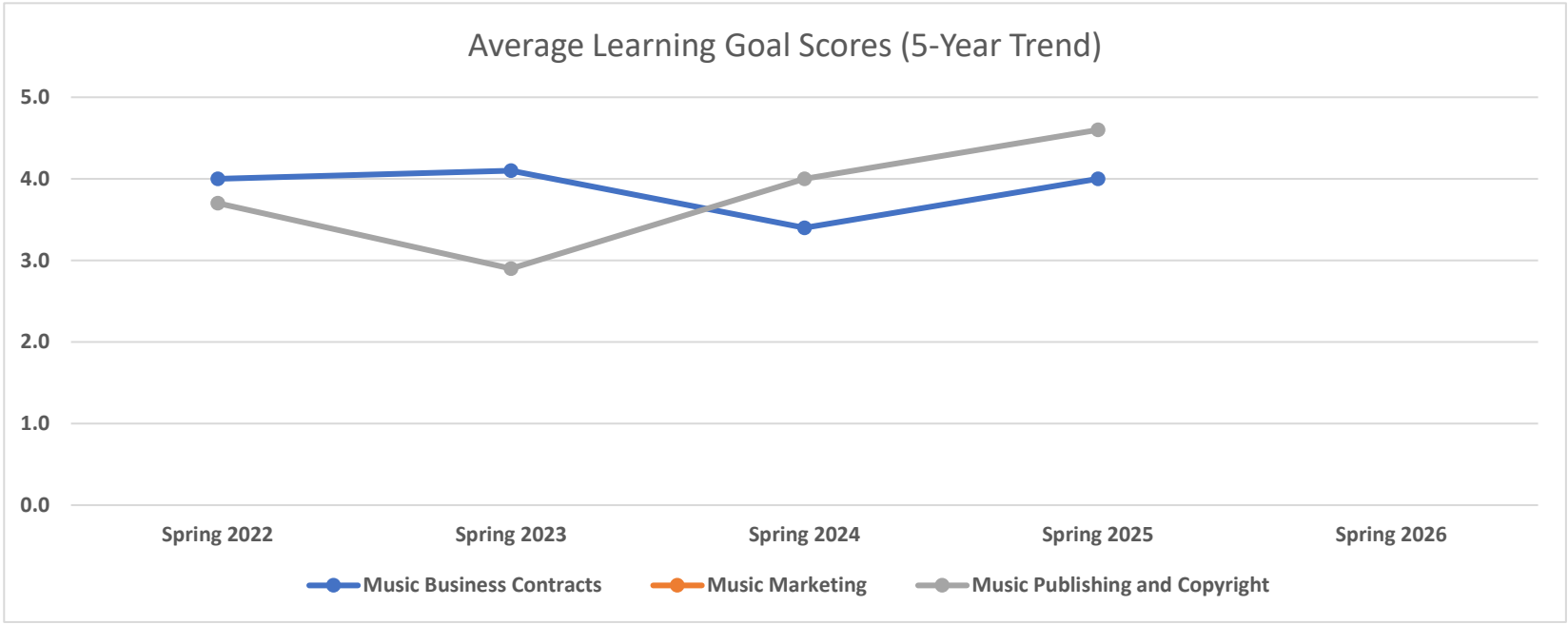
BBA Business Management, MEIS Concentration (Spring 2025)

	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%	3	100.0%	0	0.0%	3	**4.0**
Music Marketing	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Music Publishing & Copyright	0	0.0%	0	0.0%	0	0.0%	3	42.9%	4	57.1%	7	**4.6**



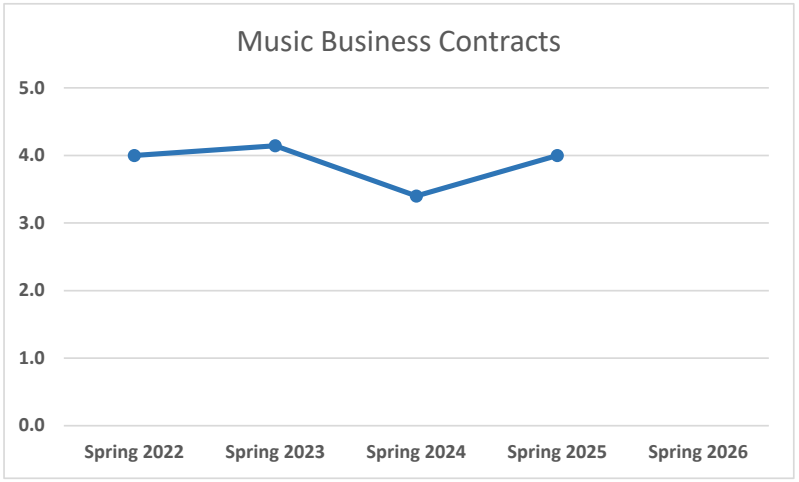
BBA Business Management, MEIS Concentration (5-Year Trend)

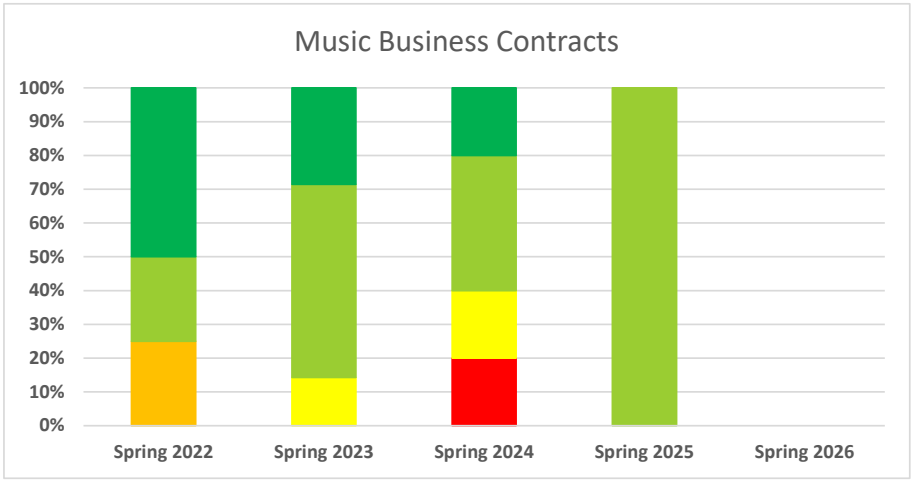
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Music Business Contracts	4.0	4.1	3.4	4.0	
Music Marketing					
Music Publishing and Copyright	3.7	2.9	4.0	4.6	



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	
	Spring 2022	0	0.0%	1	25.0%	0	0.0%	1	25.0%	2	50.0%	4	**4.0**
	Spring 2023	0	0.0%	0	0.0%	1	14.3%	4	57.1%	2	28.6%	7	**4.1**
	Spring 2024	2	20.0%	0	0.0%	2	20.0%	4	40.0%	2	20.0%	10	**3.4**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	3	100.0%	0	0.0%	3	**4.0**
	Spring 2026												





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

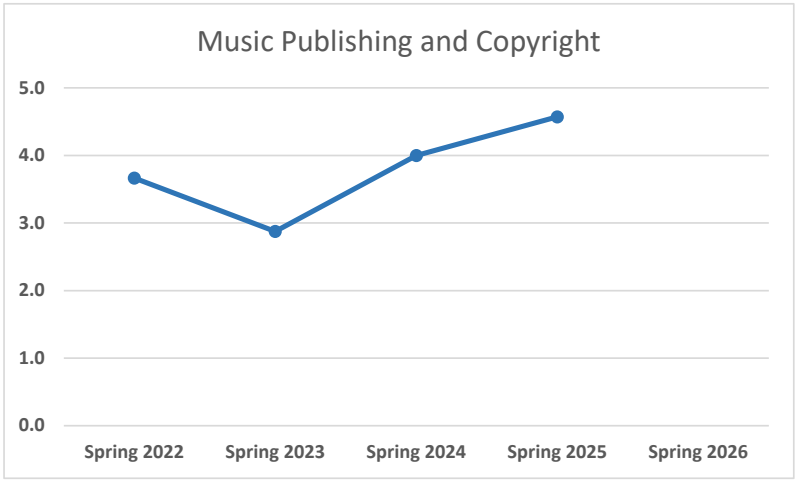
Recorded in: MUB401 - Music Marketing Artifact: The Research Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Identify and describe the basic processes by which music in all its forms (tangible and intangible) are professionally promoted and marketed.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

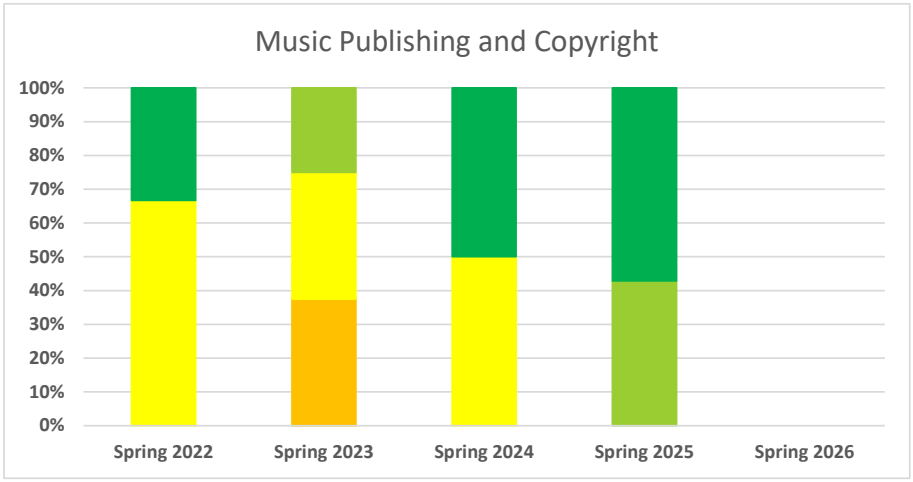




Learning Goal: Music Publishing and Copyright (BBA Business Management Program, MEIS Concentration)

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	
	Spring 2022	0	0.0%	0	0.0%	2	66.7%	0	0.0%	1	33.3%	3	**3.7**
	Spring 2023	0	0.0%	3	37.5%	3	37.5%	2	25.0%	0	0.0%	8	**2.9**
	Spring 2024	0	0.0%	0	0.0%	2	50.0%	0	0.0%	2	50.0%	4	**4.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	3	42.9%	4	57.1%	7	**4.6**
	Spring 2026												



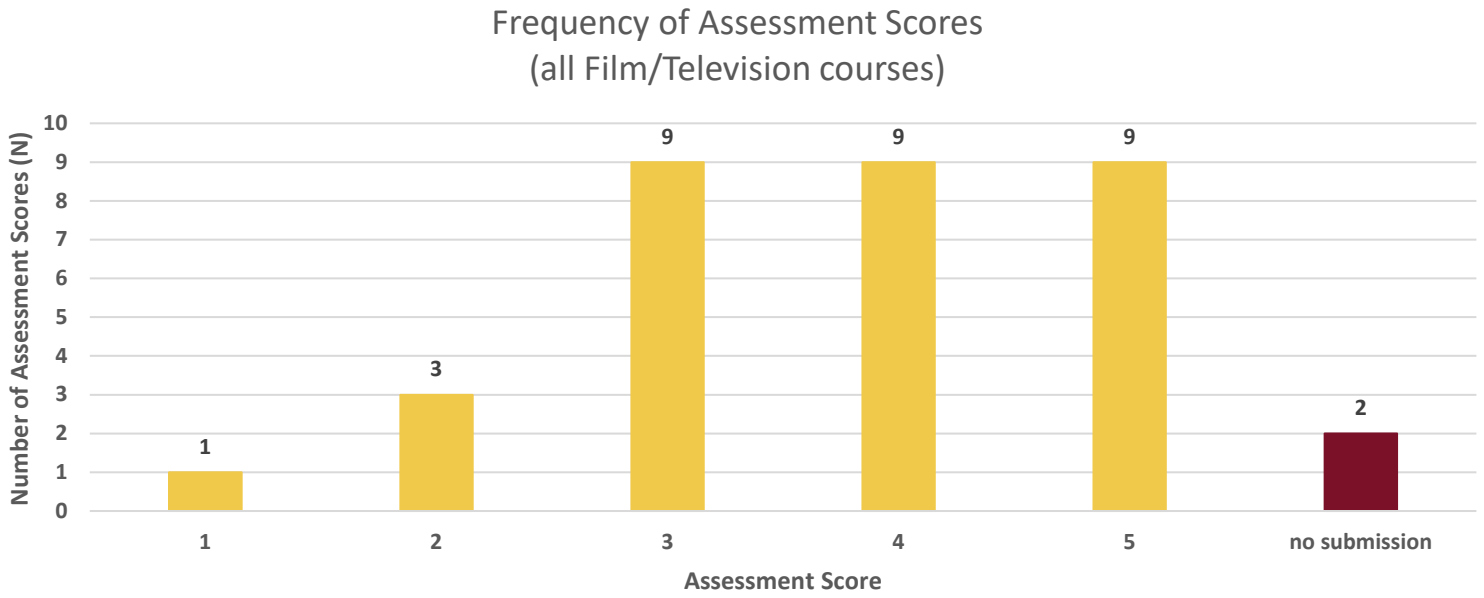


Film and Television

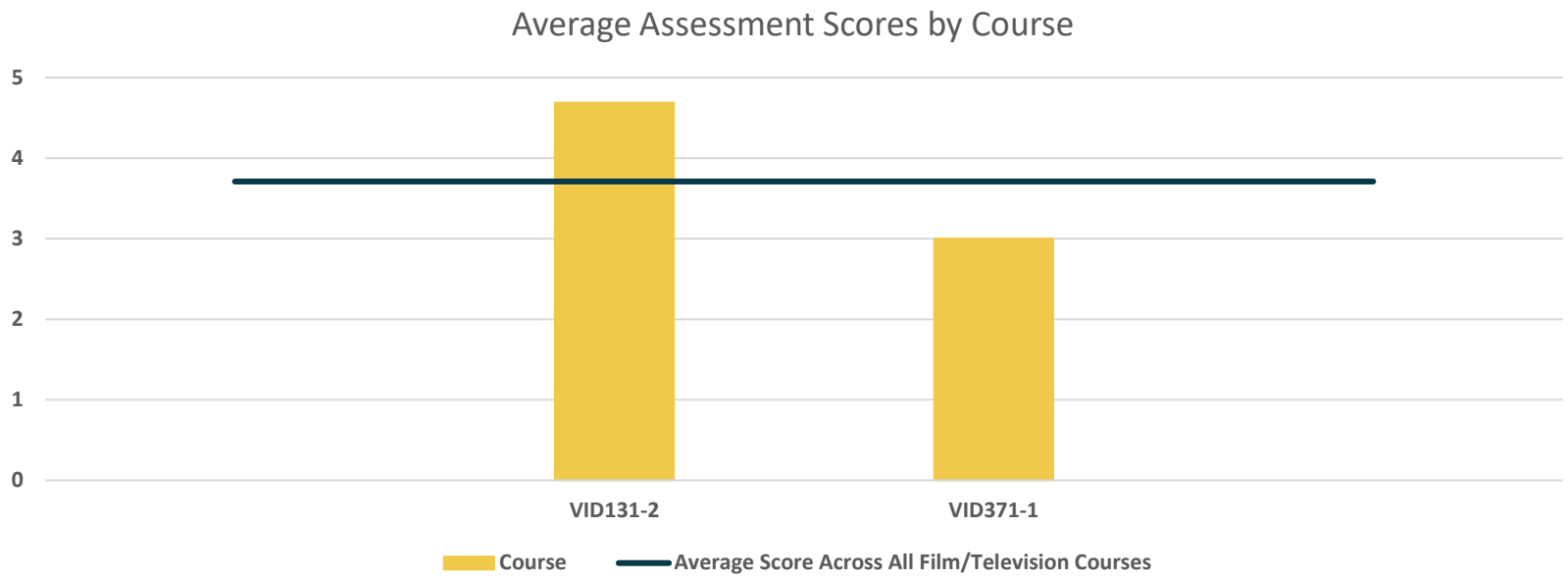
Artifact Scores by Course

SPRING 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Film/Television courses)	
SCORE	**N**
1	1
2	3
3	9
4	9
5	9
no submission	2
Total	33
Submissions Scored (Total minus No Submissions)	31
AVERAGE SCORE	**3.71**



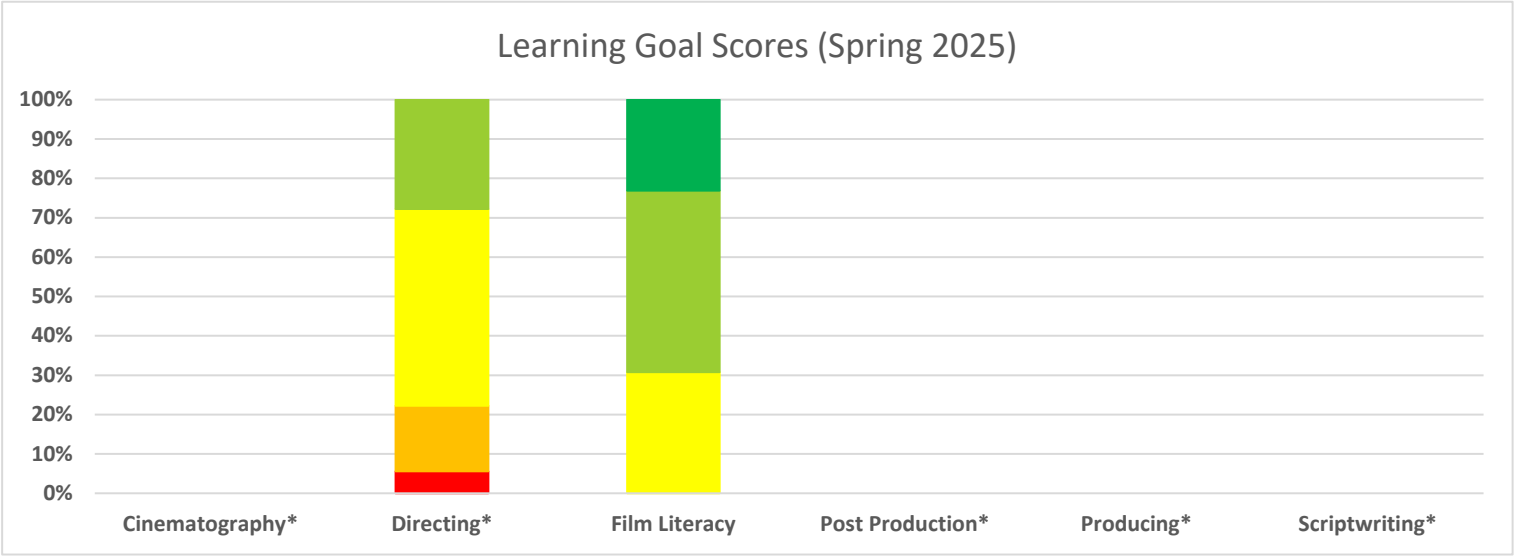
AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
VID131-2	4.69
VID371-1	3.00
AVERAGE SCORE ACROSS ALL FILM/TELEVISION COURSES	**3.71**



Artifact Scores by Program and Learning Goal

BFA Film/Television (Spring 2025)

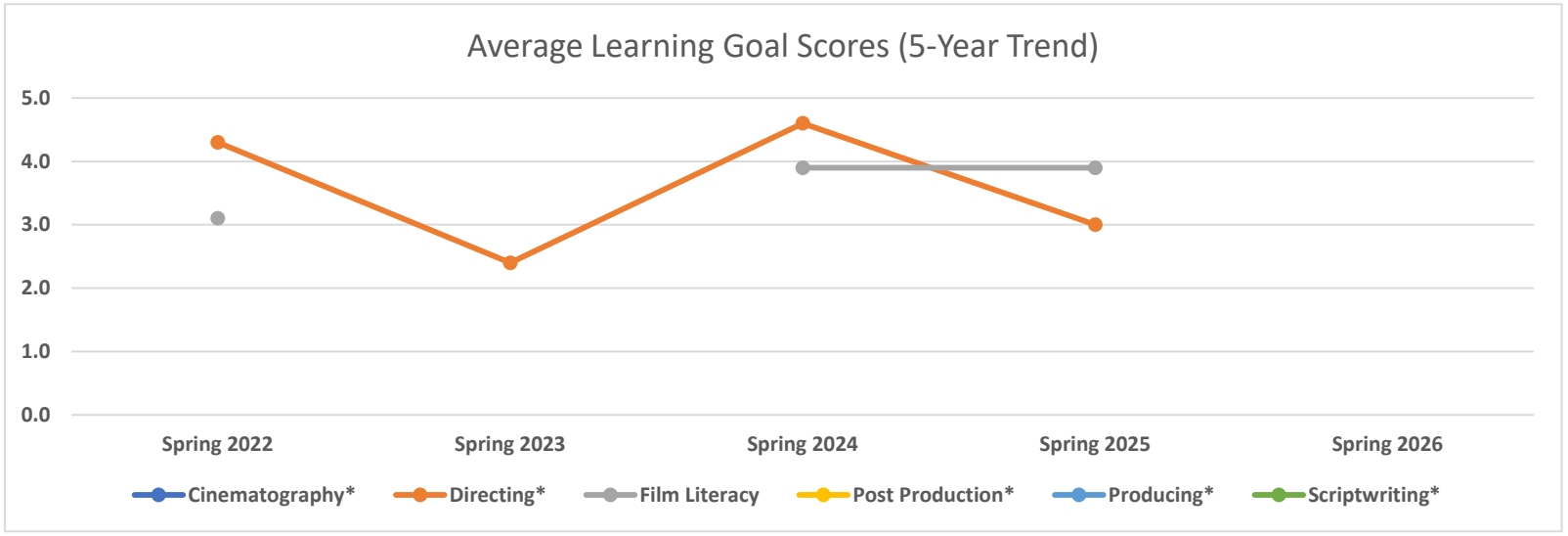
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Cinematography**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Directing**	1	5.6%	3	16.7%	9	50.0%	5	27.8%	0	0.0%	18	**3.0**
Film Literacy	0	0.0%	0	0.0%	4	30.8%	6	46.2%	3	23.1%	13	**3.9**
*Post Production**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Producing**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Scriptwriting**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	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)

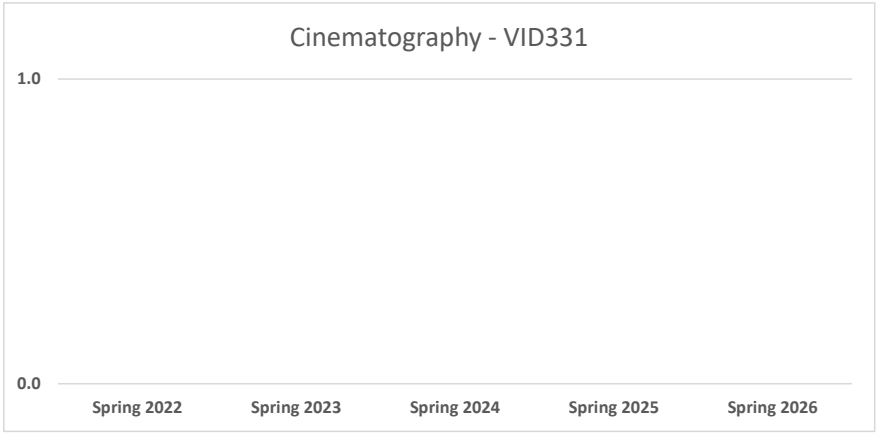
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
*Cinematography**					
*Directing**	4.3	2.4	4.6	3.0	
Film Literacy	3.1		3.9	3.9	
*Post Production**					
*Producing**					
*Scriptwriting**					

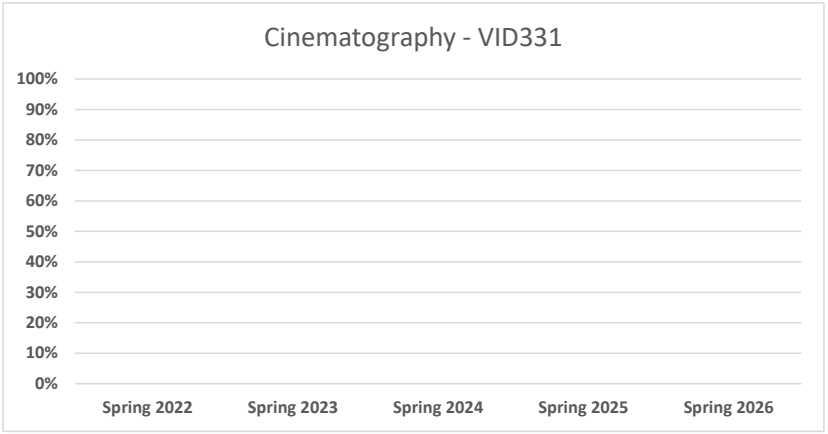


* The Cinematography, Directing, Post Production, Producing, and Scriptwriting learning goals can be assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following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

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

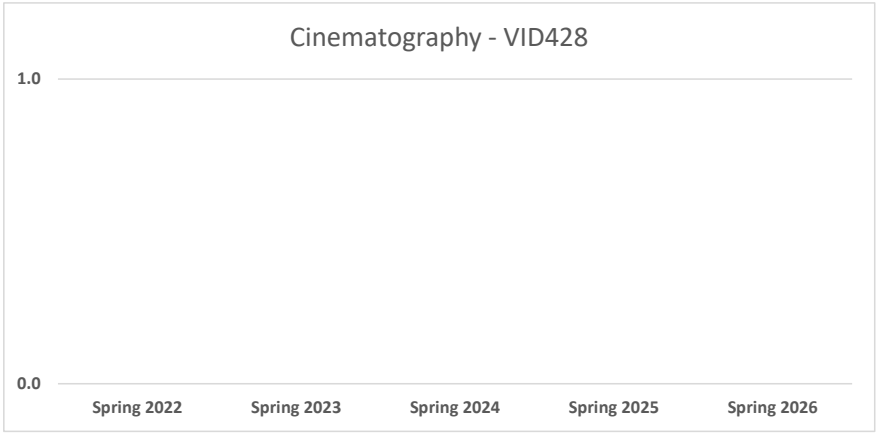
Recorded in: VID331 - Cinematography 2 Artifact: Individual Project as Cinematographer		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to select camera, codec, or film stock, light and expose scenes effectively, execute camera movements smoothly, and determine and utilize workflow for post production.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

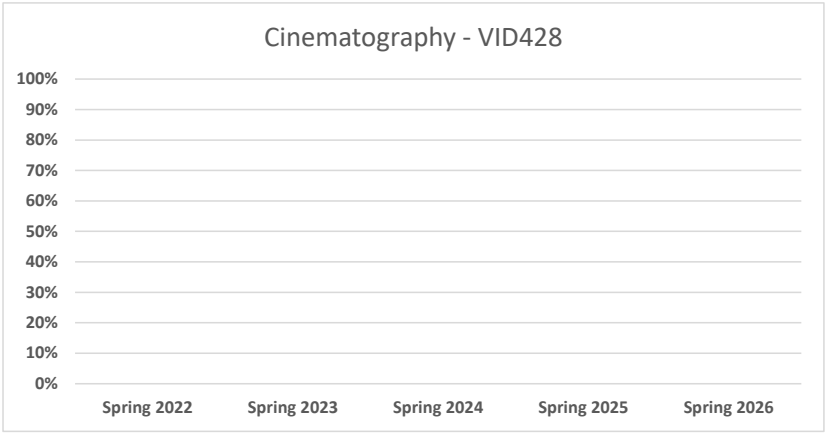




Learning Goal: Cinematography - VID428 (BFA Film/Television Program)

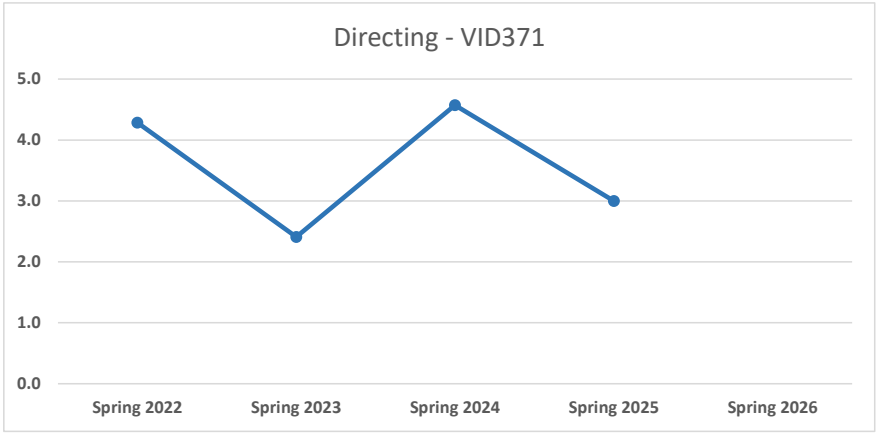
Recorded in: VID428 - Senior Project Artifact: Complete Production Package + Scenes from Film Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to select camera, codec, or film stock, light and expose scenes effectively, execute camera movements smoothly, and determine and utilize workflow for post production.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

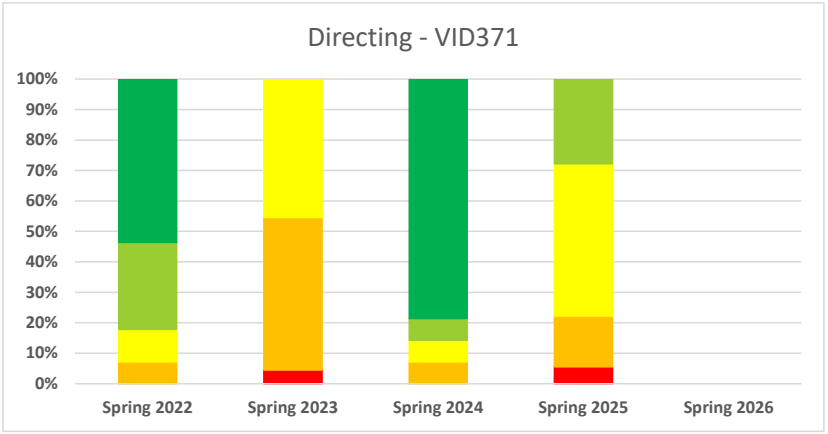




Learning Goal: Directing - VID371 (BFA Film/Television Program)

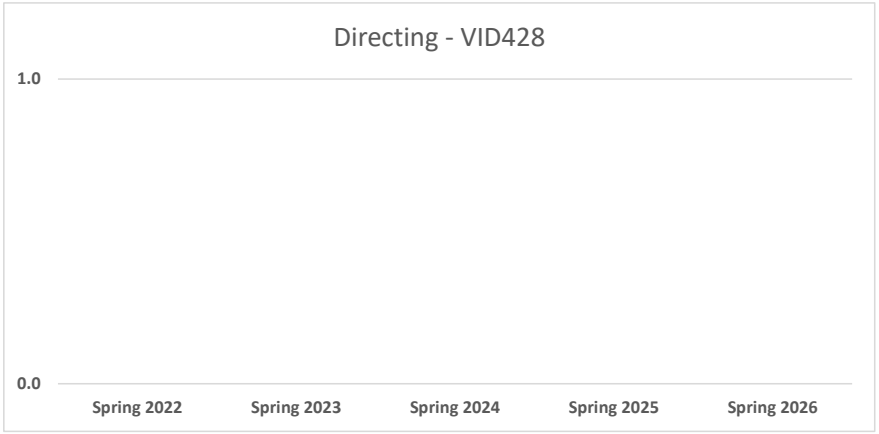
Recorded in: VID371 - Directing I Artifact: Individual Project as Director		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to develop, articulate, and execute the vision of a film from script to screen.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	2	7.1%	3	10.7%	8	28.6%	15	53.6%	28	**4.3**
	Spring 2023	1	4.5%	11	50.0%	10	45.5%	0	0.0%	0	0.0%	22	**2.4**
	Spring 2024	0	0.0%	1	7.1%	1	7.1%	1	7.1%	11	78.6%	14	**4.6**
	Spring 2025	1	5.6%	3	16.7%	9	50.0%	5	27.8%	0	0.0%	18	**3.0**
	Spring 2026												

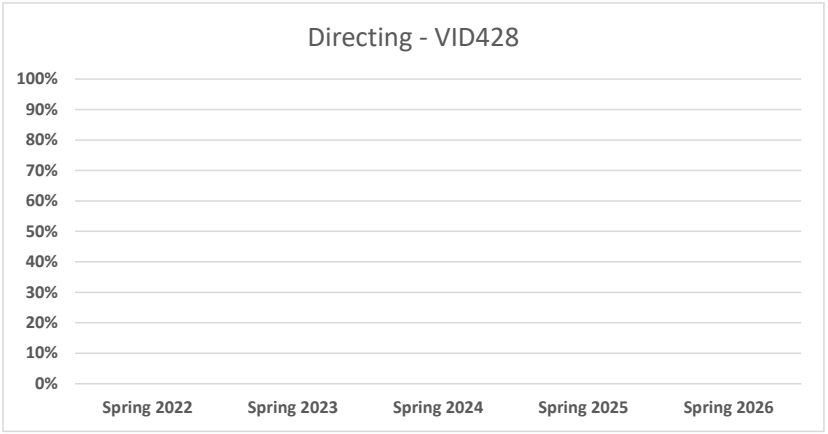




Learning Goal: Directing - VID428 (BFA Film/Television Program)

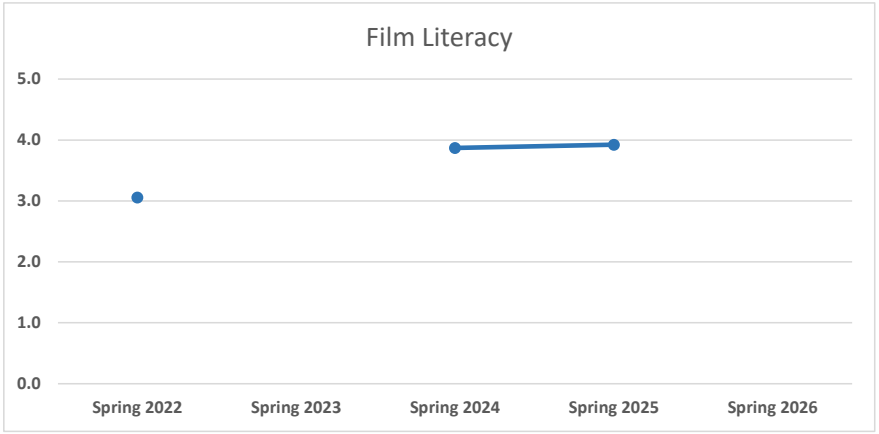
Recorded in: VID428 - Senior Project Artifact: Complete Production Package + Scenes from Film Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to develop, articulate, and execute the vision of a film from script to screen.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

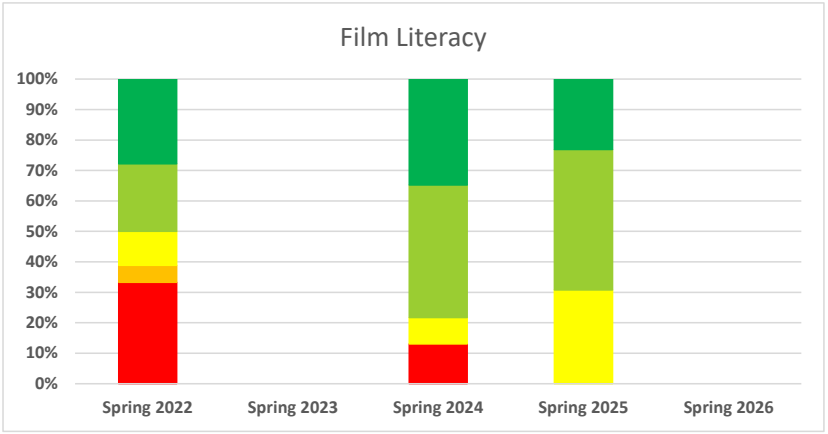




Learning Goal: Film Literacy (BFA Film/Television Program)

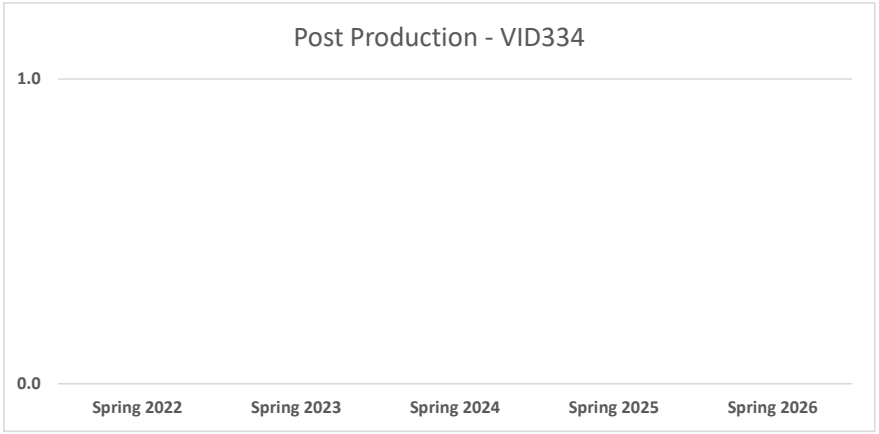
Recorded in: HIS202 - Film History Artifact: Essay, Video Essay, or Research Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
By applying logical reasoning skills, the student will be able to understand, critique, categorize, and evaluate films.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	6	33.3%	1	5.6%	2	11.1%	4	22.2%	5	27.8%	18	**3.1**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	3	13.0%	0	0.0%	2	8.7%	10	43.5%	8	34.8%	23	**3.9**
	Spring 2025	0	0.0%	0	0.0%	4	30.8%	6	46.2%	3	23.1%	13	**3.9**
	Spring 2026												

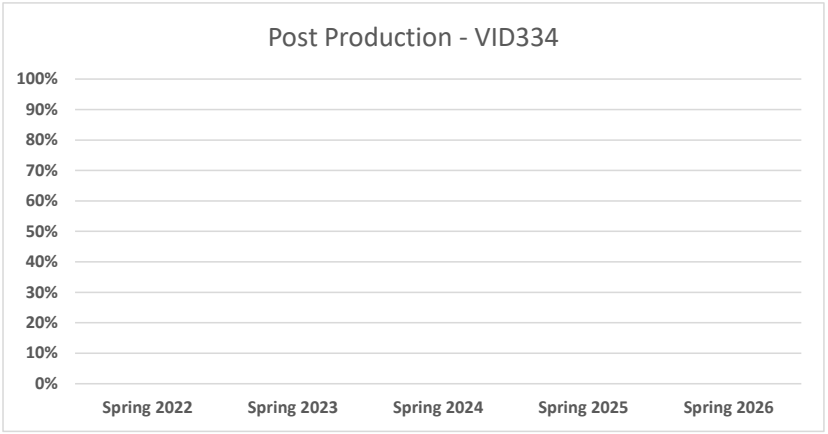




Learning Goal: Post Production - VID334 (BFA Film/Television Program)

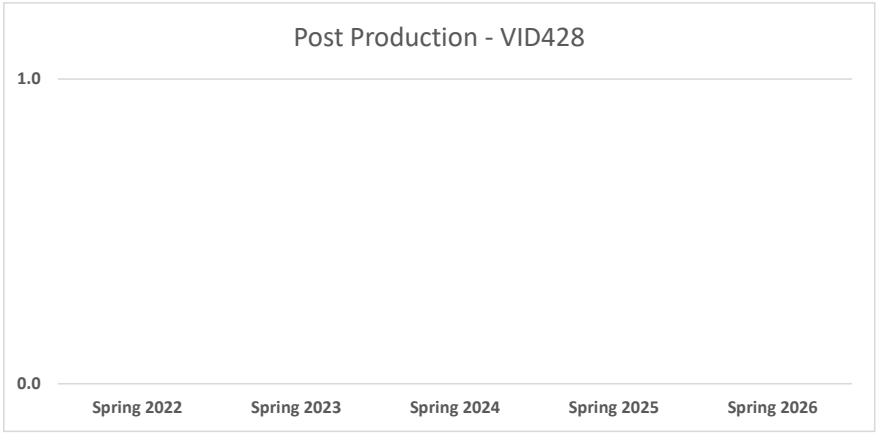
Recorded in: VID334 - Motion Picture Editing 2 Artifact: Individual Project as Editor		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to utilize post production software and apply techniques in workflow, narrative editing, sound design, and visual effects to carry a project from production to delivery.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

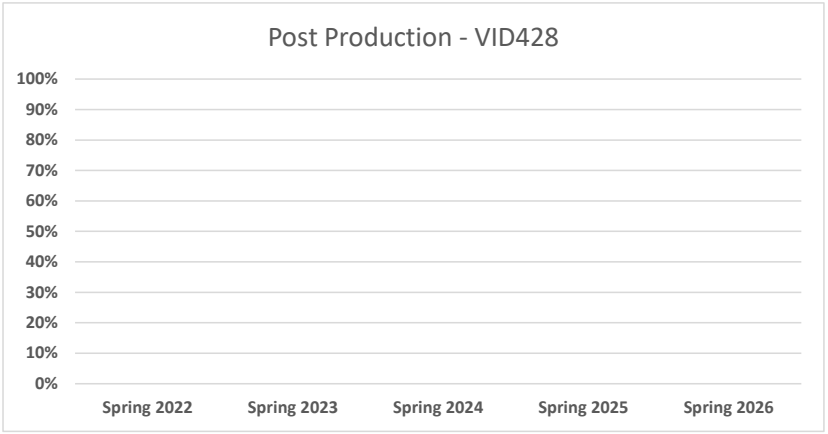




Learning Goal: Post Production - VID428 (BFA Film/Television Program)

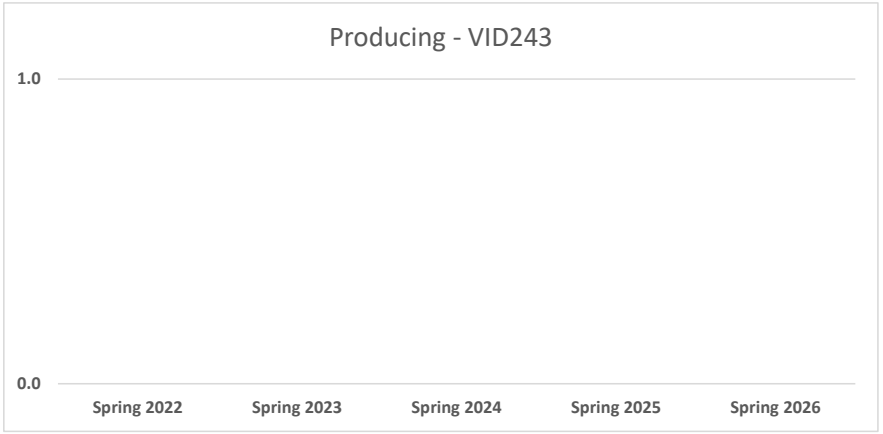
Recorded in: VID428 - Senior Project Artifact: Complete Production Package + Scenes from Film Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to utilize post production software and apply techniques in workflow, narrative editing, sound design, and visual effects to carry a project from production to delivery.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

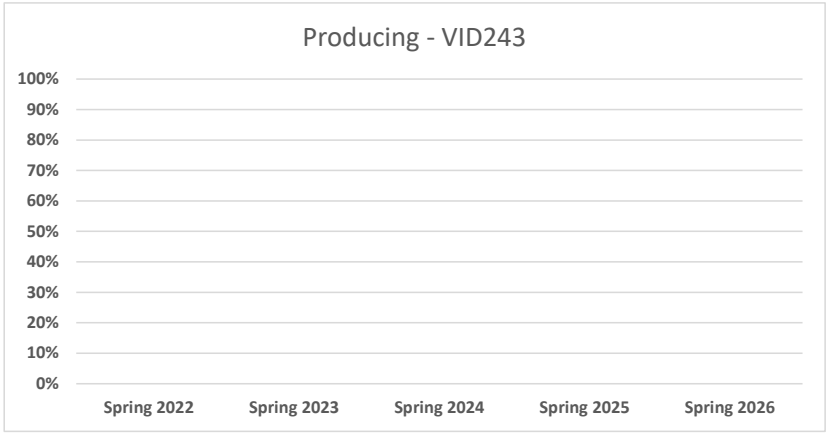




Learning Goal: Producing - VID243 (BFA Film/Television Program)

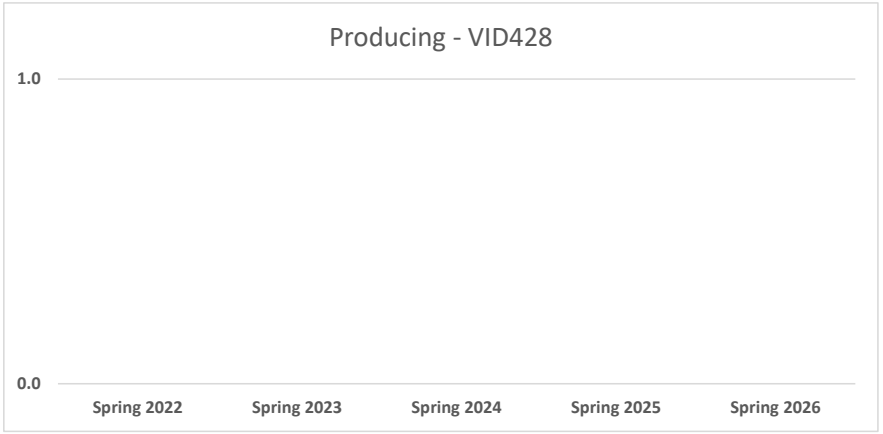
Recorded in: VID243 - Producing Artifact: Pitch Deck		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student will be able to organize the complete production and completion of a film from concept to distribution.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

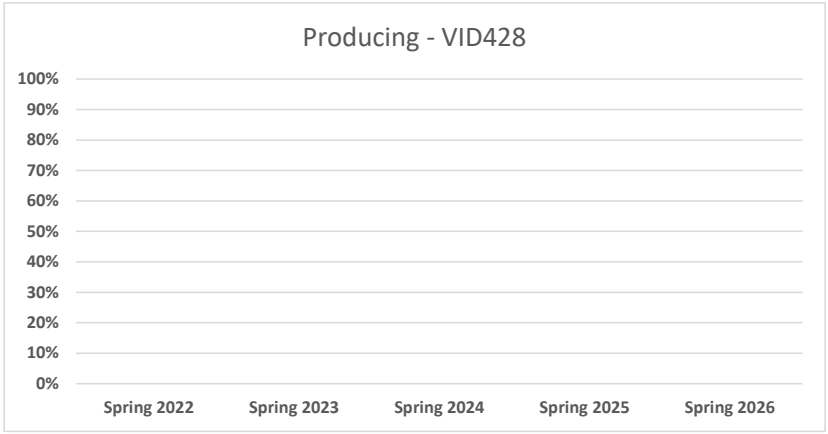




Learning Goal: Producing - VID428 (BFA Film/Television Program)

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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

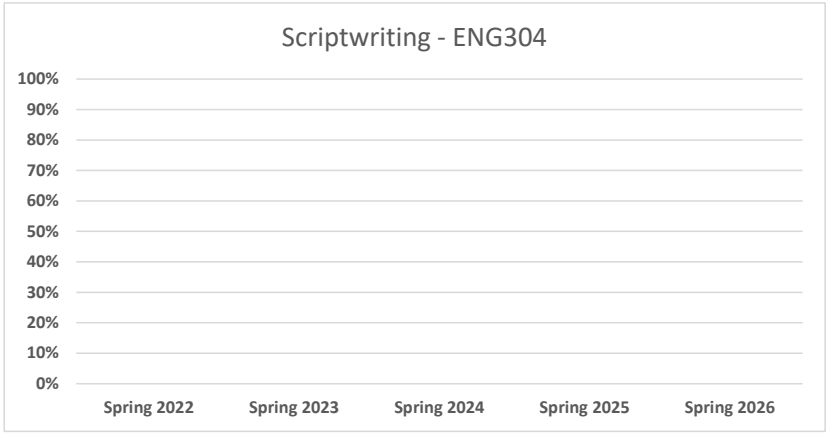




Learning Goal: Scriptwriting - ENG304 (BFA Film/Television Program)

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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												



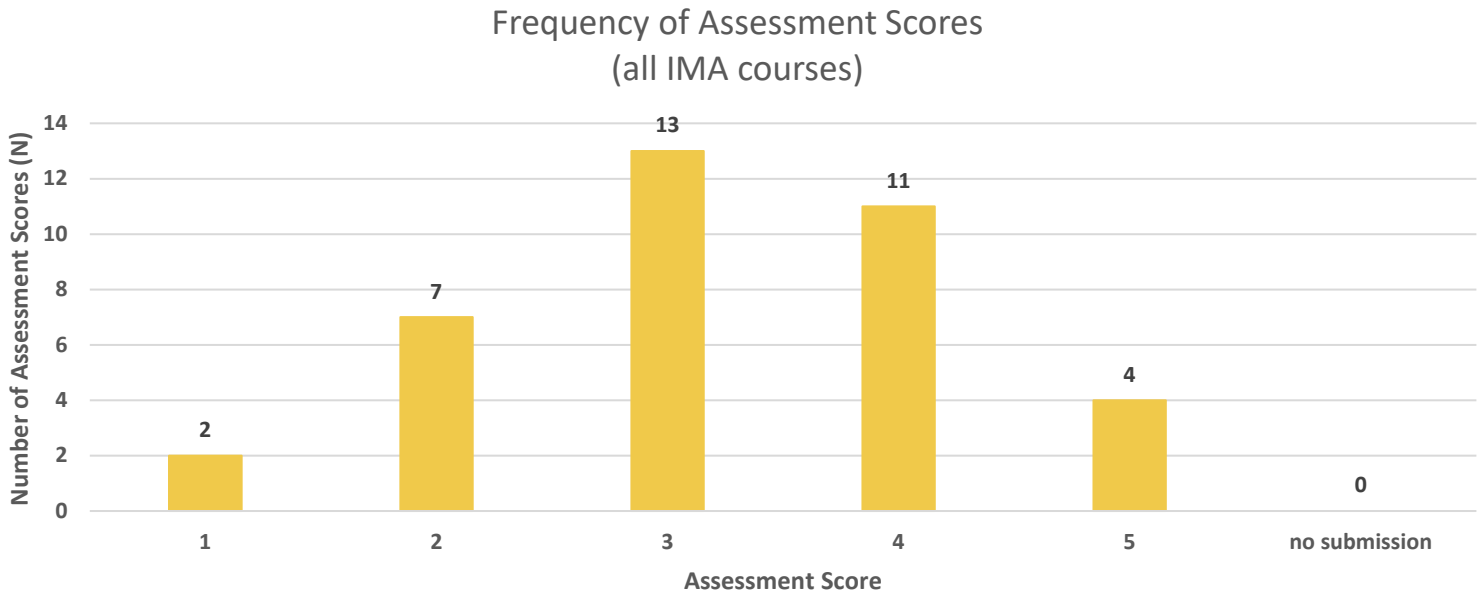


Interactive Media Arts

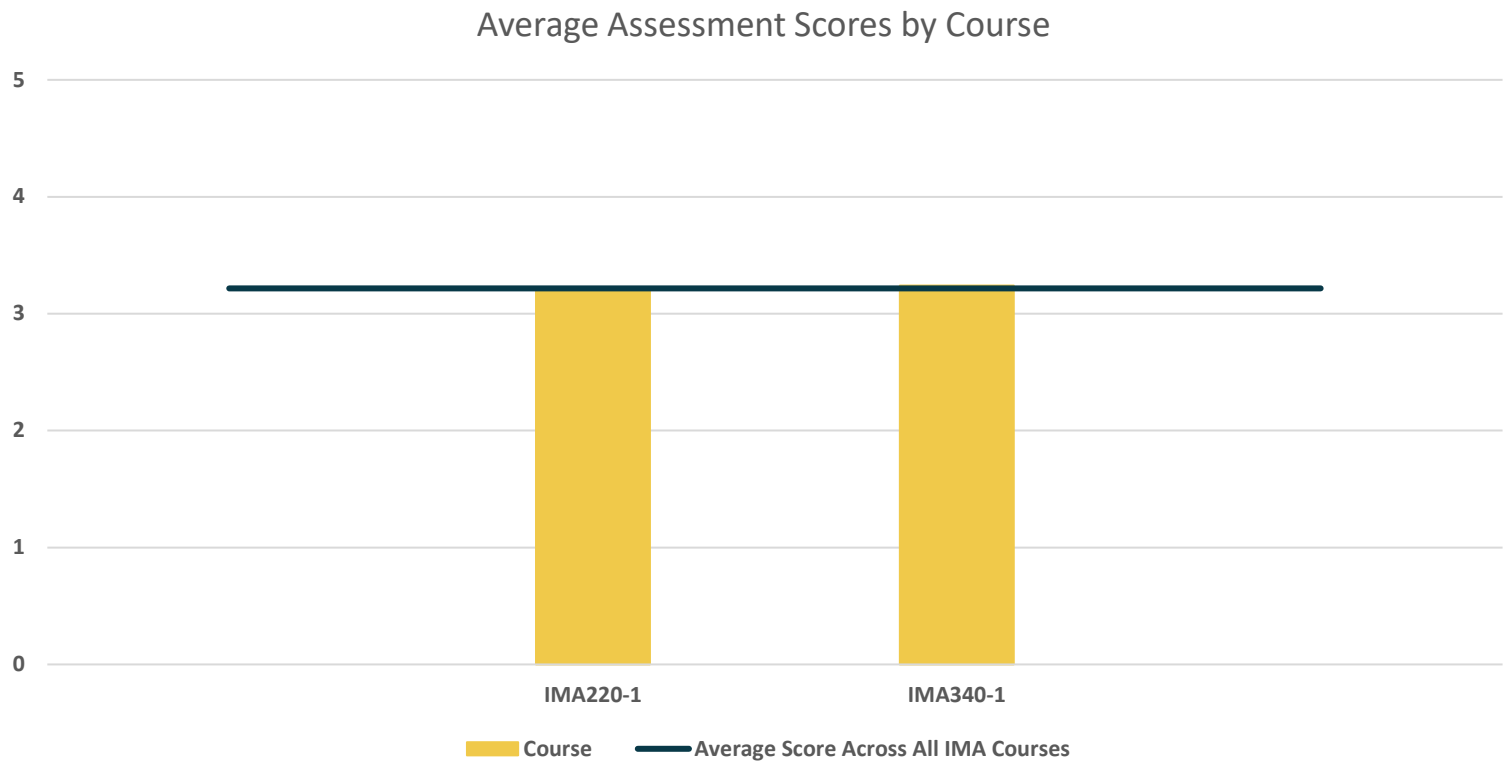
Artifact Scores by Course

SPRING 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all IMA courses)	
SCORE	**N**
1	2
2	7
3	13
4	11
5	4
no submission	0
Total	37
Submissions Scored (Total minus No Submissions)	37
AVERAGE SCORE	**3.22**



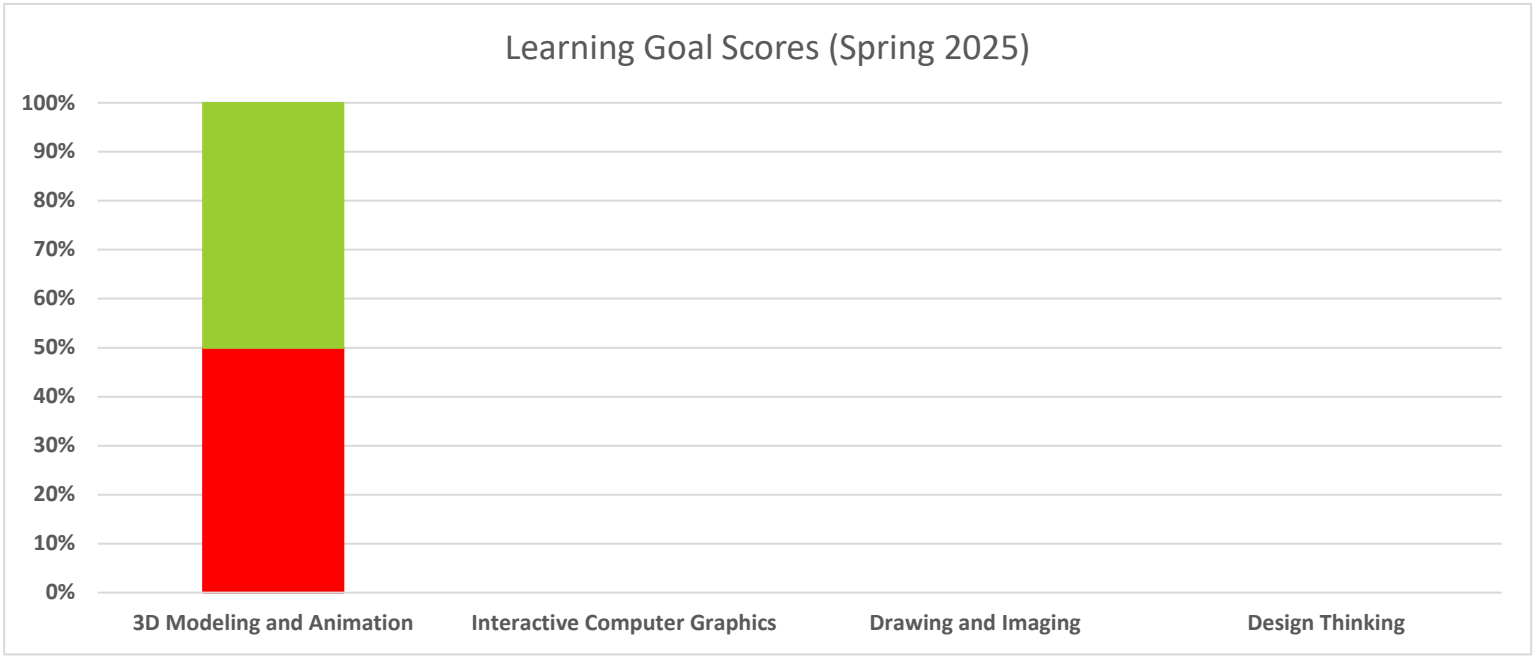
AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
IMA220-1	3.20
IMA340-1	3.24
AVERAGE SCORE ACROSS ALL IMA COURSES	**3.22**



Artifact Scores by Program and Learning Goal

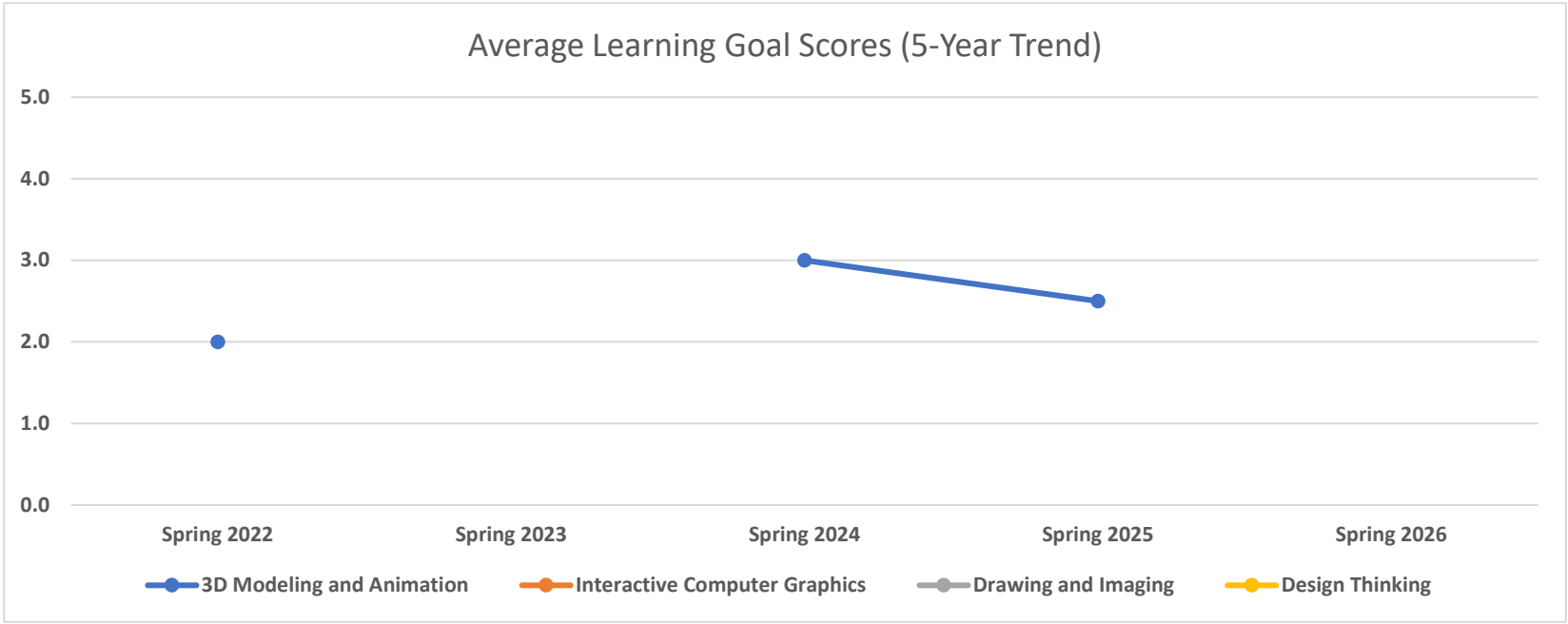
AAS Interactive Media Arts (Spring 2025)

	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	1	50.0%	0	0.0%	0	0.0%	1	50.0%	0	0.0%	2	**2.5**
Interactive Computer Graphics	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Drawing and Imaging	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Design Thinking	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



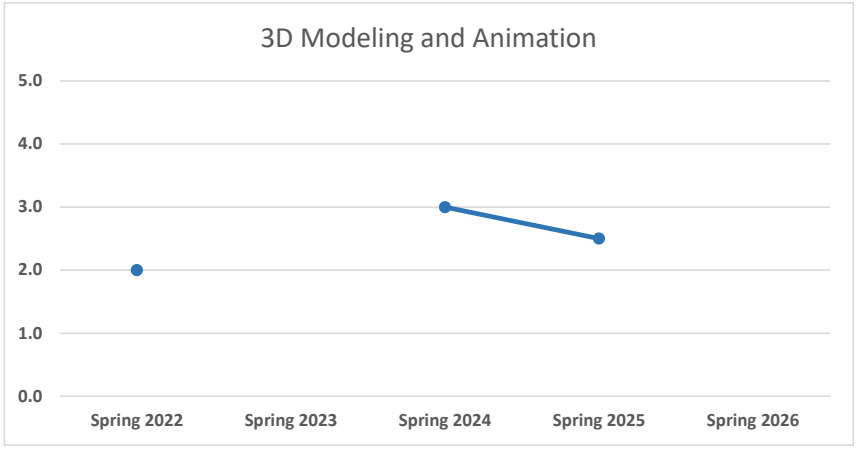
AAS Interactive Media Arts (5-Year Trend)

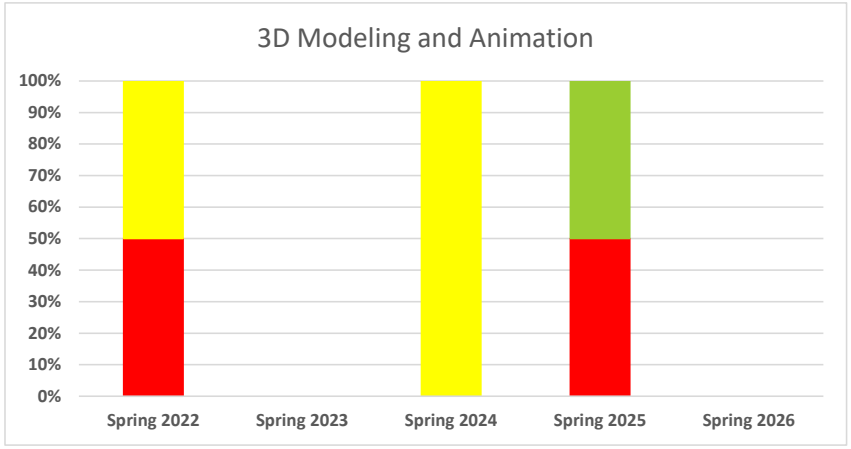
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
3D Modeling and Animation	2.0		3.0	2.5	
Interactive Computer Graphics					
Drawing and Imaging					
Design Thinking					



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

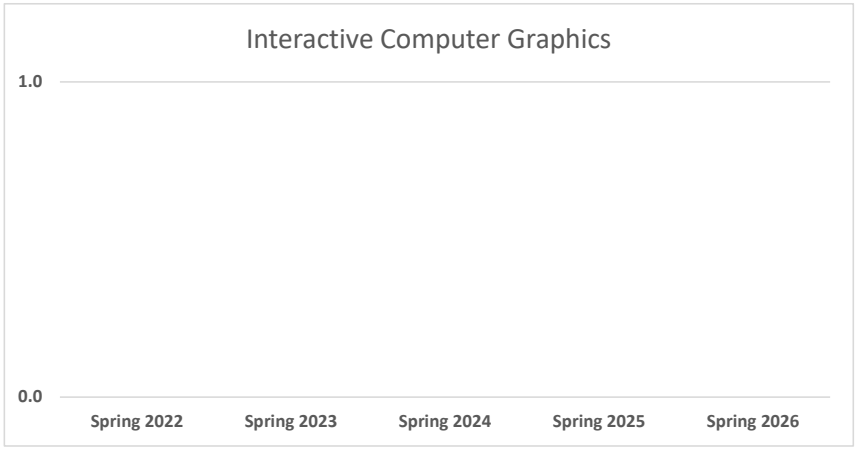
Recorded in: IMA220 - Motion Design 2 Artifact: Students will create an After Effects animation to convey a social message using multiple layers to include background elements, shapes, effects, presets, and keyframes and animation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		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	
	Spring 2022	1	50.0%	0	0.0%	1	50.0%	0	0.0%	0	0.0%	2	**2.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	2	100.0%	0	0.0%	0	0.0%	2	**3.0**
	Spring 2025	1	50.0%	0	0.0%	0	0.0%	1	50.0%	0	0.0%	2	**2.5**
	Spring 2026												

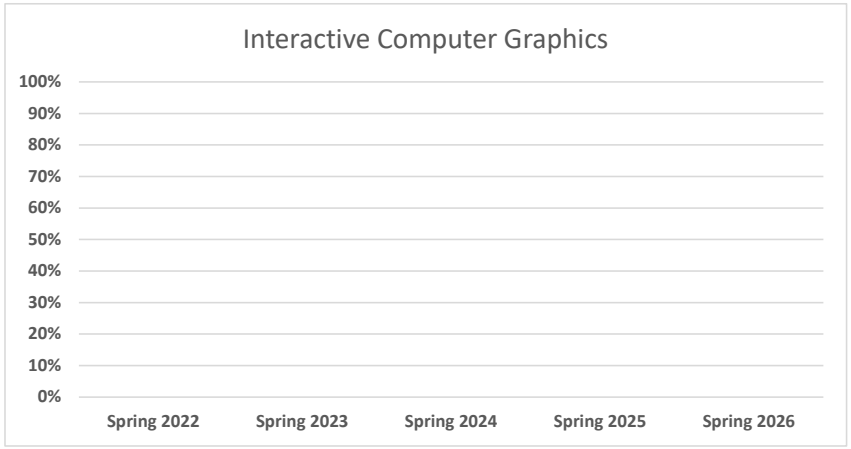




Learning Goal: Interactive Computer Graphics (AAS Interactive Media Arts Program)

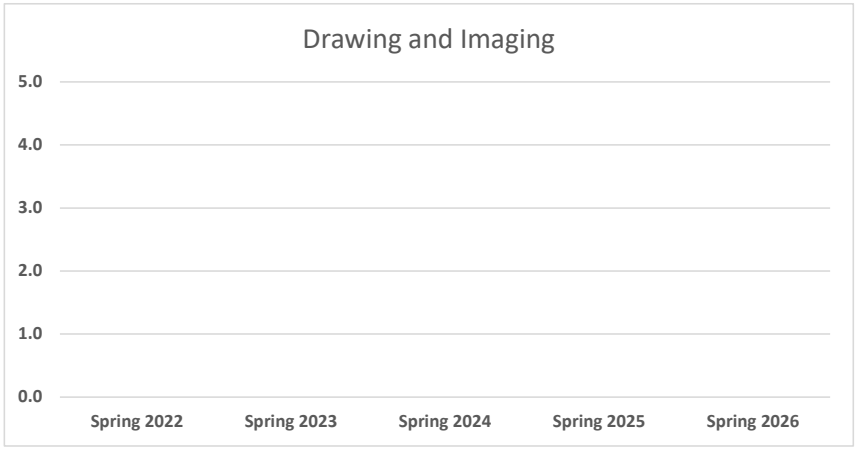
Recorded in: IMA150 - Interactive Computer Graphics 1 Artifact: Students will create an interface capable of traversing information visually	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Students will use industry standard coding software to create an interface capable of traversing information visually.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

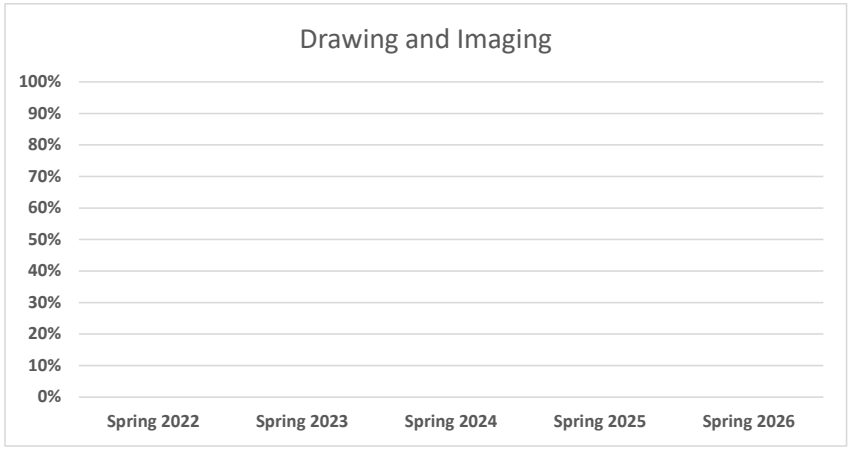




Learning Goal: Drawing and Imaging (AAS Interactive Media Arts Program)

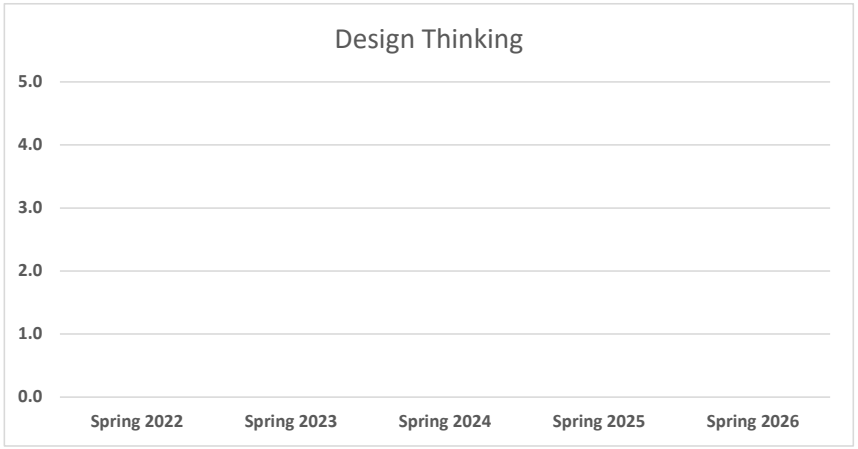
Recorded in: IMA215 - Drawing and Imaging 2 Artifact: Students will render an object in full color from observation using digital tools	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Based on ideation and sketches using digital and analog tools, students will accurately render objects in full color from observation using digital software.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

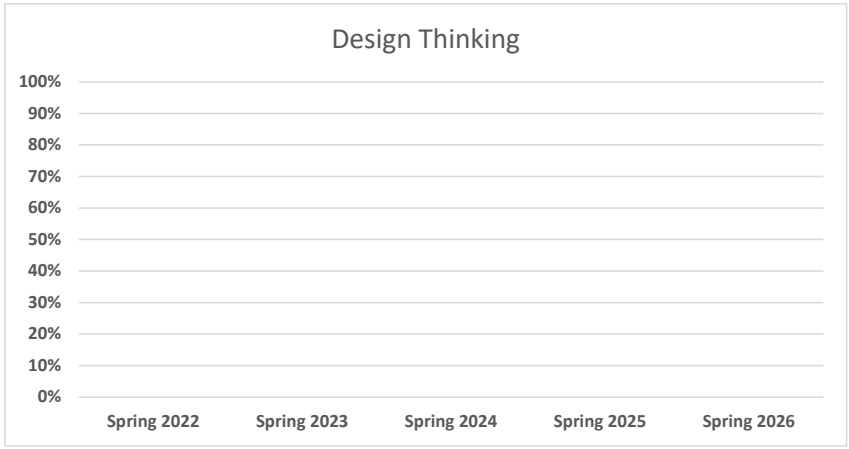




Learning Goal: Design Thinking (AAS Interactive Media Arts Program)

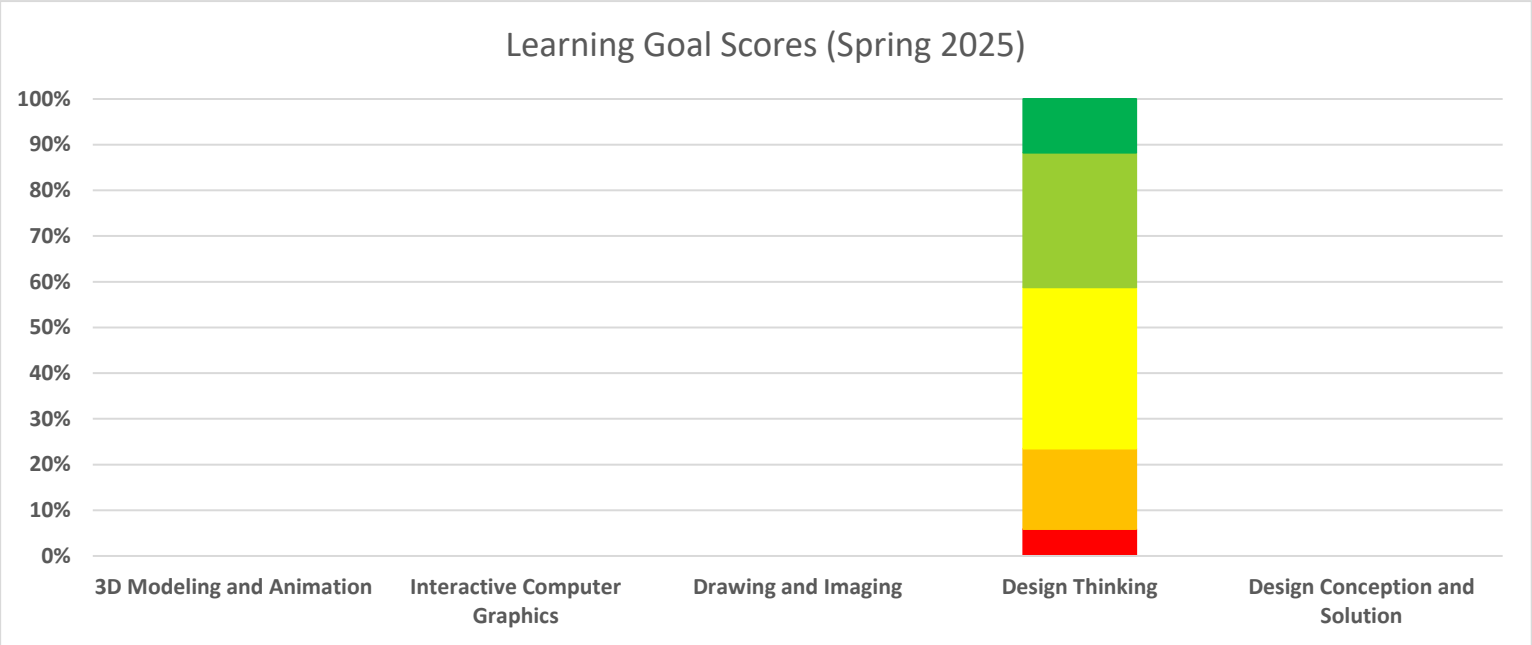
Recorded in: IMA240 - Design Thinking 1 Artifact: Students wil employ the design process and thinking to design a mobile app that is user-friendly and effectively supports a business		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Students will 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





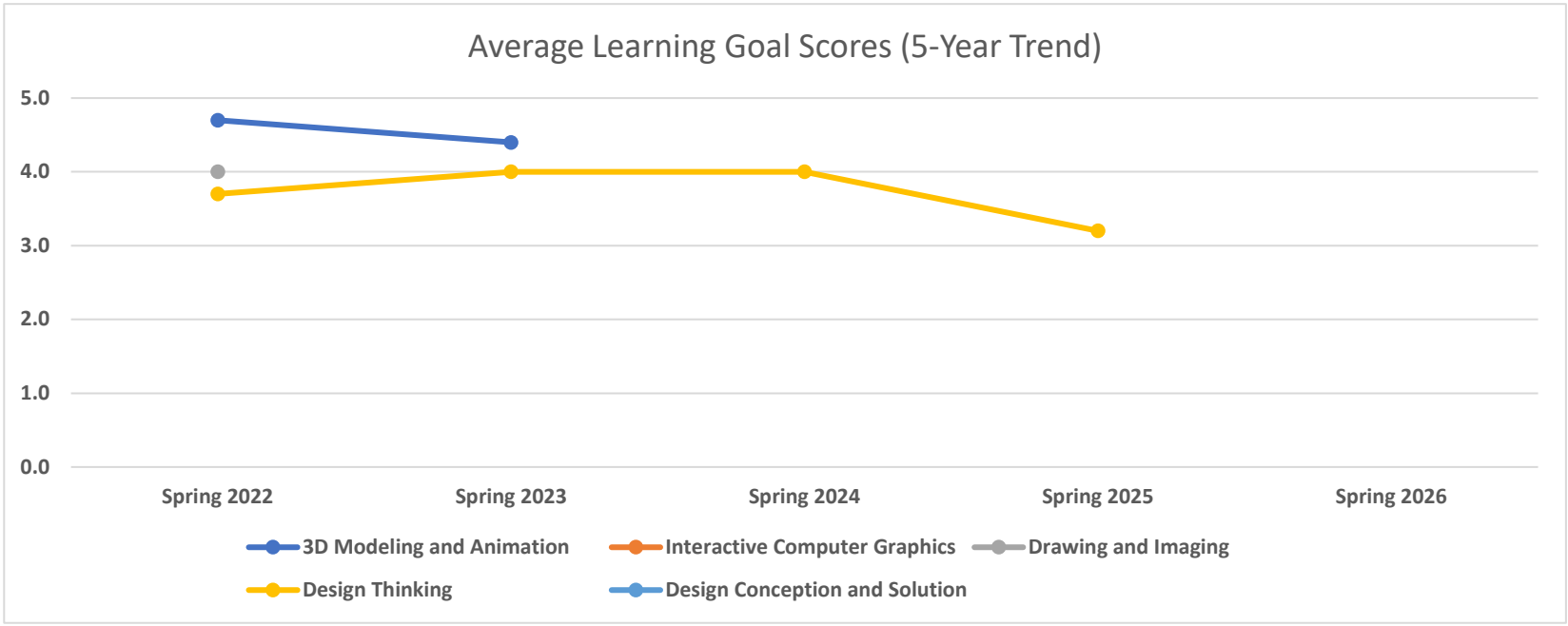
BFA Interactive Media Arts (Spring 2025)

	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%	0	0.0%	0	0.0%	0	0.0%	0	
Drawing and Imaging	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Design Thinking	1	5.9%	3	17.6%	6	35.3%	5	29.4%	2	11.8%	17	**3.2**
Design Conception and Solution	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



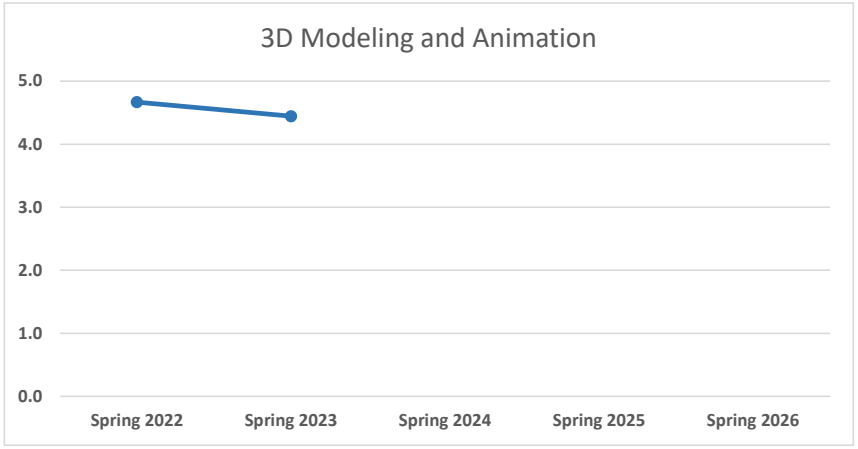
BFA Interactive Media Arts (5-Year Trend)

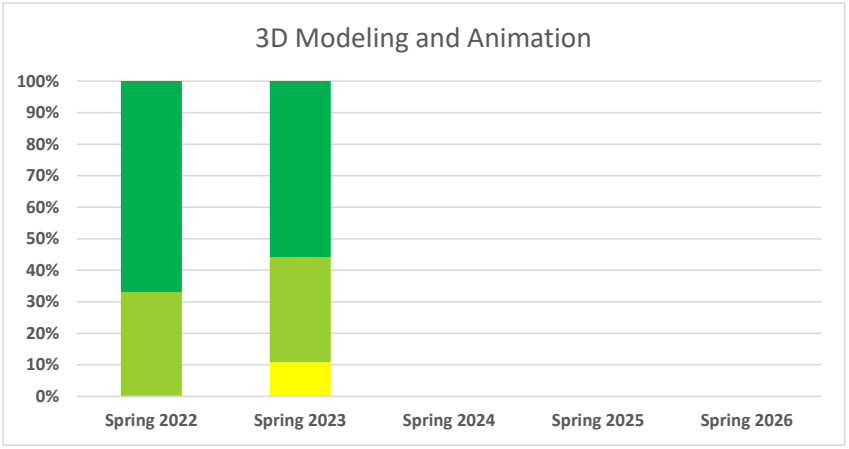
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
3D Modeling and Animation	4.7	4.4			
Interactive Computer Graphics					
Drawing and Imaging	4.0				
Design Thinking	3.7	4.0	4.0	3.2	
Design Conception and Solution					



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

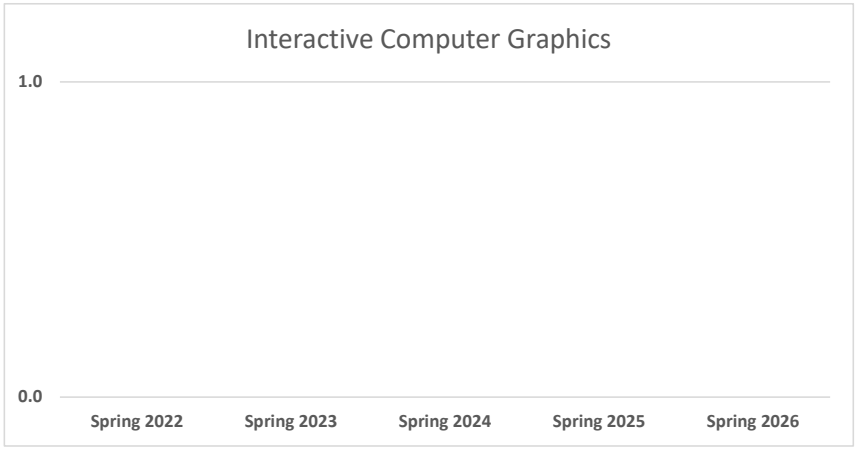
Recorded in: IMA380 - Apprenticeship - Experience Lab Artifact: Students will work independently and as a team to create a 3D model, an animated walk through, mood boards, texture maps, logo treatments, branded advertisements, and motion design for a fictitious company product and project		1 unacceptable		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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	3	33.3%	6	66.7%	9	**4.7**
	Spring 2023	0	0.0%	0	0.0%	1	11.1%	3	33.3%	5	55.6%	9	**4.4**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

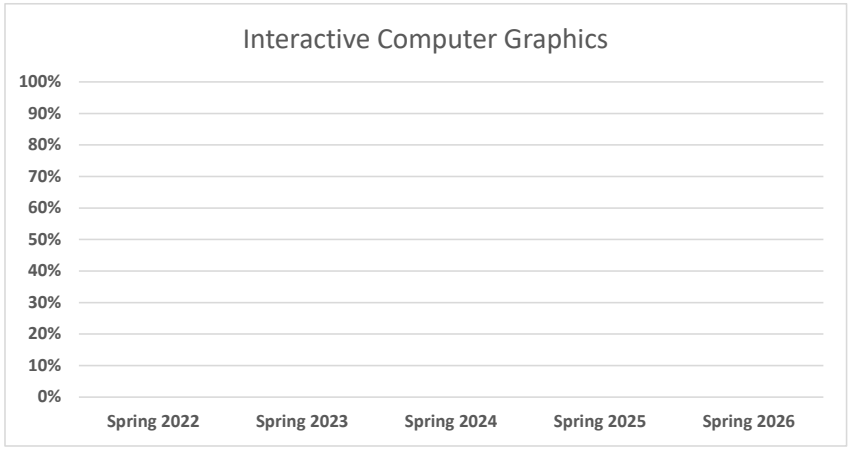




Learning Goal: Interactive Computer Graphics (BFA Interactive Media Arts Program)

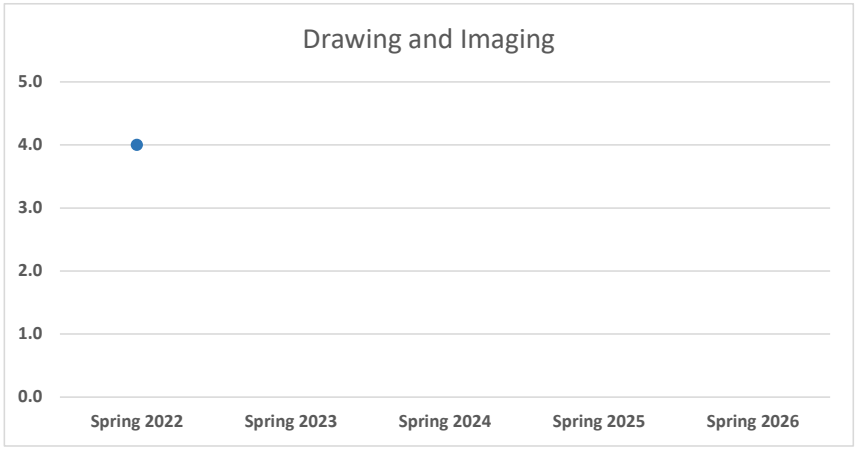
Recorded in: IMA150 - Interactive Computer Graphics 1 Artifact: Students will create an interface capable of traversing information visually	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Students will use industry standard coding software to create an interface capable of traversing information visually.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

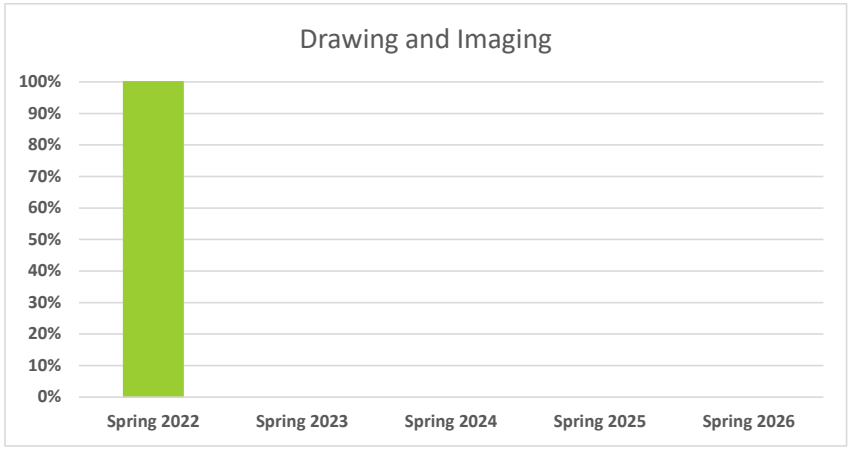




Learning Goal: Drawing and Imaging (BFA Interactive Media Arts Program)

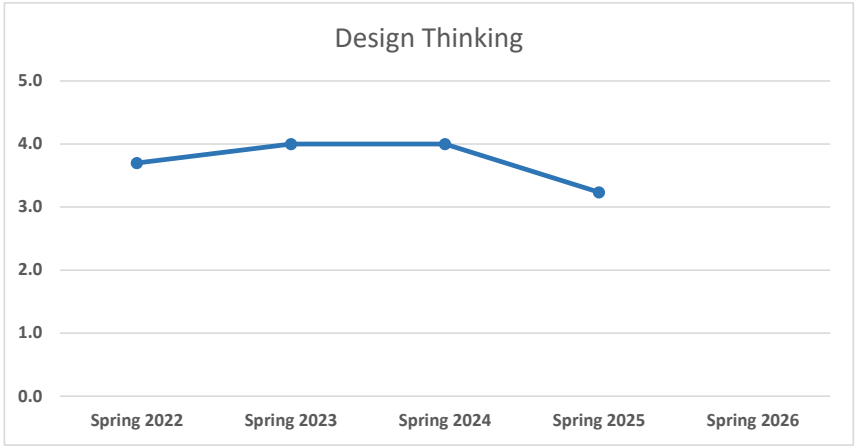
Recorded in: IMA215 - Drawing and Imaging 2 Artifact: Students will render an object in full color from observation using digital tools	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Based on ideation and sketches using digital and analog tools, students will accurately render objects in full color from observation using digital software.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

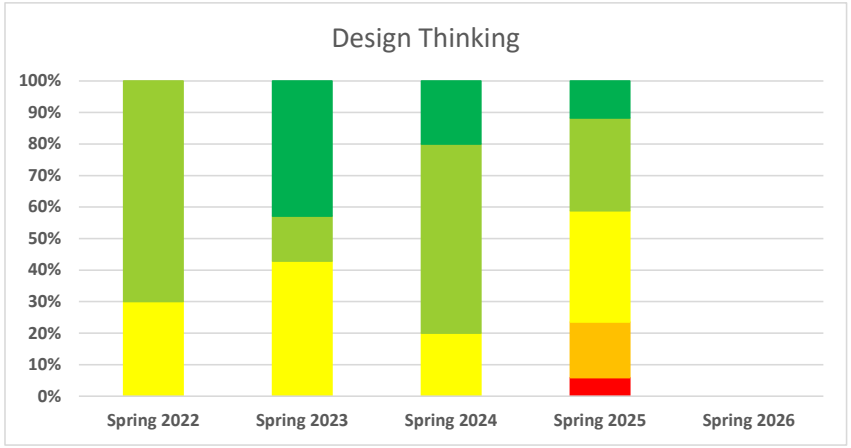




Learning Goal: Design Thinking (BFA Interactive Media Arts Program)

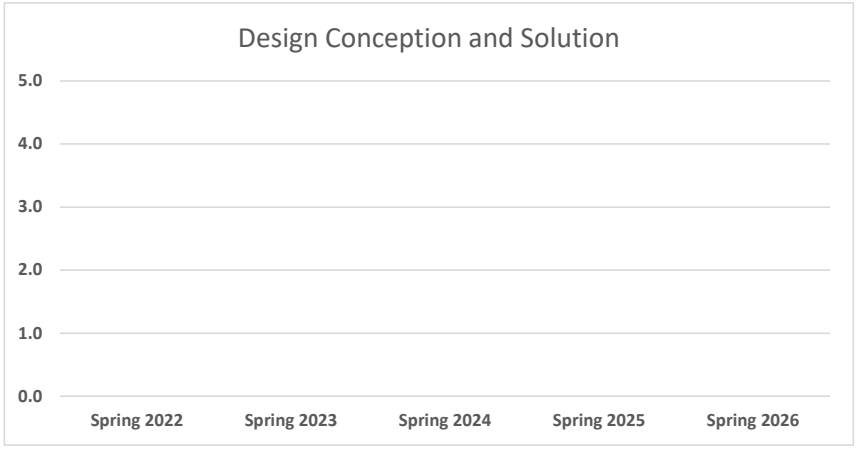
Recorded in: IMA340 - Design Thinking 2 Artifact: Students will design a website landing page incorporating critical Ui and UX elements that demonstrates the principles of design		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Students will 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	
	Spring 2022	0	0.0%	0	0.0%	3	30.0%	7	70.0%	0	0.0%	10	**3.7**
	Spring 2023	0	0.0%	0	0.0%	3	42.9%	1	14.3%	3	42.9%	7	**4.0**
	Spring 2024	0	0.0%	0	0.0%	1	20.0%	3	60.0%	1	20.0%	5	**4.0**
	Spring 2025	1	5.9%	3	17.6%	6	35.3%	5	29.4%	2	11.8%	17	**3.2**
	Spring 2026												

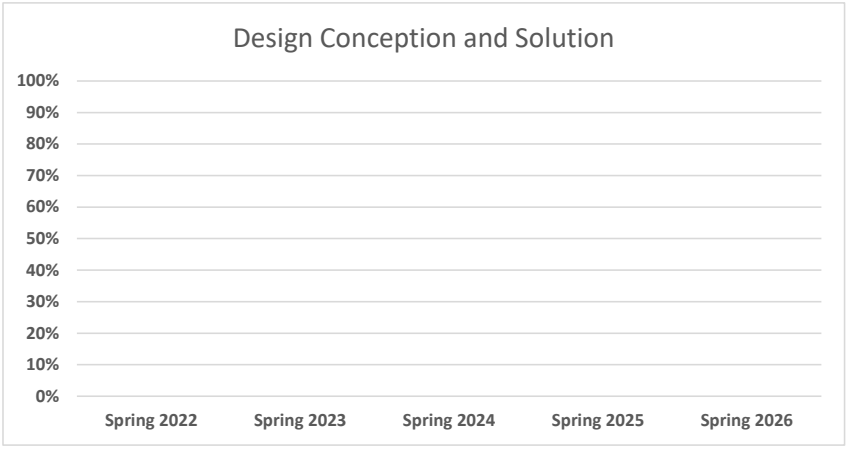




Learning Goal: Design Conception and Solution (BFA Interactive Media Arts Program)

Recorded in: IMA460 - Experience Lab Artifact: Students will serve as team leaders to concept and create a one to two-minute television/film sequence, present, and defend their work baed on both research and design decisions		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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												



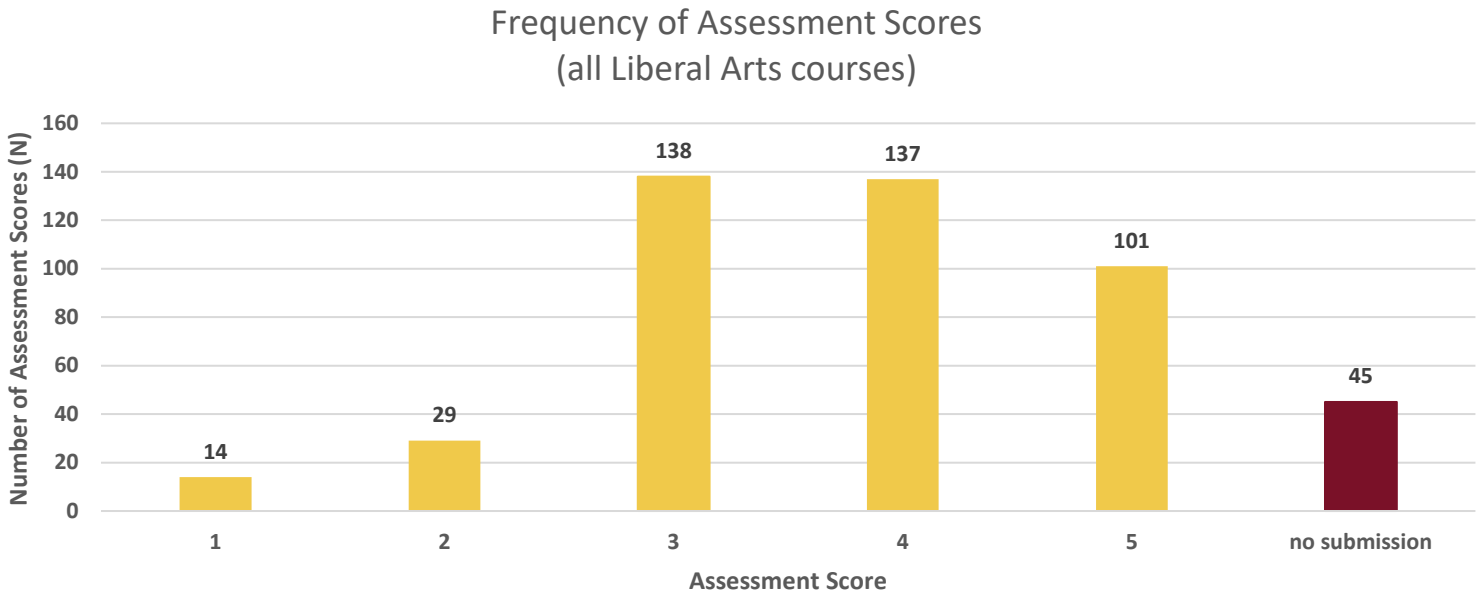


Liberal Arts

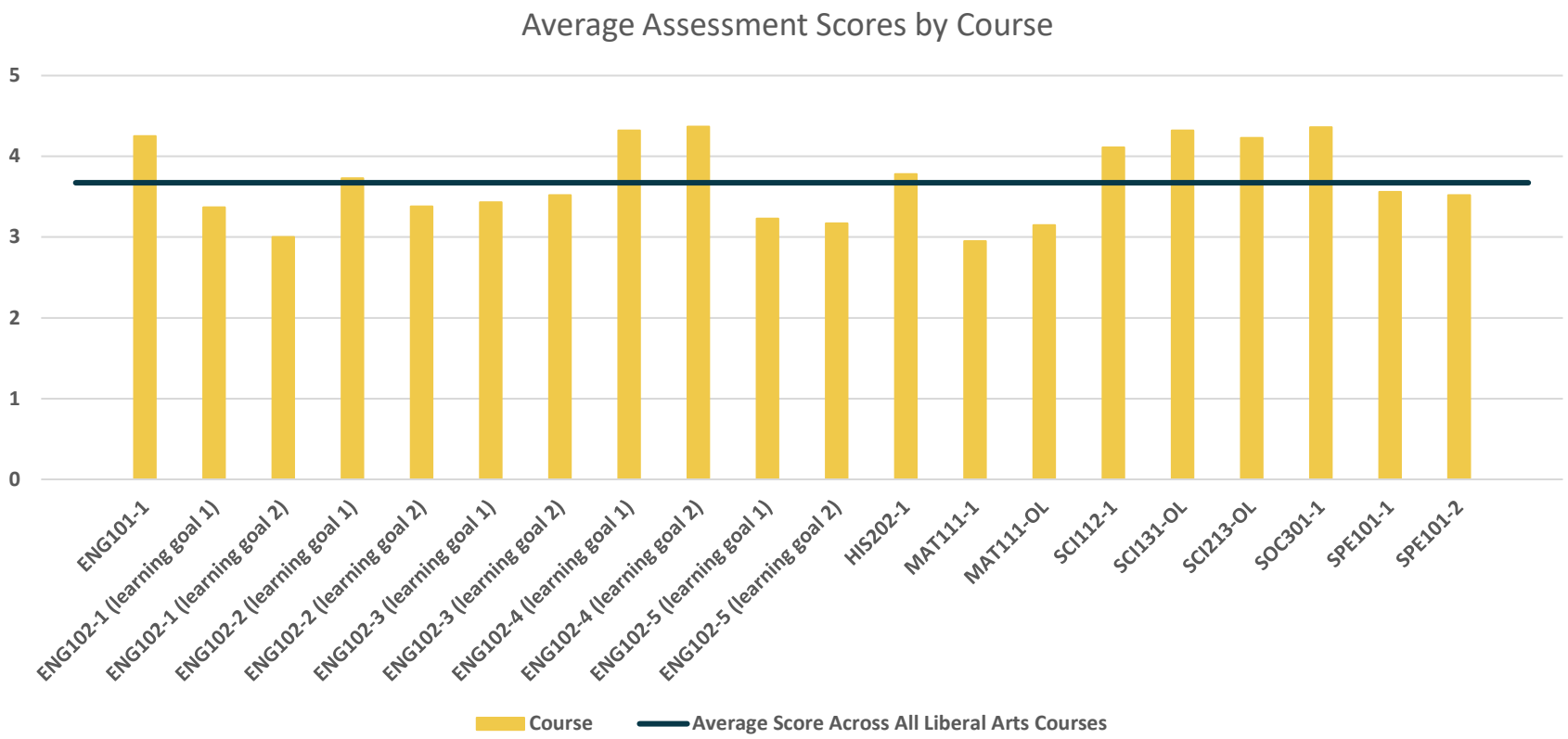
Artifact Scores by Course

SPRING 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Liberal Arts courses)	
SCORE	**N**
1	14
2	29
3	138
4	137
5	101
no submission	45
Total	464
Submissions Scored (Total minus No Submissions)	419
AVERAGE SCORE	**3.67**



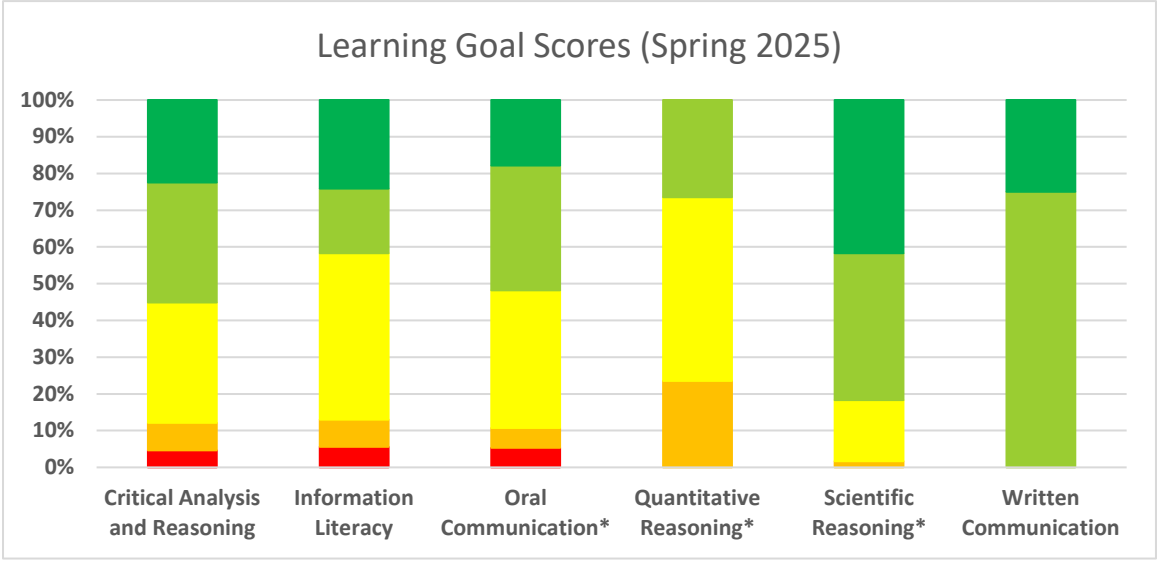
AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
ENG101-1	4.25
ENG102-1 (learning goal 1)	3.37
ENG102-1 (learning goal 2)	3.00
ENG102-2 (learning goal 1)	3.73
ENG102-2 (learning goal 2)	3.38
ENG102-3 (learning goal 1)	3.43
ENG102-3 (learning goal 2)	3.52
ENG102-4 (learning goal 1)	4.32
ENG102-4 (learning goal 2)	4.37
ENG102-5 (learning goal 1)	3.23
ENG102-5 (learning goal 2)	3.17
HIS202-1	3.78
MAT111-1	2.95
MAT111-OL	3.15
SCI112-1	4.11
SCI131-OL	4.32
SCI213-OL	4.23
SOC301-1	4.36
SPE101-1	3.56
SPE101-2	3.52
AVERAGE SCORE ACROSS ALL LIBERAL ARTS COURSES	**3.67**


Average Assessment Scores by Course
5
4
3
2
1
0
ENG101-1
ENG102-1 (learning goal 1)
ENG102-1 (learning goal 2)
ENG102-2 (learning goal 1)
ENG102-2 (learning goal 2)
ENG102-3 (learning goal 1)
ENG102-3 (learning goal 2)
ENG102-4 (learning goal 1)
ENG102-4 (learning goal 2)
ENG102-5 (learning goal 1)
ENG102-5 (learning goal 2)
HIS202-1
MAT111-1
MAT111-OL
SCI112-1
SCI131-OL
SCI213-OL
SOC301-1
SPE101-1
SPE101-2
Course
Average Score Across All Liberal Arts Courses

Artifact Scores by Program and Learning Goal

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

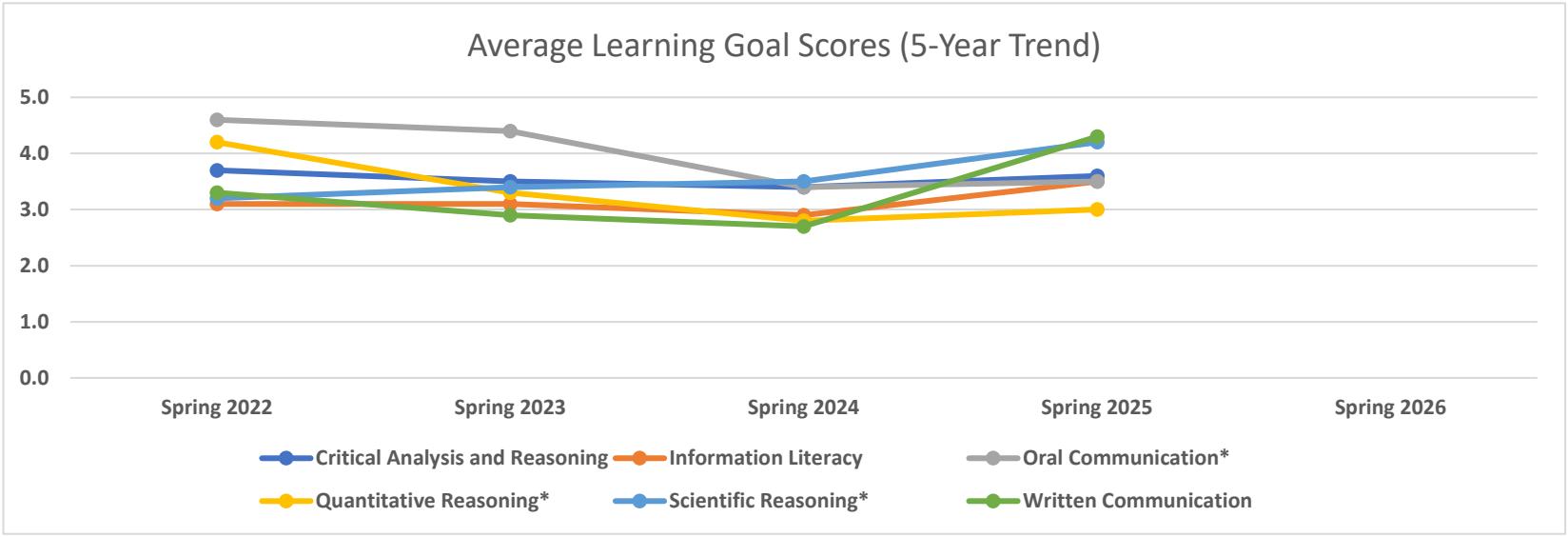
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Critical Analysis and Reasoning	5	4.7%	8	7.5%	35	32.7%	35	32.7%	24	22.4%	107	**3.6**
Information Literacy	6	5.6%	8	7.4%	49	45.4%	19	17.6%	26	24.1%	108	**3.5**
*Oral Communication**	3	5.4%	3	5.4%	21	37.5%	19	33.9%	10	17.9%	56	**3.5**
*Quantitative Reasoning**	0	0.0%	8	23.5%	17	50.0%	9	26.5%	0	0.0%	34	**3.0**
*Scientific Reasoning**	0	0.0%	1	1.7%	10	16.7%	24	40.0%	25	41.7%	60	**4.2**
Written Communication	0	0.0%	0	0.0%	0	0.0%	6	75.0%	2	25.0%	8	**4.3**



* 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)

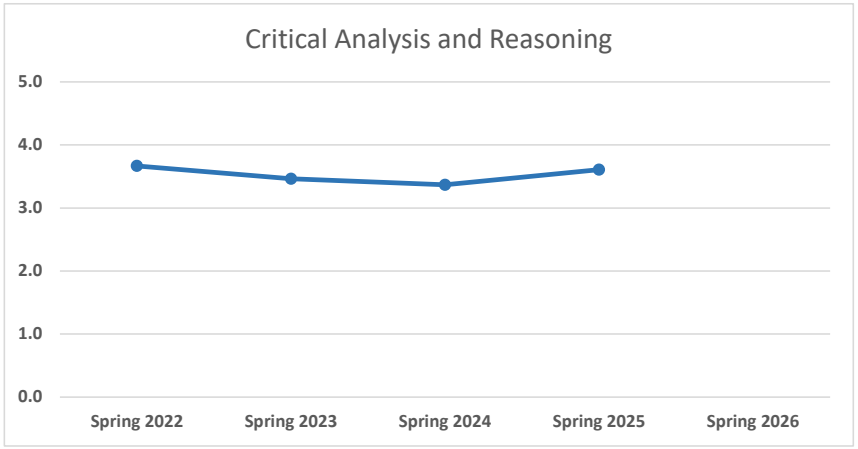
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Critical Analysis and Reasoning	3.7	3.5	3.4	3.6	
Information Literacy	3.1	3.1	2.9	3.5	
*Oral Communication**	4.6	4.4	3.4	3.5	
*Quantitative Reasoning**	4.2	3.3	2.8	3.0	
*Scientific Reasoning**	3.2	3.4	3.5	4.2	
Written Communication	3.3	2.9	2.7	4.3	

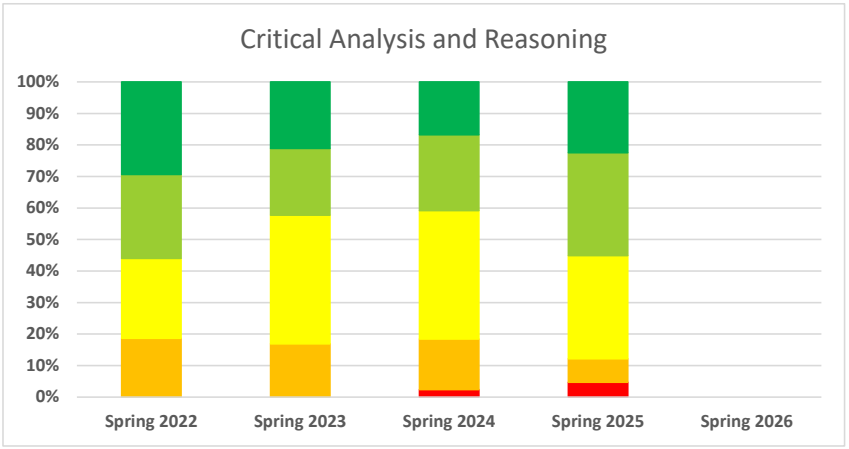


* The Oral Communication, Quantitative Reasoning, and Scientific Reasoning learning goals are assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following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

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

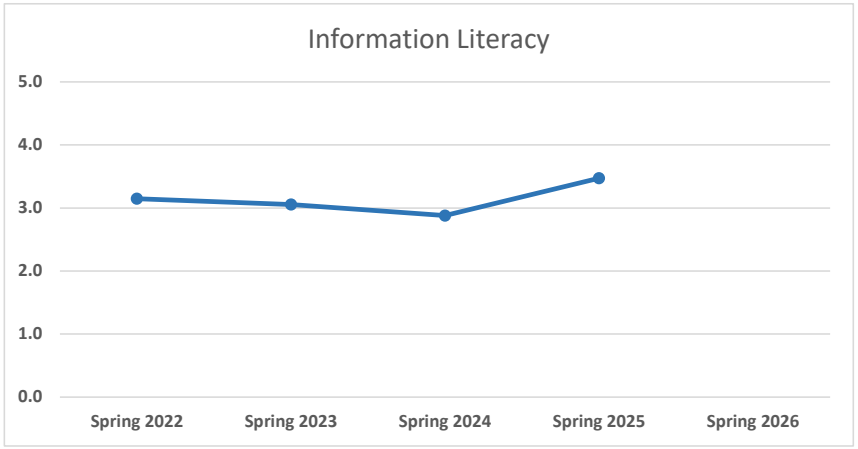
Recorded in: ENG102 - English Composition 2 Artifact: Research Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Explain, interpret, and assess through academic writing the ability to understand and successfully analyze the theme, organization, style, evidence, andstrength of argumentative and creative texts presented.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	14	18.7%	19	25.3%	20	26.7%	22	29.3%	75	**3.7**
	Spring 2023	0	0.0%	12	16.9%	29	40.8%	15	21.1%	15	21.1%	71	**3.5**
	Spring 2024	3	2.4%	20	16.0%	51	40.8%	30	24.0%	21	16.8%	125	**3.4**
	Spring 2025	5	4.7%	8	7.5%	35	32.7%	35	32.7%	24	22.4%	107	**3.6**
	Spring 2026												

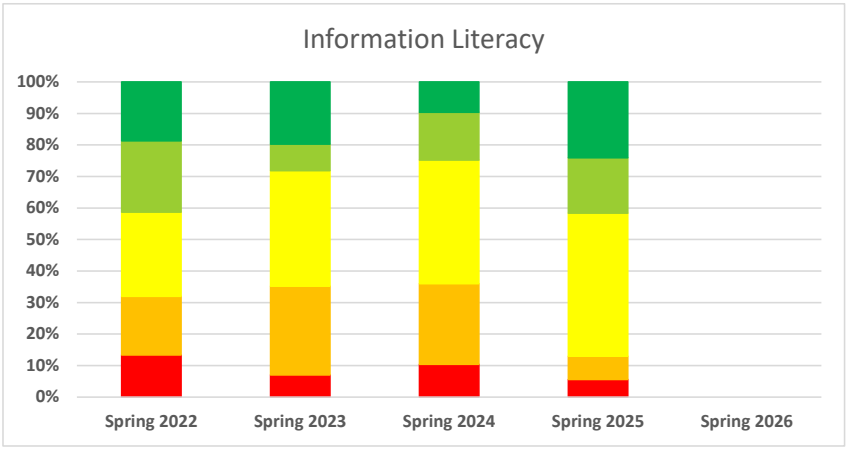




Learning Goal: Information Literacy (General Education Requirements / AA Liberal Arts Program, Core Courses)

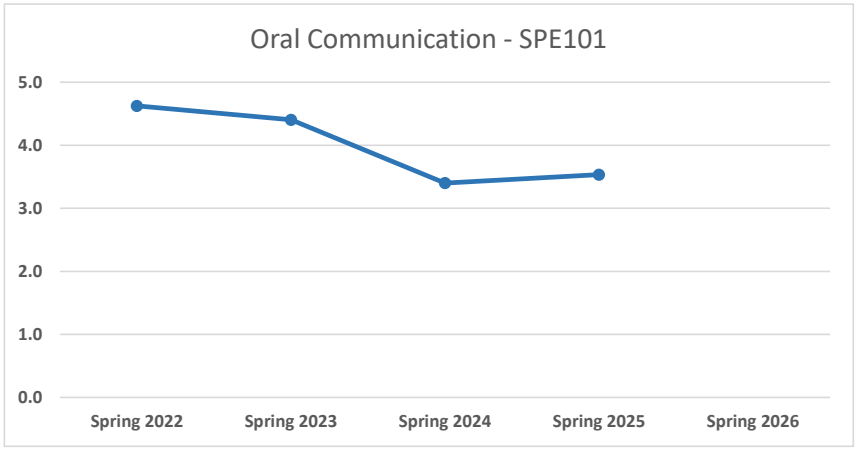
Recorded in: ENG102 - English Composition 2 Artifact: Research Paper	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Identify, locate, evaluate, and utilize reputable sources to support thesis-driven writing and cite such sources according to institutional standards.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	10	13.3%	14	18.7%	20	26.7%	17	22.7%	14	18.7%	75	**3.1**
Spring 2023	5	7.0%	20	28.2%	26	36.6%	6	8.5%	14	19.7%	71	**3.1**
Spring 2024	13	10.4%	32	25.6%	49	39.2%	19	15.2%	12	9.6%	125	**2.9**
Spring 2025	6	5.6%	8	7.4%	49	45.4%	19	17.6%	26	24.1%	108	**3.5**
Spring 2026												

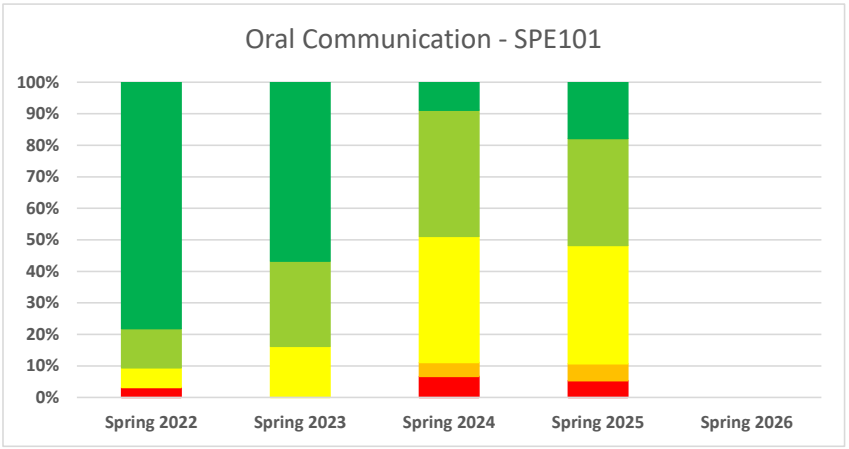




Learning Goal: Oral Communication - SPE101 (General Education Requirements / AA Liberal Arts Program, Core Courses)

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	
Spring 2022	1	3.1%	0	0.0%	2	6.3%	4	12.5%	25	78.1%	32	**4.6**
Spring 2023	0	0.0%	0	0.0%	6	16.2%	10	27.0%	21	56.8%	37	**4.4**
Spring 2024	3	6.7%	2	4.4%	18	40.0%	18	40.0%	4	8.9%	45	**3.4**
Spring 2025	3	5.4%	3	5.4%	21	37.5%	19	33.9%	10	17.9%	56	**3.5**
Spring 2026												

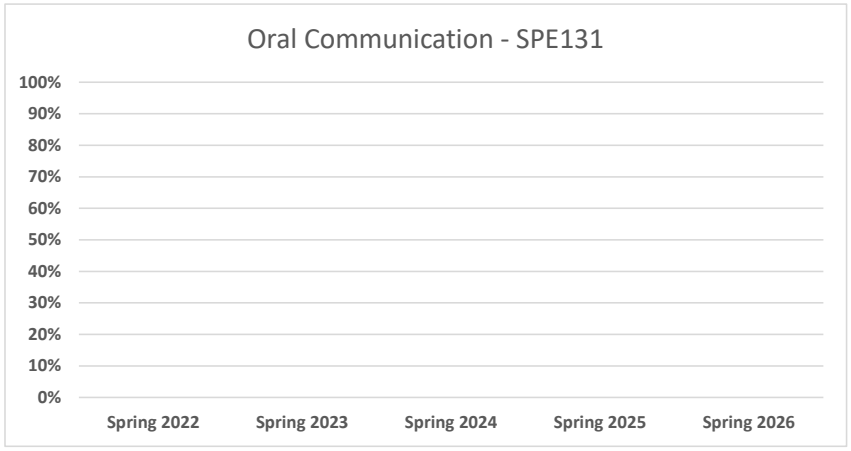




Learning Goal: Oral Communication - SPE131 (General Education Requirements / AA Liberal Arts Program, Core Courses)

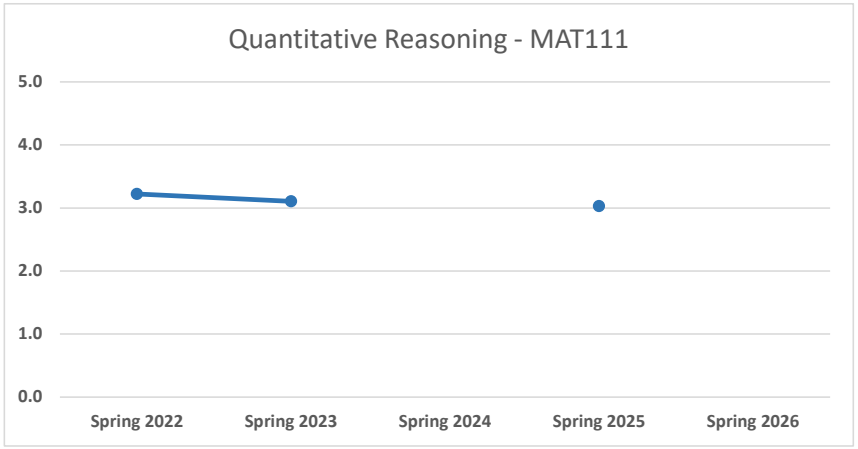
Recorded in: SPE131 - Intro to Public Speaking Artifact: Speech #6		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Develop a meaningful and effective voice in order to deliver a well-organized, content-rich, and articulated public presentation.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

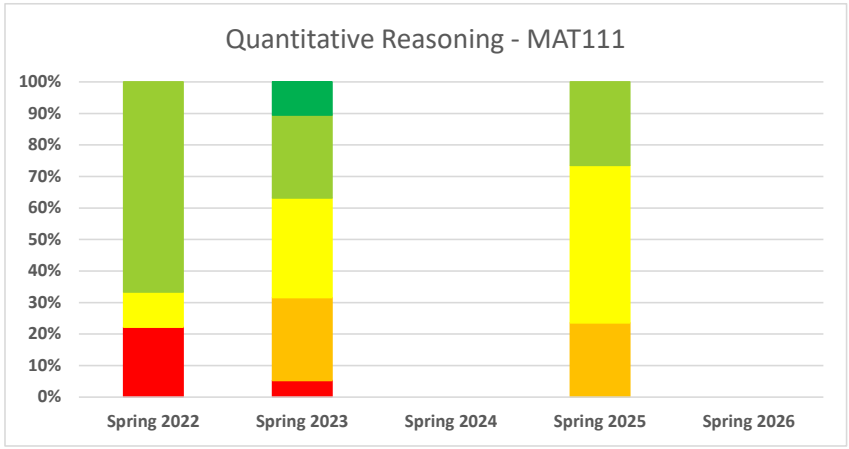




Learning Goal: Quantitative Reasoning - MAT111 (General Education Requirements / AA Liberal Arts Program, Core Courses)

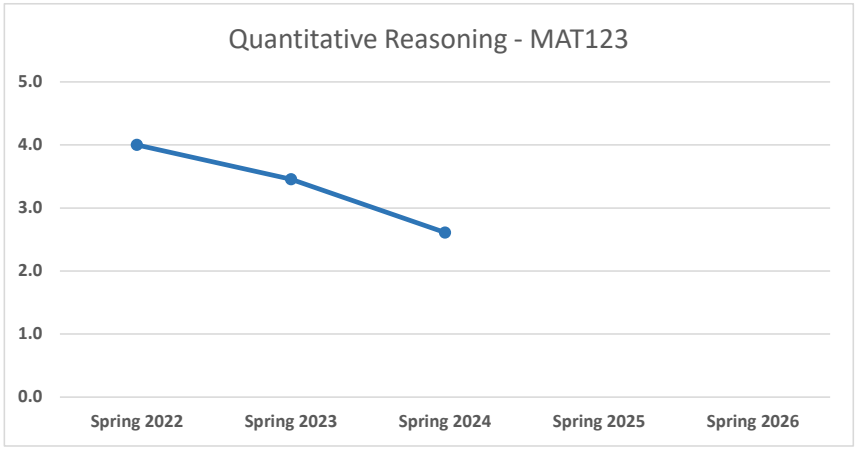
Recorded in: MAT111 - Mathematical Reasoning Artifact: Written Test or Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
To develop the quantitative and analytical reasoning skills of all students in order to solve real world problems.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	2	22.2%	0	0.0%	1	11.1%	6	66.7%	0	0.0%	9	**3.2**
	Spring 2023	1	5.3%	5	26.3%	6	31.6%	5	26.3%	2	10.5%	19	**3.1**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	8	23.5%	17	50.0%	9	26.5%	0	0.0%	34	**3.0**
	Spring 2026												

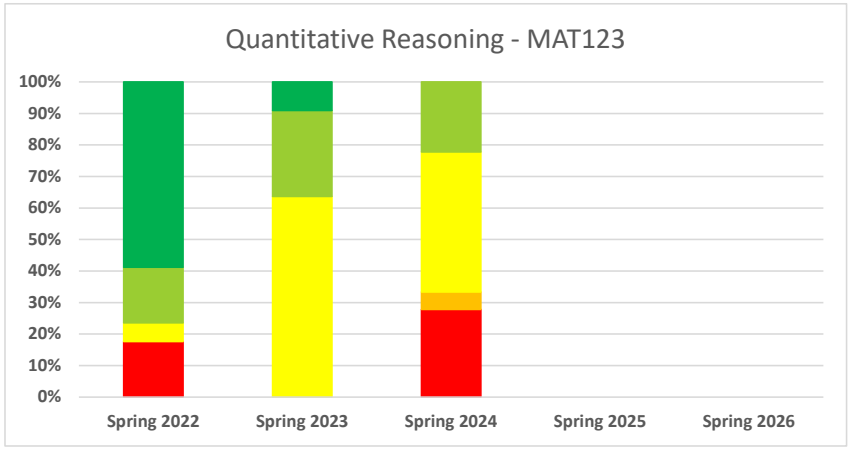




Learning Goal: Quantitative Reasoning - MAT123 (General Education Requirements / AA Liberal Arts Program, Core Courses)

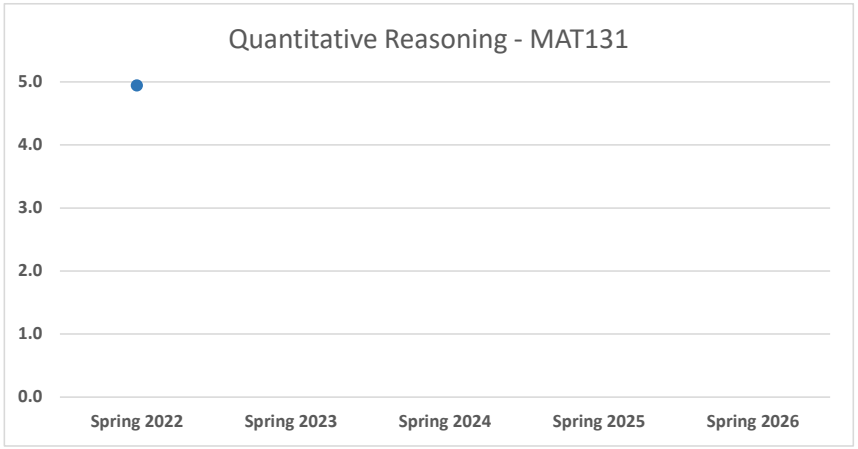
Recorded in: MAT123 - College Algebra Artifact: Written Test or Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
To develop the quantitative and analytical reasoning skills of all students in order to solve real world problems.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	3	17.6%	0	0.0%	1	5.9%	3	17.6%	10	58.8%	17	**4.0**
	Spring 2023	0	0.0%	0	0.0%	7	63.6%	3	27.3%	1	9.1%	11	**3.5**
	Spring 2024	5	27.8%	1	5.6%	8	44.4%	4	22.2%	0	0.0%	18	**2.6**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

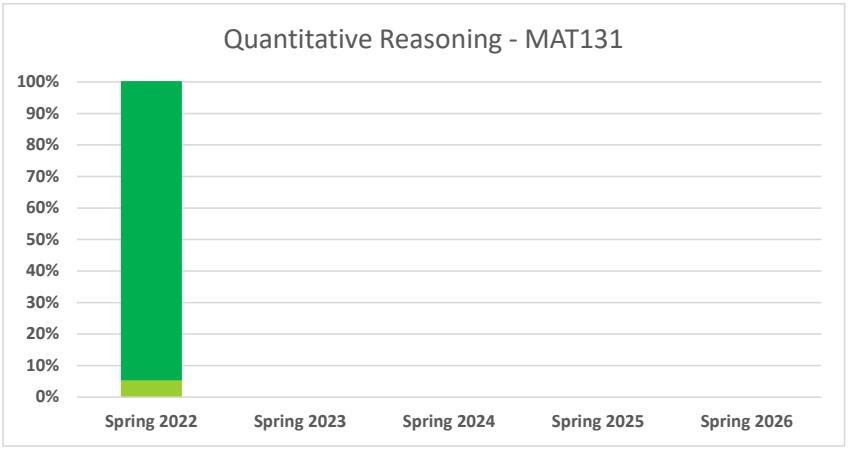




Learning Goal: Quantitative Reasoning - MAT131 (General Education Requirements / AA Liberal Arts Program, Core Courses)

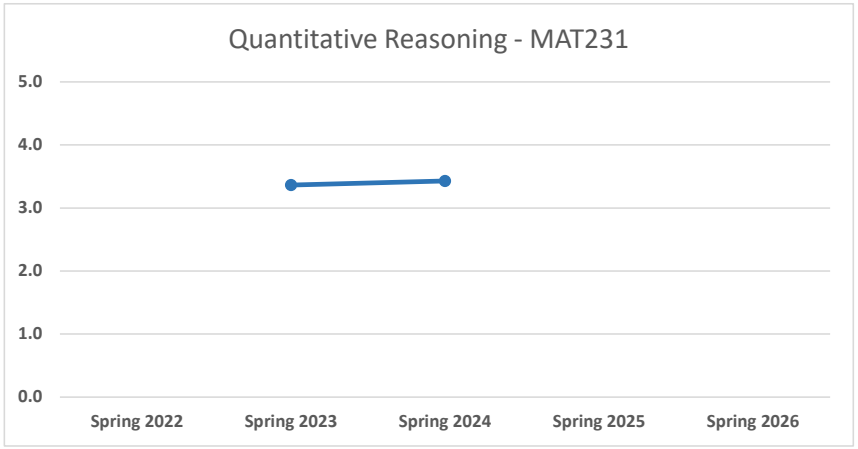
Recorded in: MAT131 - Business Mathematics Artifact: Written Test or Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
To develop the quantitative and analytical reasoning skills of all students in order to solve real world problems.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	5.6%	17	94.4%	18	**4.9**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

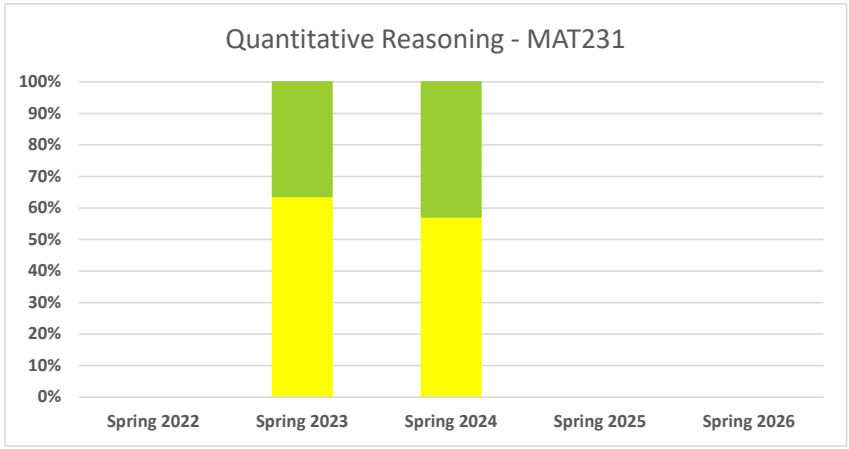




Learning Goal: Quantitative Reasoning - MAT231 (General Education Requirements / AA Liberal Arts Program, Core Courses)

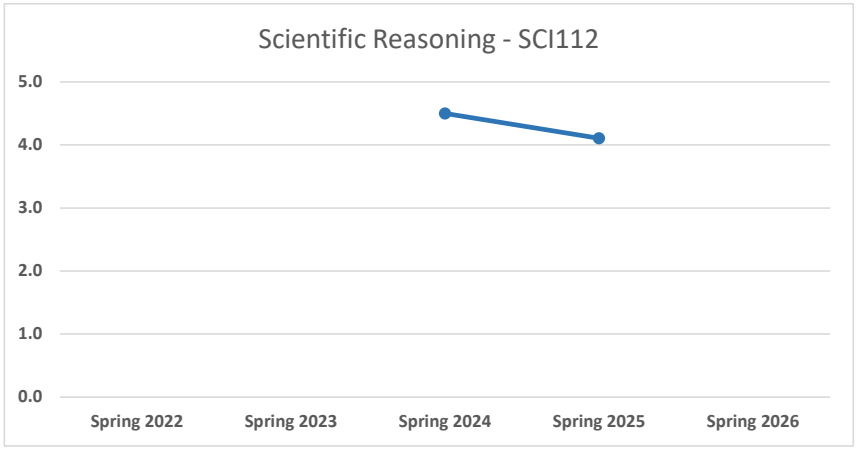
Recorded in: MAT231 - Intro to Statistics Artifact: Written Test or Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
To develop the quantitative and analytical reasoning skills of all students in order to solve real world problems.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	7	63.6%	4	36.4%	0	0.0%	11	**3.4**
	Spring 2024	0	0.0%	0	0.0%	4	57.1%	3	42.9%	0	0.0%	7	**3.4**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

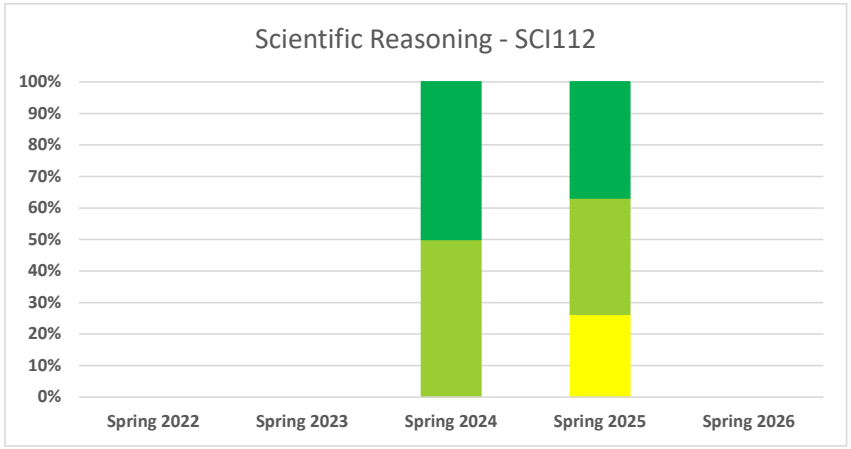




Learning Goal: Scientific Reasoning - SCI112 (General Education Requirements / AA Liberal Arts Program, Core Courses)

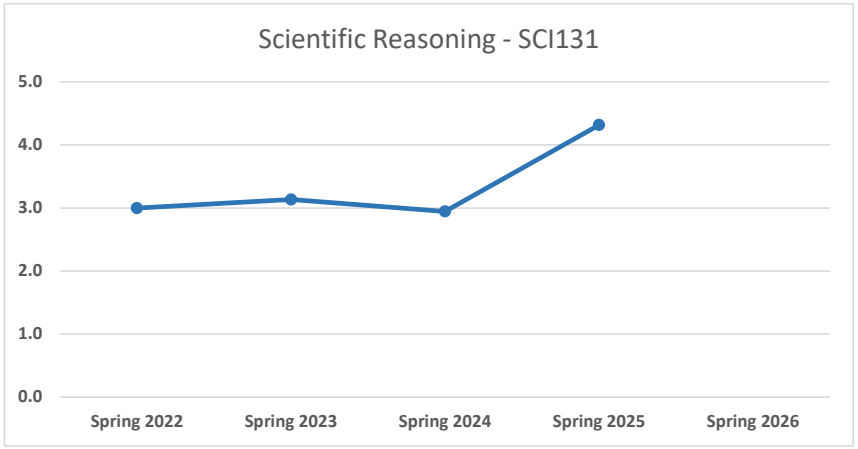
Recorded in: SCI112 - Physics of Flight/Drone Technology Artifact: Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
A hands-on, inquiry-based approach to the scientific method (observation, experimentation, application, analysis, synthesis, and evaluation) which relies upon empirical evidence and testable hypotheses to describe, understand, predict, and control natural phenomena.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022												
	Spring 2023												
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	9	50.0%	9	50.0%	18	**4.5**
	Spring 2025	0	0.0%	0	0.0%	5	26.3%	7	36.8%	7	36.8%	19	**4.1**
	Spring 2026												

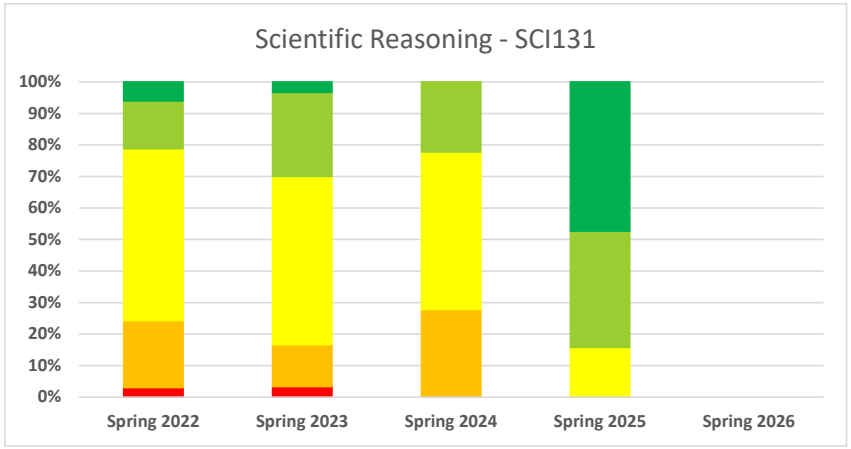




Learning Goal: Scientific Reasoning - SCI131 (General Education Requirements / AA Liberal Arts Program, Core Courses)

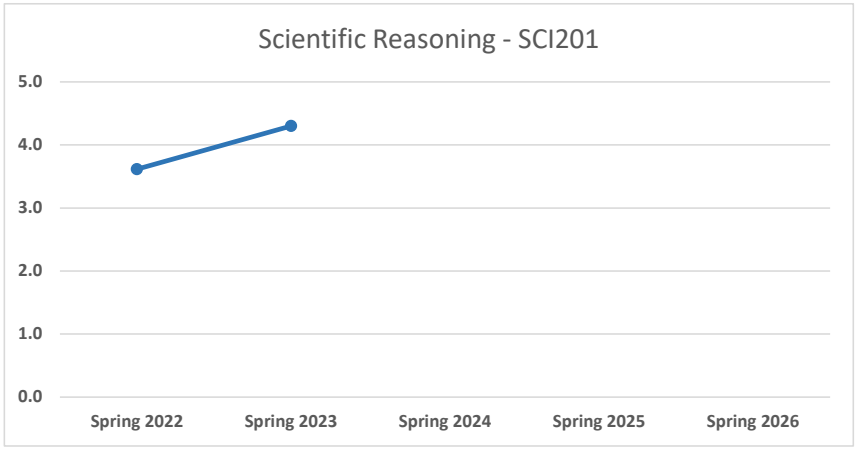
Recorded in: SCI131 - Human Biology Artifact: Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
A hands-on, inquiry-based approach to the scientific method (observation, experimentation, application, analysis, synthesis, and evaluation) which relies upon empirical evidence and testable hypotheses to describe, understand, predict, and control natural phenomena.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	1	3.0%	7	21.2%	18	54.5%	5	15.2%	2	6.1%	33	**3.0**
	Spring 2023	1	3.3%	4	13.3%	16	53.3%	8	26.7%	1	3.3%	30	**3.1**
	Spring 2024	0	0.0%	5	27.8%	9	50.0%	4	22.2%	0	0.0%	18	**2.9**
	Spring 2025	0	0.0%	0	0.0%	3	15.8%	7	36.8%	9	47.4%	19	**4.3**
	Spring 2026												

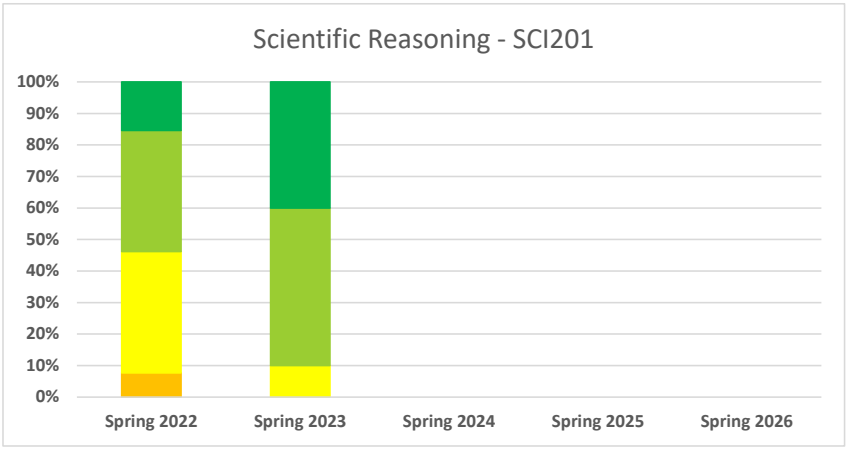




Learning Goal: Scientific Reasoning - SCI201 (General Education Requirements / AA Liberal Arts Program, Core Courses)

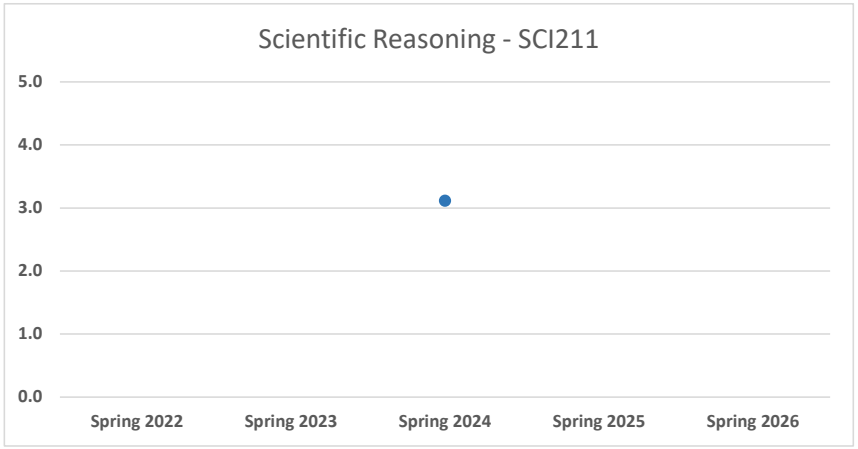
Recorded in: SCI201 - Oceanography Artifact: Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
A hands-on, inquiry-based approach to the scientific method (observation, experimentation, application, analysis, synthesis, and evaluation) which relies upon empirical evidence and testable hypotheses to describe, understand, predict, and control natural phenomena.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	1	7.7%	5	38.5%	5	38.5%	2	15.4%	13	**3.6**
	Spring 2023	0	0.0%	0	0.0%	1	10.0%	5	50.0%	4	40.0%	10	**4.3**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

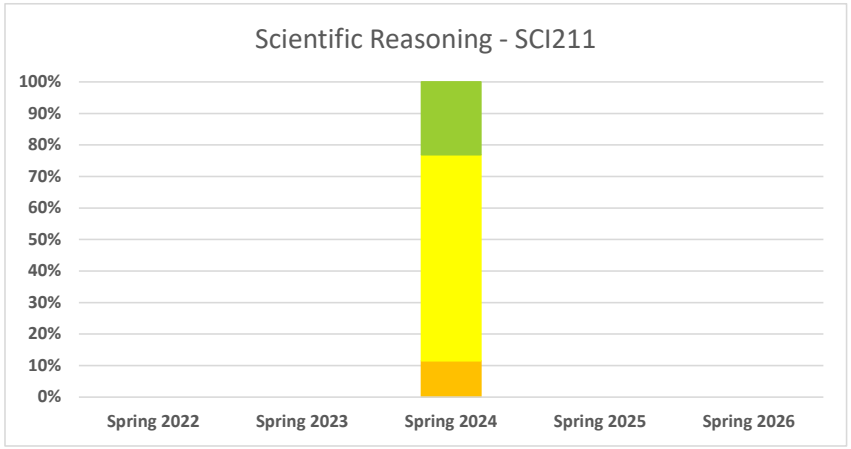




Learning Goal: Scientific Reasoning - SCI211 (General Education Requirements / AA Liberal Arts Program, Core Courses)

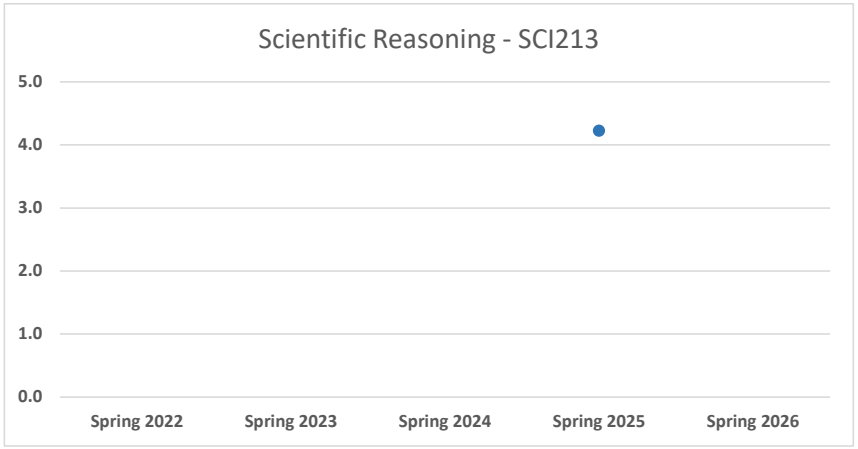
Recorded in: SCI211 - Environmental Science Artifact: Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
A hands-on, inquiry-based approach to the scientific method (observation, experimentation, application, analysis, synthesis, and evaluation) which relies upon empirical evidence and testable hypotheses to describe, understand, predict, and control natural phenomena.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	3	11.5%	17	65.4%	6	23.1%	0	0.0%	26	**3.1**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

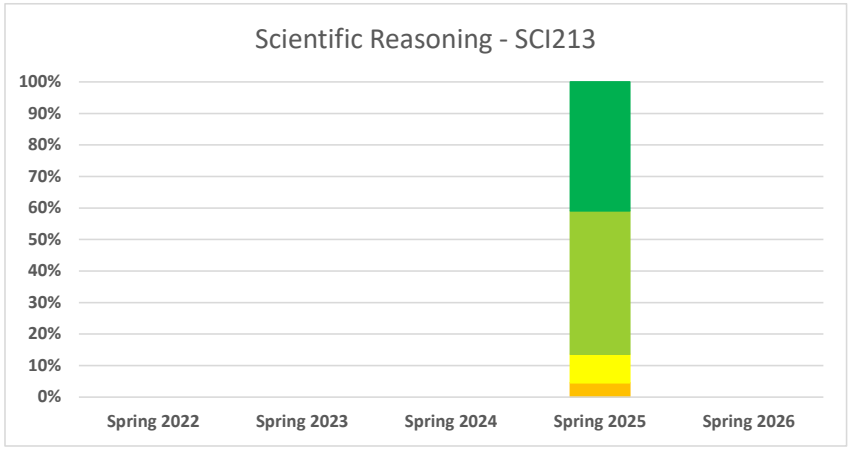




Learning Goal: Scientific Reasoning - SCI213 (General Education Requirements / AA Liberal Arts Program, Core Courses)

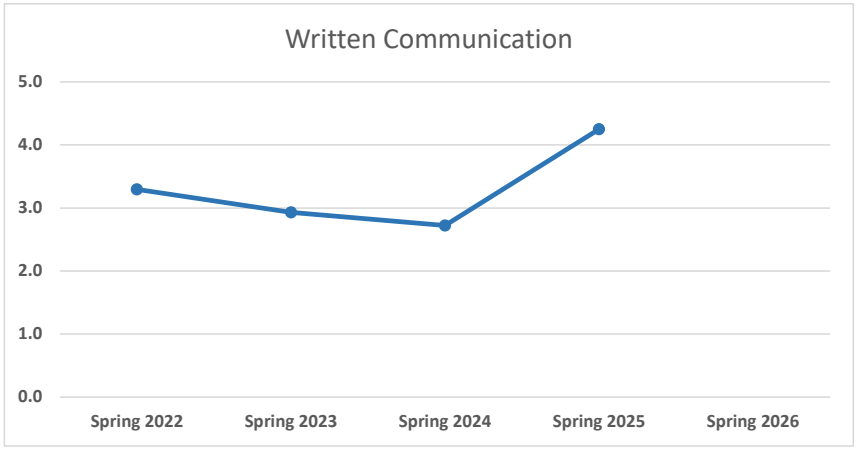
Recorded in: SCI213 - Health and Fitness Artifact: Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
A hands-on, inquiry-based approach to the scientific method (observation, experimentation, application, analysis, synthesis, and evaluation) which relies upon empirical evidence and testable hypotheses to describe, understand, predict, and control natural phenomena.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022												
	Spring 2023												
	Spring 2024												
	Spring 2025	0	0.0%	1	4.5%	2	9.1%	10	45.5%	9	40.9%	22	**4.2**
	Spring 2026												

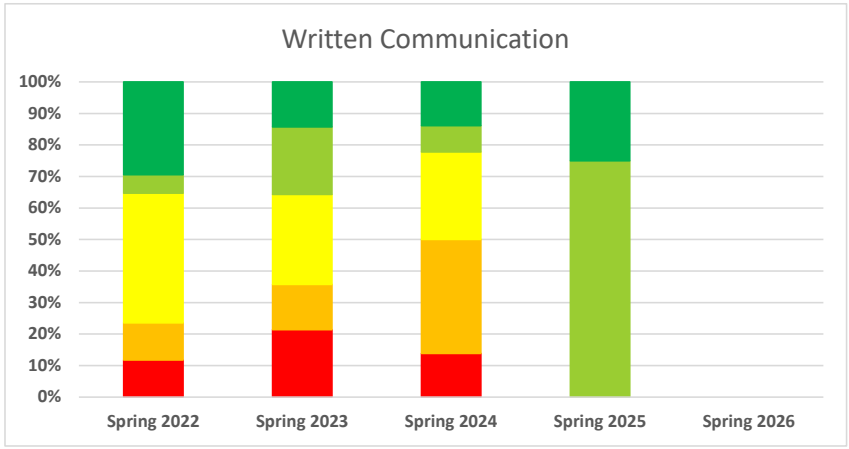




Learning Goal: Written Communication (General Education Requirements / AA Liberal Arts Program, Core Courses)

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	
Spring 2022	2	11.8%	2	11.8%	7	41.2%	1	5.9%	5	29.4%	17	**3.3**
Spring 2023	3	21.4%	2	14.3%	4	28.6%	3	21.4%	2	14.3%	14	**2.9**
Spring 2024	5	13.9%	13	36.1%	10	27.8%	3	8.3%	5	13.9%	36	**2.7**
Spring 2025	0	0.0%	0	0.0%	0	0.0%	6	75.0%	2	25.0%	8	**4.3**
Spring 2026												





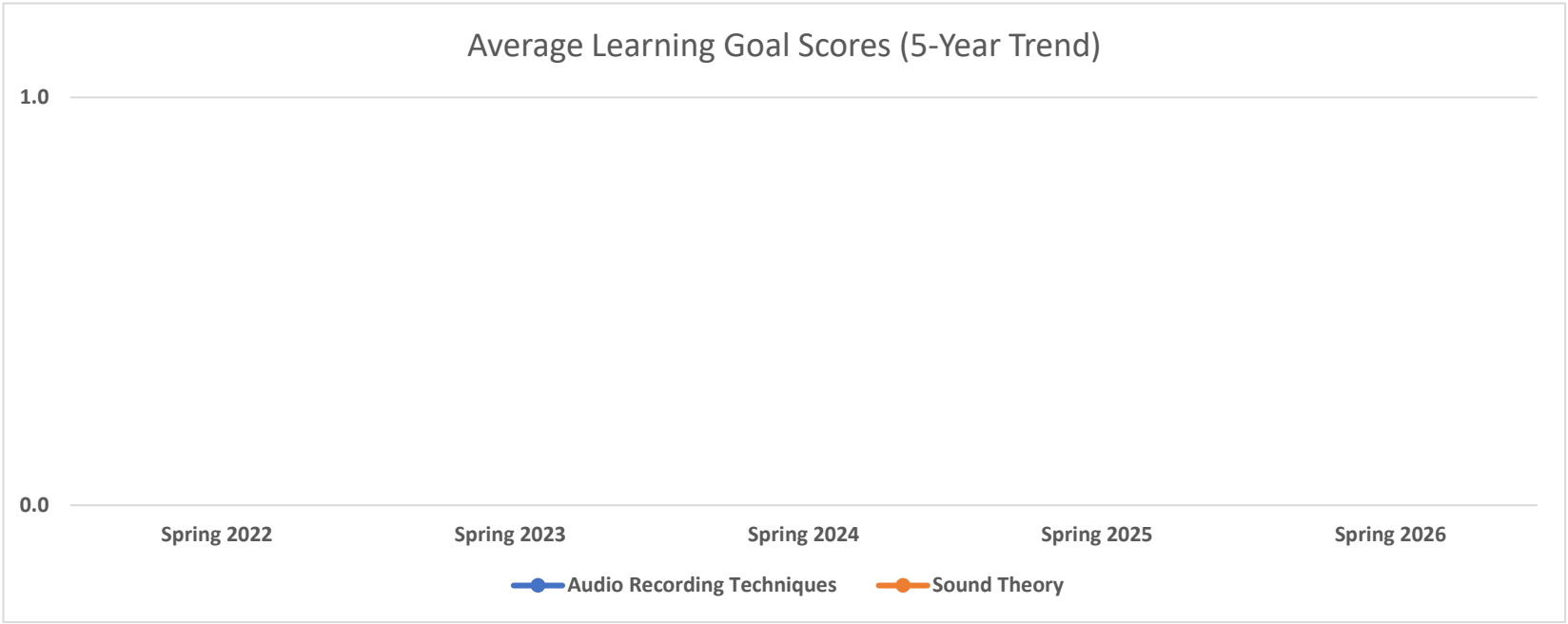
AA Liberal Arts, Audio Recording Technology Concentration (Spring 2025)

	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	
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	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Audio Recording Techniques					
Sound Theory					



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

Recorded in: AUD201 - Recording Studio Operations Artifact: Final Examination 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

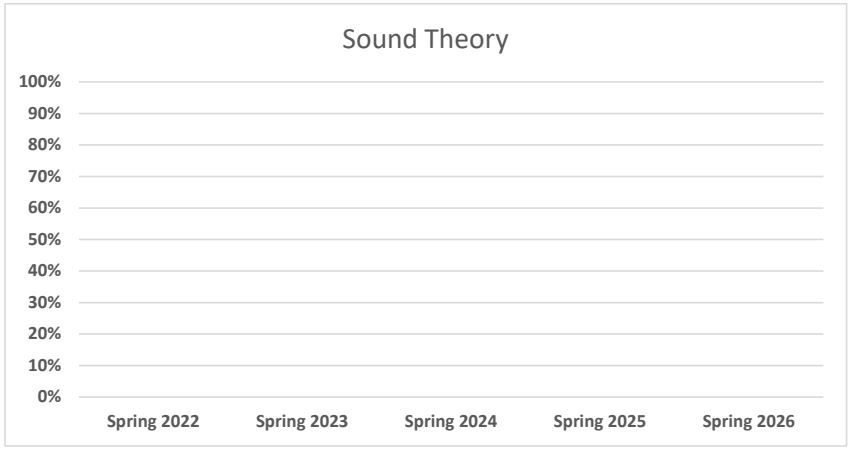




Learning Goal: Sound Theory (AA Liberal Arts Program, Audio Recording Technology Concentration)

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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





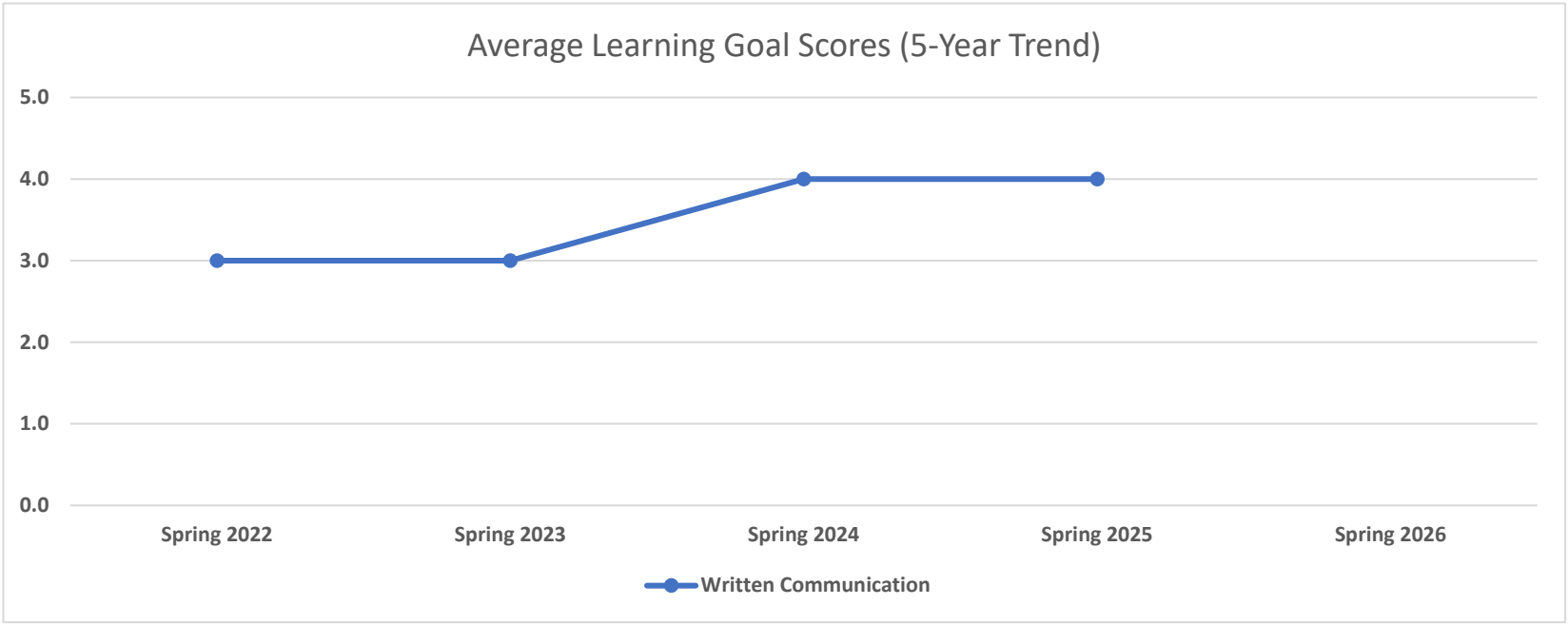
AA Liberal Arts, Liberal Arts Concentration (Spring 2025)

	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%	1	100.0%	0	0.0%	1	**4.0**



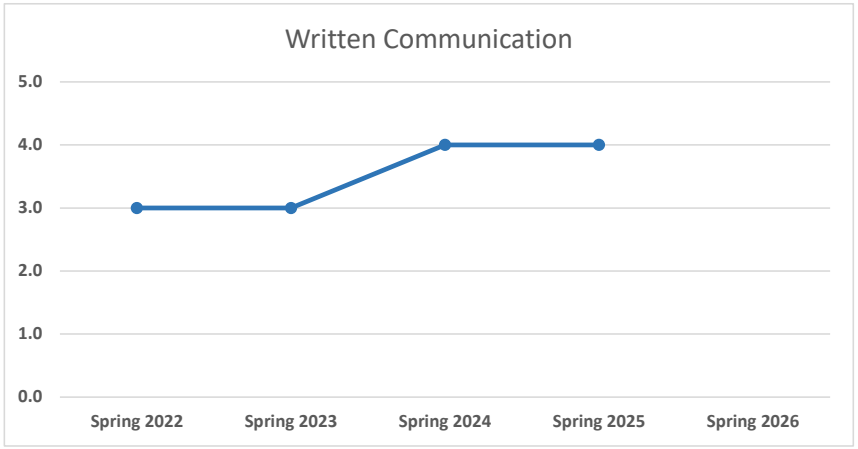
AA Liberal Arts, Liberal Arts Concentration (5-Year Trend)

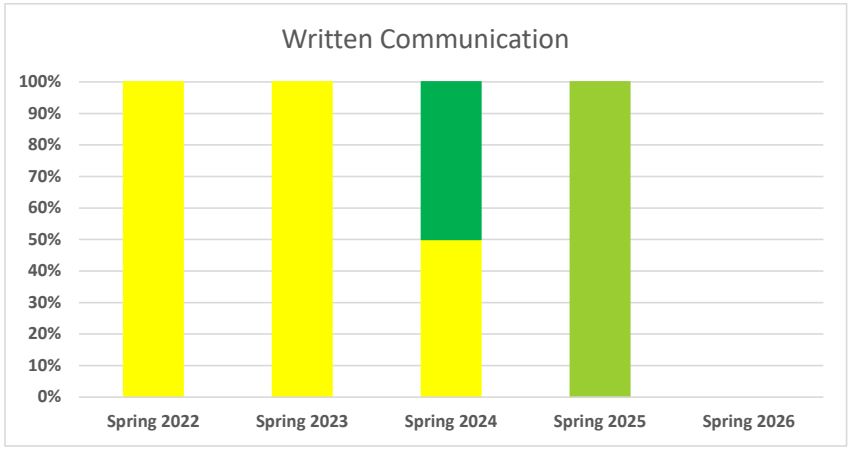
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Written Communication	3.0	3.0	4.0	4.0	



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	
Spring 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
Spring 2023	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
Spring 2024	0	0.0%	0	0.0%	1	50.0%	0	0.0%	1	50.0%	2	**4.0**
Spring 2025	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Spring 2026												





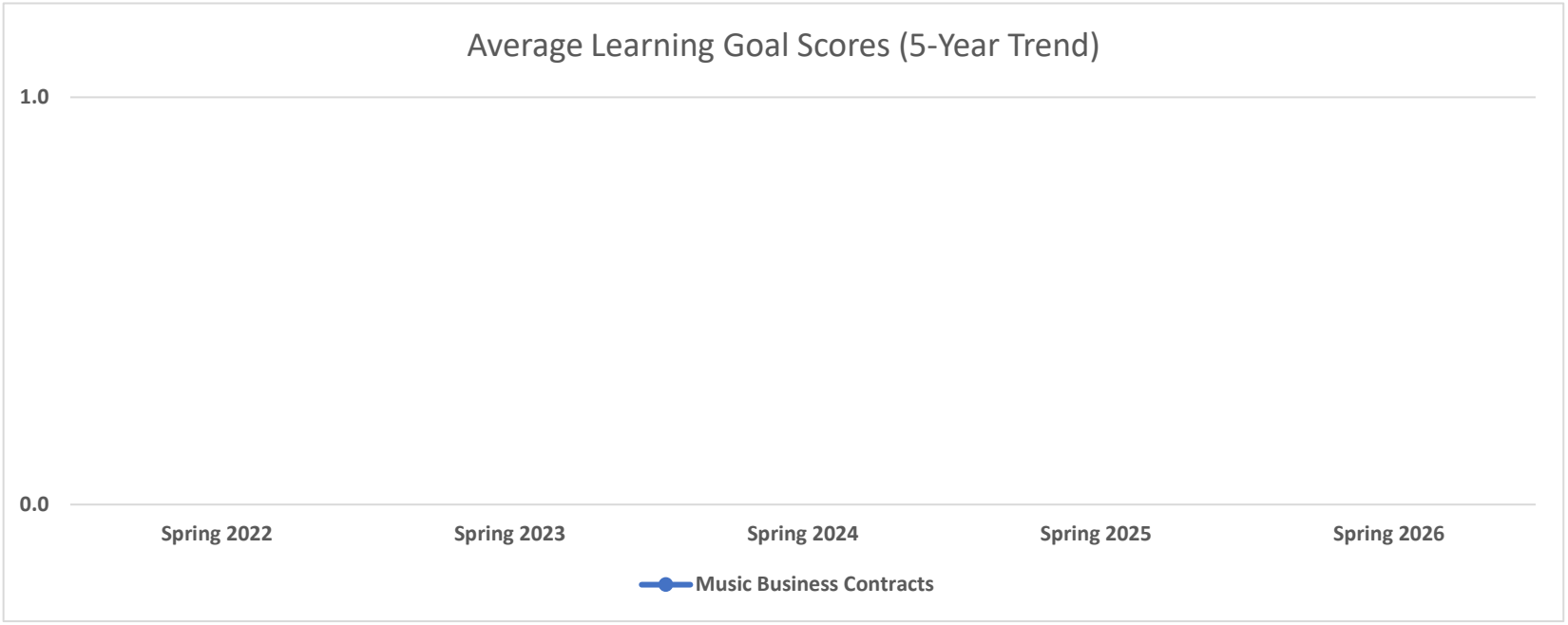
AA Liberal Arts, MEIS Concentration (Spring 2025)

	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	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												





AA Liberal Arts, Theatre Arts Concentration (Spring 2025)

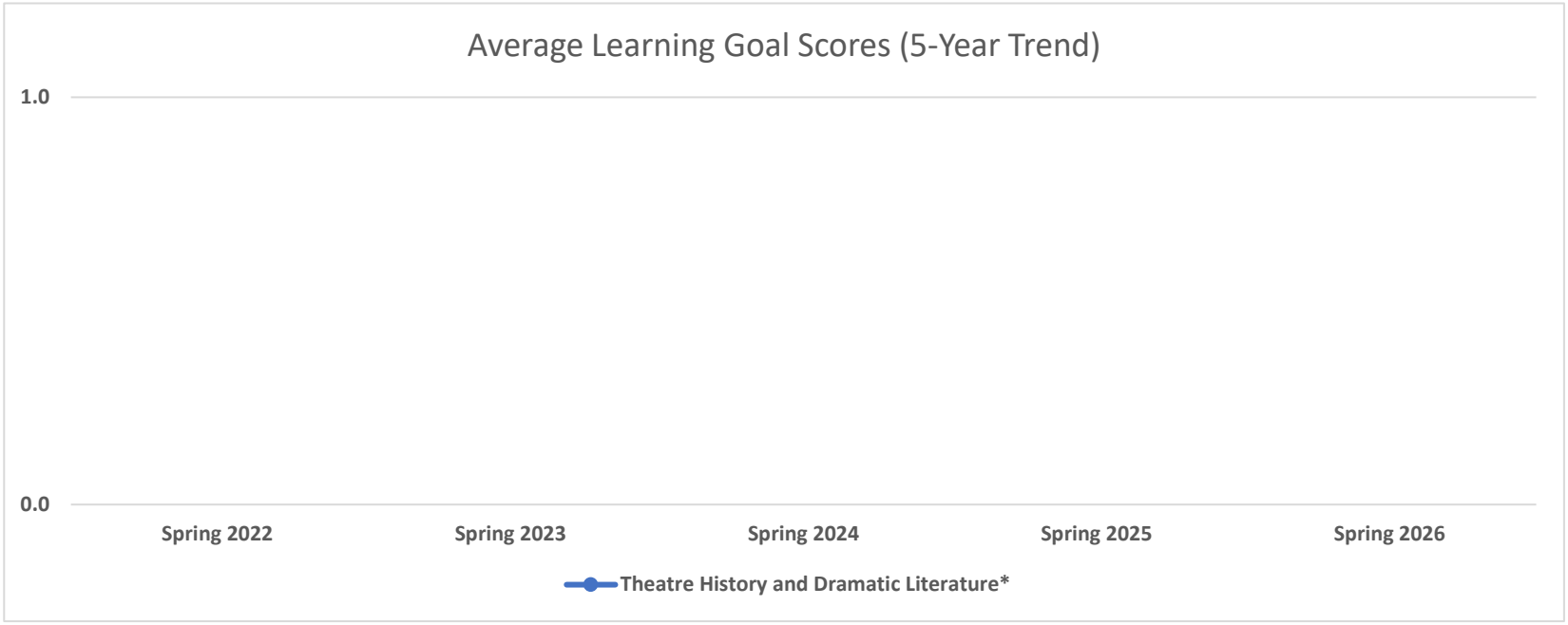
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Theatre History and Dramatic Literature**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* 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)

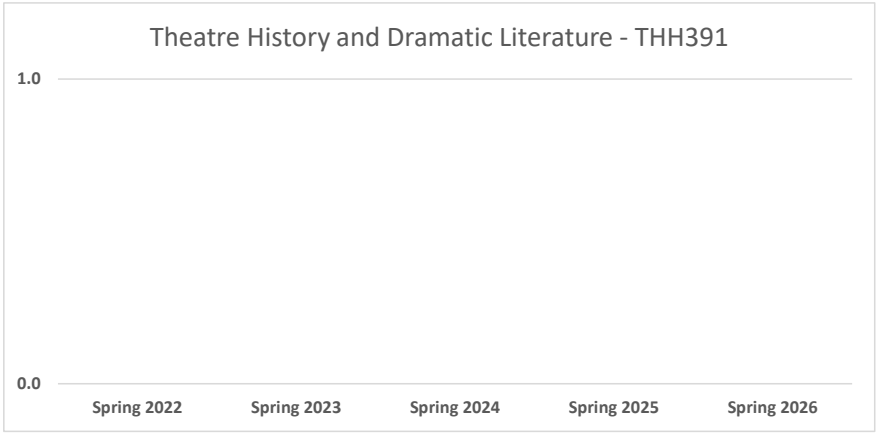
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
*Theatre History and Dramatic Literature**					

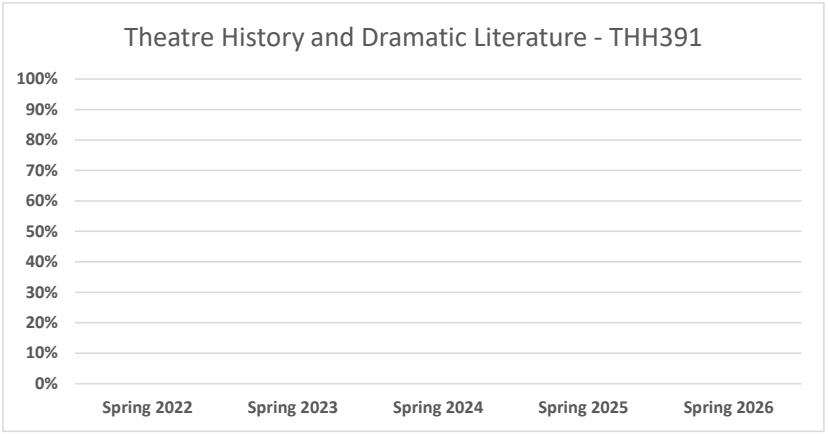


* The Theatre History and Dramatic Literature learning goal can be assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following pages.

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

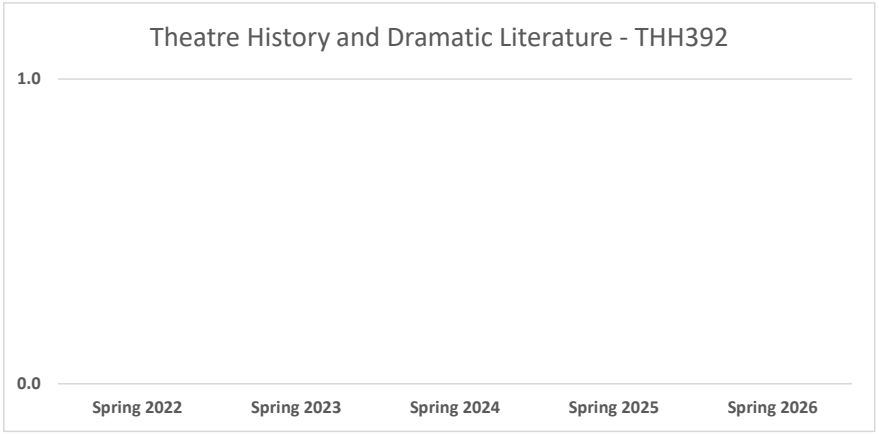
Recorded in: THH 391 - Theatre History Before 1900 Artifact: Feedback in essay writing	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

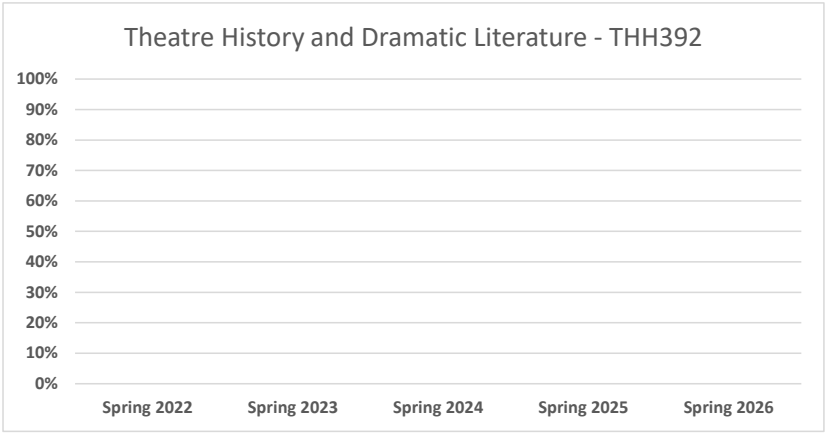




Learning Goal: Theatre History and Dramatic Literature - THH392 (AA Liberal Arts Program, Theatre Arts Concentration)

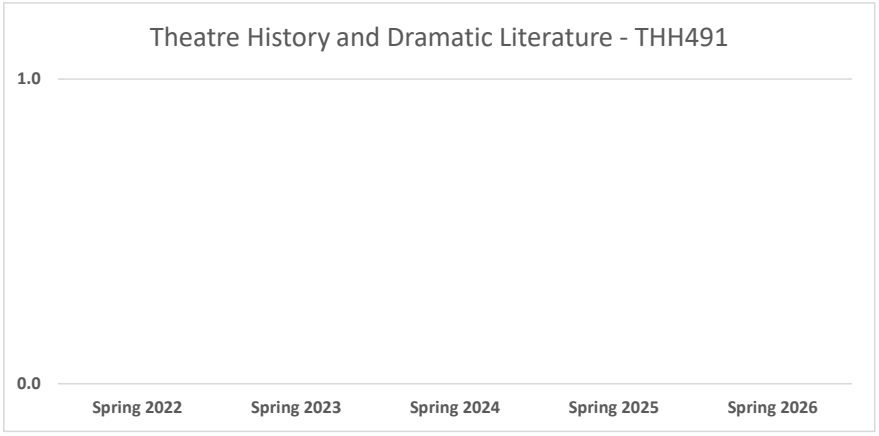
Recorded in: THH 392 - Theatre History After 1900 Artifact: Feedback in essay writing		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

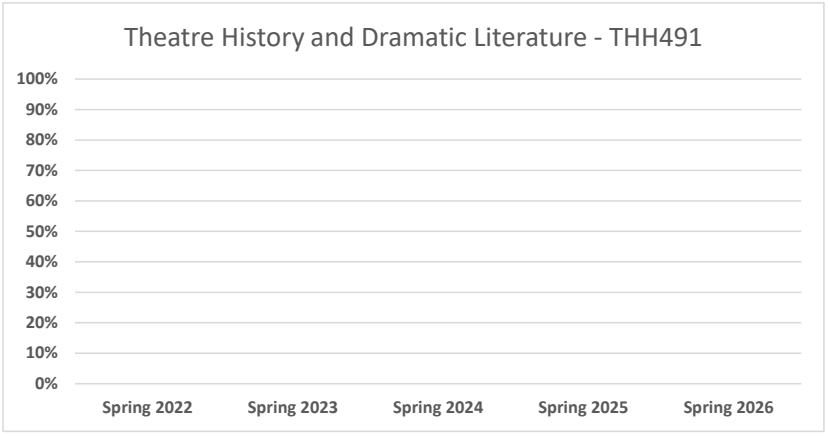




Learning Goal: Theatre History and Dramatic Literature - THH491 (AA Liberal Arts Program, Theatre Arts Concentration)

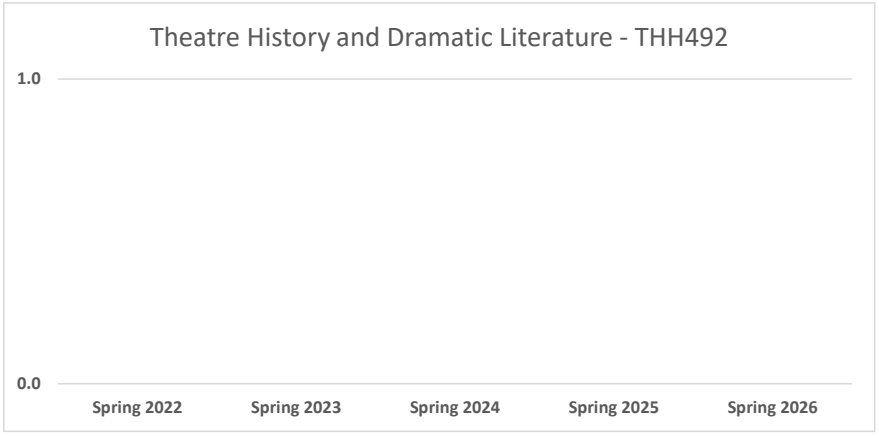
Recorded in: THH491 - Golden Age of American Musicals Artifact: Feedback in essay writing		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

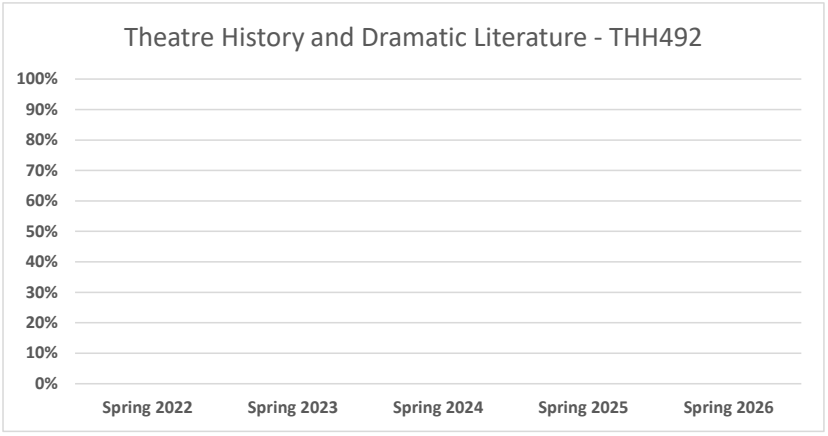




Learning Goal: Theatre History and Dramatic Literature - THH492 (AA Liberal Arts Program, Theatre Arts Concentration)

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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												



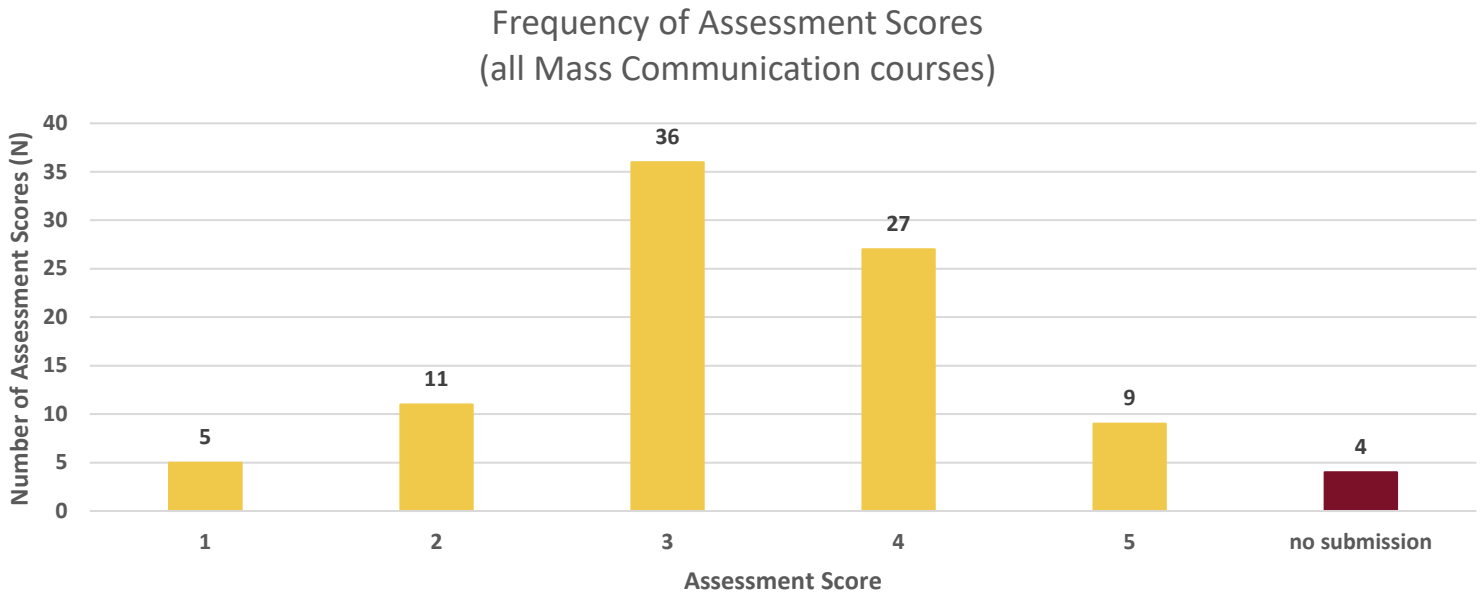


Mass Communication

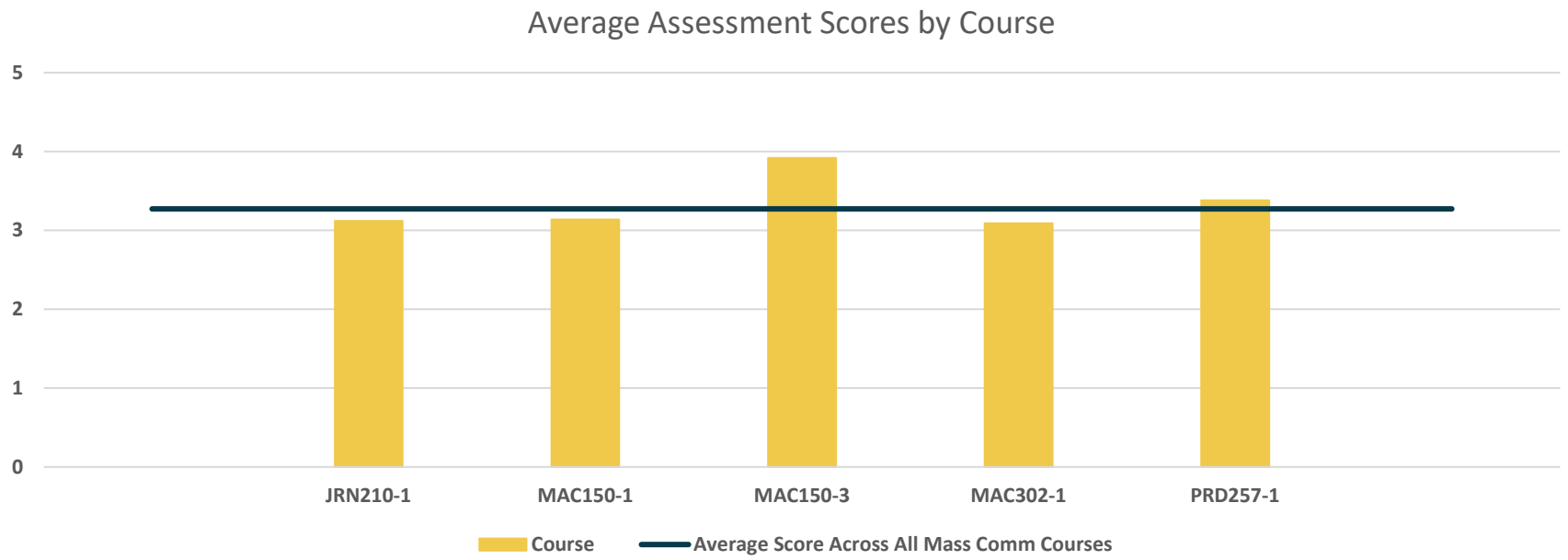
Artifact Scores by Course

SPRING 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Mass Communication courses)	
SCORE	**N**
1	5
2	11
3	36
4	27
5	9
no submission	4
Total	92
Submissions Scored (Total minus No Submissions)	88
AVERAGE SCORE	**3.27**



AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
JRN210-1	3.12
MAC150-1	3.14
MAC150-3	3.92
MAC302-1	3.09
PRD257-1	3.38
AVERAGE SCORE ACROSS ALL MASS COMM COURSES	**3.27**



Artifact Scores by Program and Learning Goal

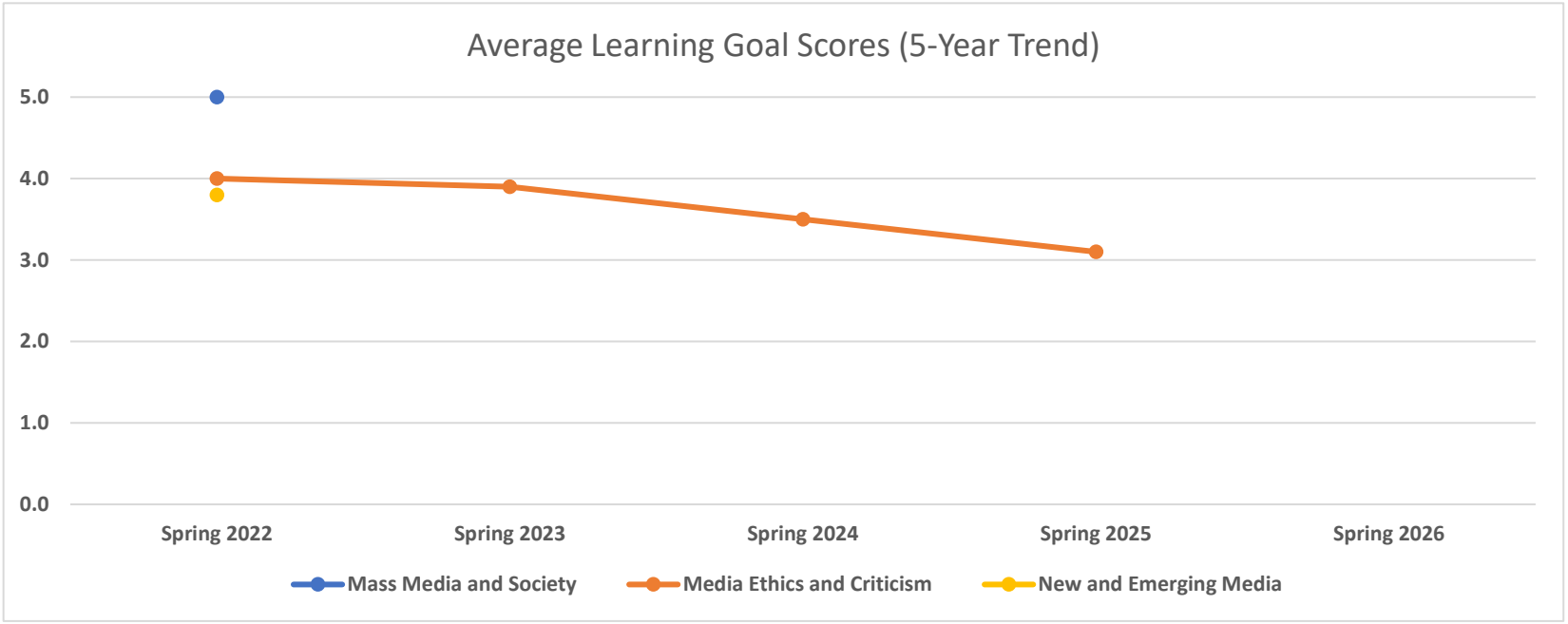
BS Mass Communication, Core Courses (Spring 2025)

	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	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Media Ethics and Criticism	0	0.0%	2	10.0%	14	70.0%	4	20.0%	0	0.0%	20	**3.1**
New and Emerging Media	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



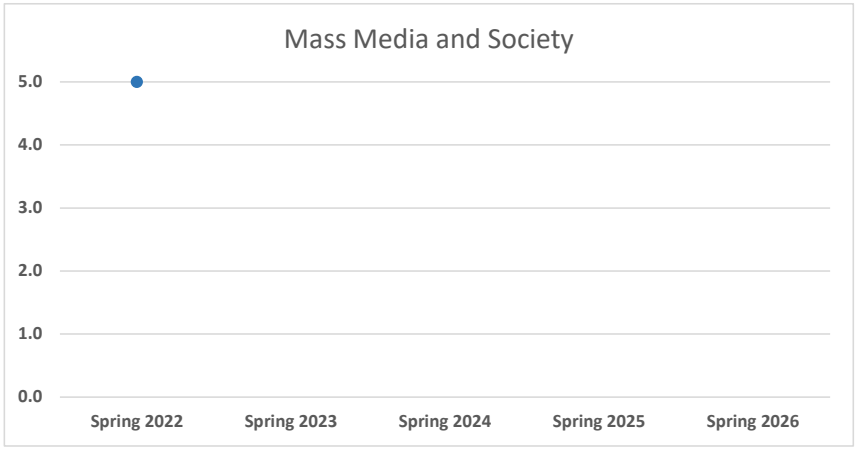
BS Mass Communication, Core Courses (5-Year Trend)

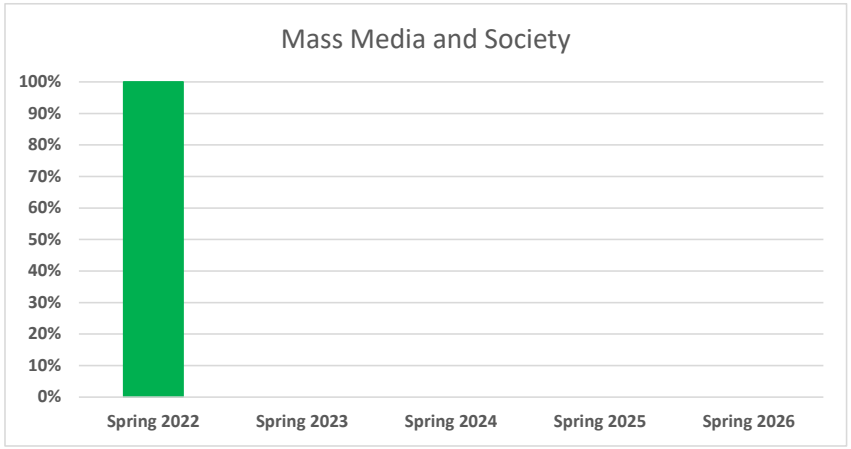
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Mass Media and Society	5.0				
Media Ethics and Criticism	4.0	3.9	3.5	3.1	
New and Emerging Media	3.8				



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

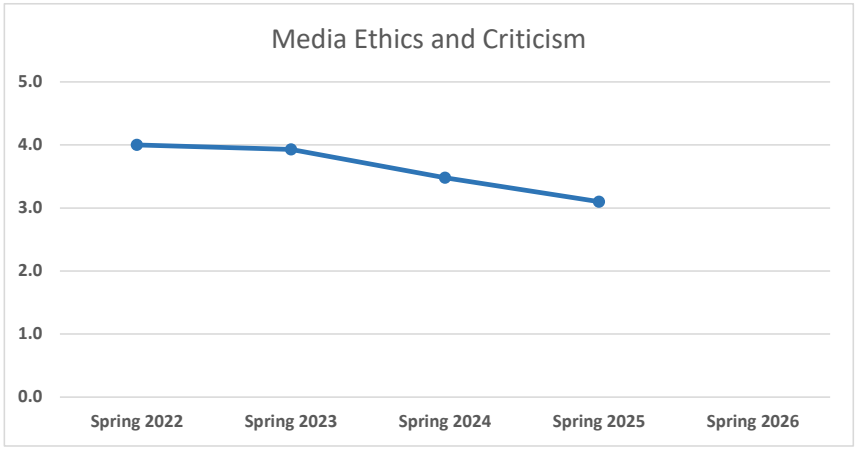
Recorded in: MAC101 - Mass Communication Artifact: An Assignment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrates an ability to recognize how print and non-print media inform and entertain, while being able to critique the impact 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

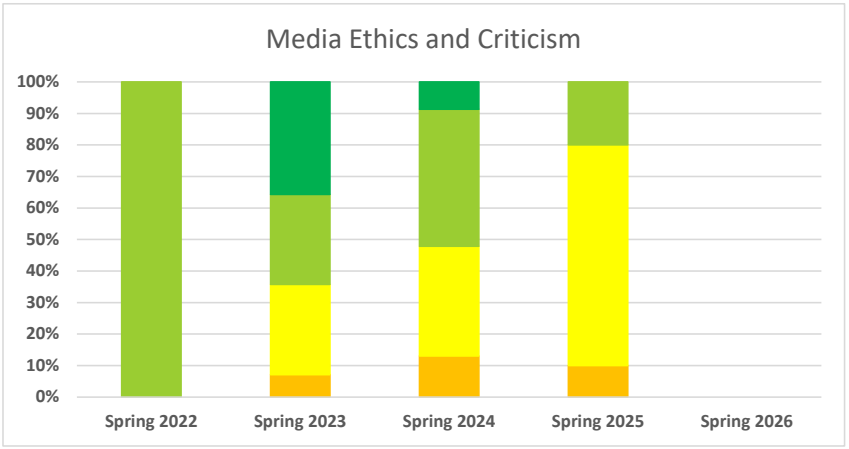




Learning Goal: Media Ethics and Criticism (BS Mass Communication Program, Core Courses)

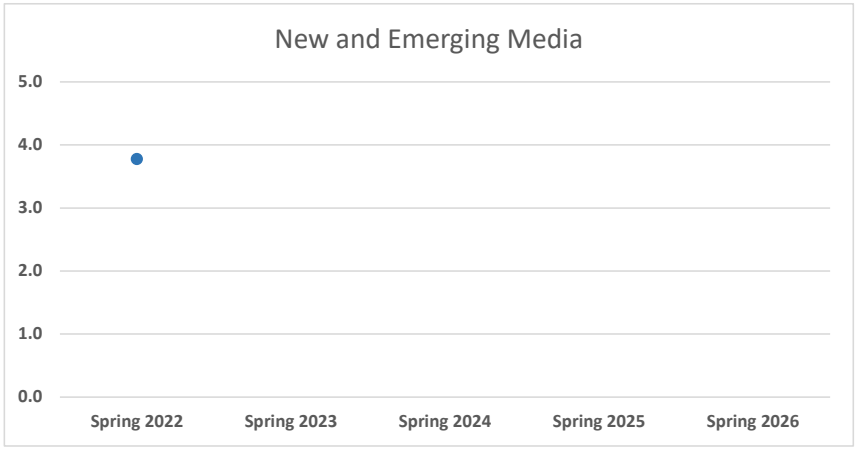
Recorded in: MAC302 - Media Ethics and Criticism Artifact: The Research Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrates in writing and appreciation of the moral and ethical dilemmas faced by media journalists in relation to the freedom of speech and fake news.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Spring 2023	0	0.0%	1	7.1%	4	28.6%	4	28.6%	5	35.7%	14	**3.9**
Spring 2024	0	0.0%	3	13.0%	8	34.8%	10	43.5%	2	8.7%	23	**3.5**
Spring 2025	0	0.0%	2	10.0%	14	70.0%	4	20.0%	0	0.0%	20	**3.1**
Spring 2026												

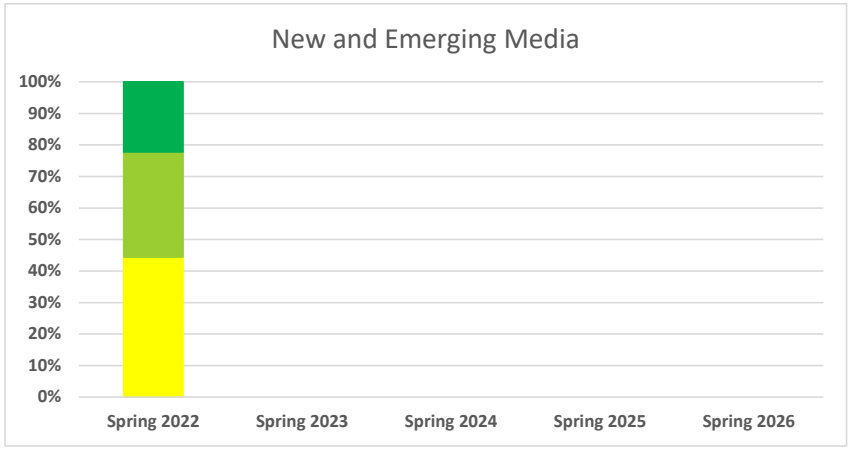




Learning Goal: New and Emerging Media (BS Mass Communication Program, Core Courses)

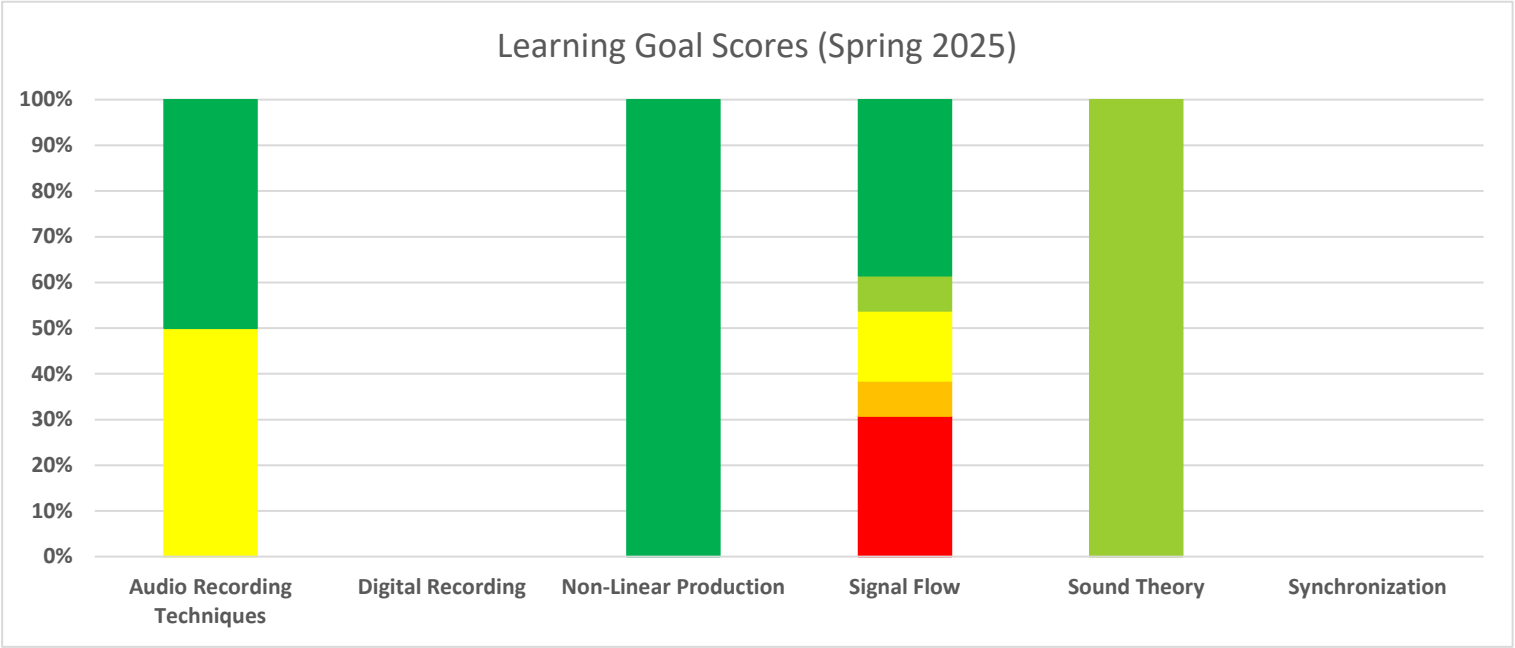
Recorded in: MAC301 - New and Emerging Media Artifact: The Research Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrates the ability to use new and emerging media technologies with print, visual, and audio components. Also demonstrates knowledge of the ethical considerations of new and emerging media.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	4	44.4%	3	33.3%	2	22.2%	9	**3.8**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





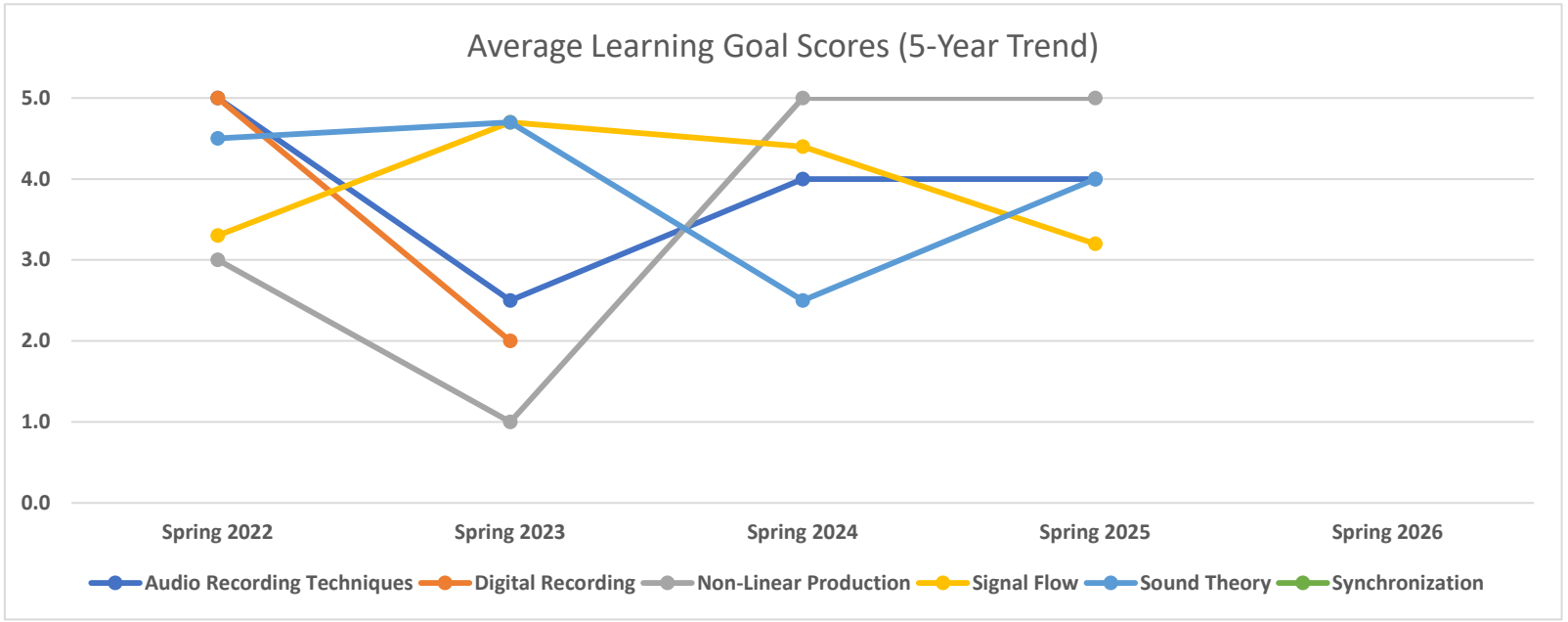
BS Mass Communication, Audio Recording Technology Concentration (Spring 2025)

	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%	1	50.0%	0	0.0%	1	50.0%	2	**4.0**
Digital Recording	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Non-Linear Production	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Signal Flow	4	30.8%	1	7.7%	2	15.4%	1	7.7%	5	38.5%	13	**3.2**
Sound Theory	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Synchronization	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



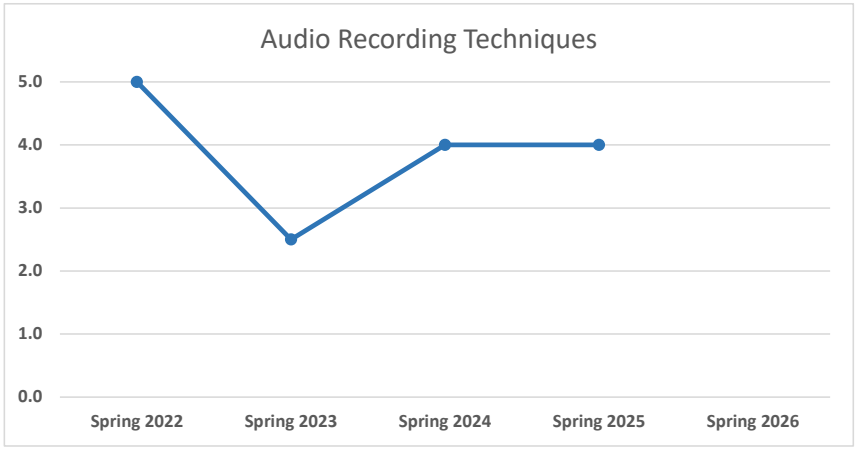
BS Mass Communication, Audio Recording Technology Concentration (5-Year Trend)

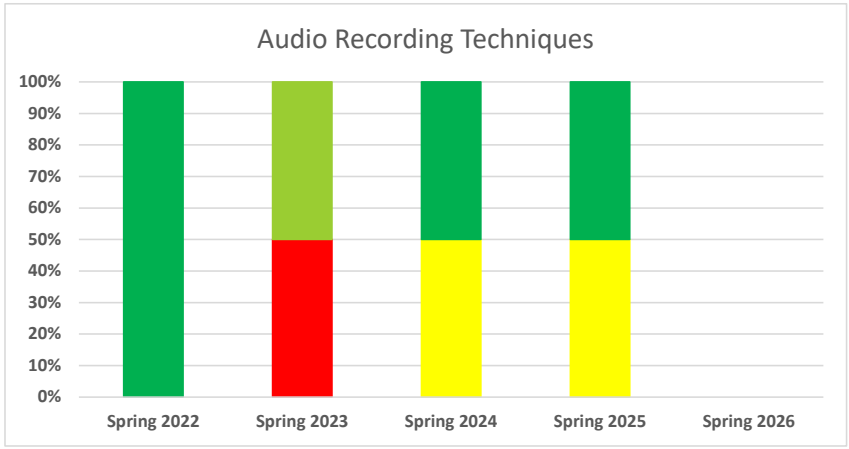
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Audio Recording Techniques	5.0	2.5	4.0	4.0	
Digital Recording	5.0	2.0			
Non-Linear Production	3.0	1.0	5.0	5.0	
Signal Flow	3.3	4.7	4.4	3.2	
Sound Theory	4.5	4.7	2.5	4.0	
Synchronization					



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

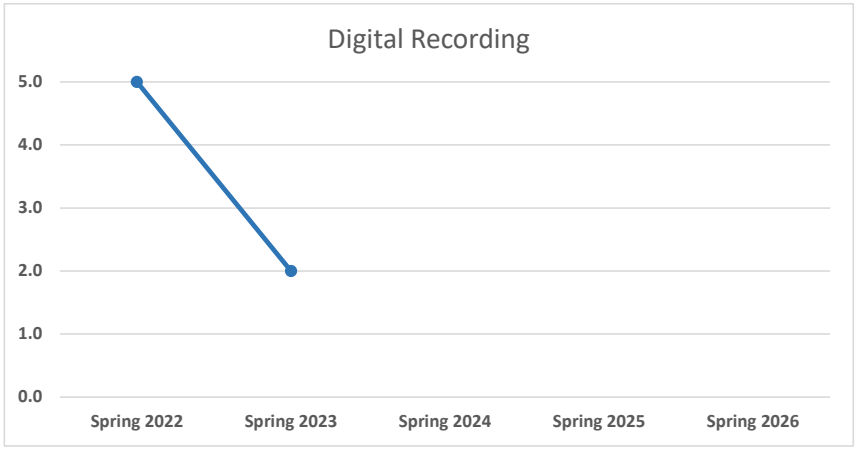
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Examination Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	1	50.0%	0	0.0%	0	0.0%	1	50.0%	0	0.0%	2	**2.5**
	Spring 2024	0	0.0%	0	0.0%	1	50.0%	0	0.0%	1	50.0%	2	**4.0**
	Spring 2025	0	0.0%	0	0.0%	1	50.0%	0	0.0%	1	50.0%	2	**4.0**
	Spring 2026												

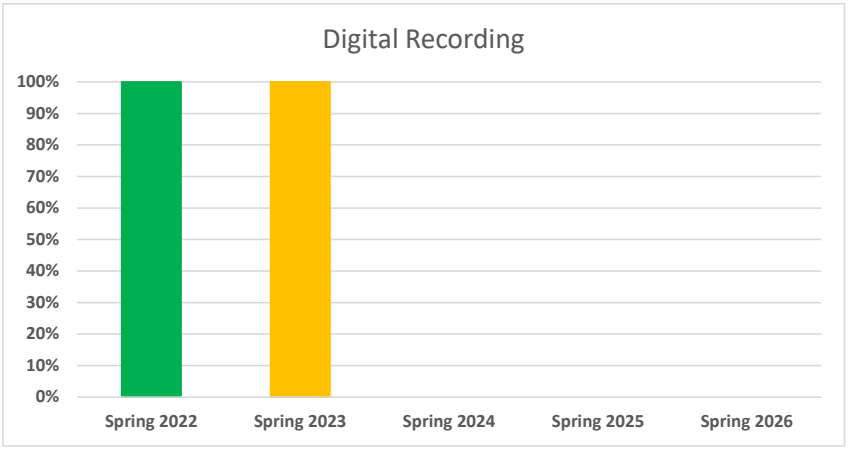




Learning Goal: Digital Recording (BS Mass Communication Program, Audio Recording Technology Concentration)

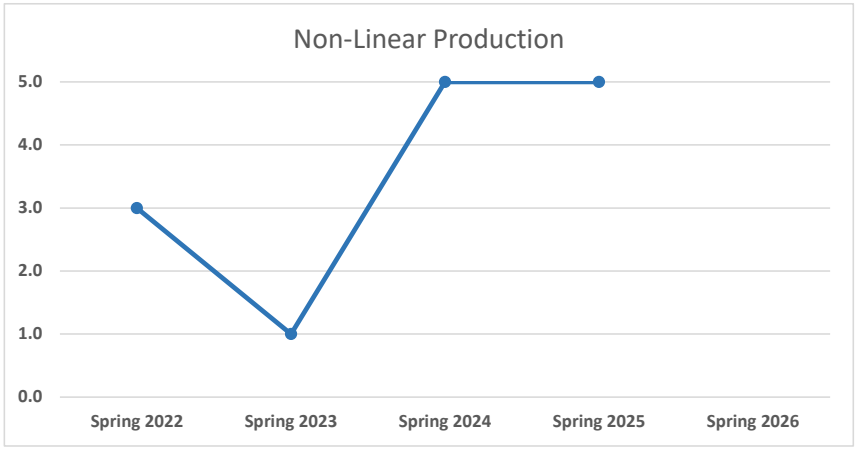
Recorded in: AUD303 - MIDI Applications Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to record and manipulate Musical Instrument Digital Interface (MIDI) data for music sequencing and composition.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

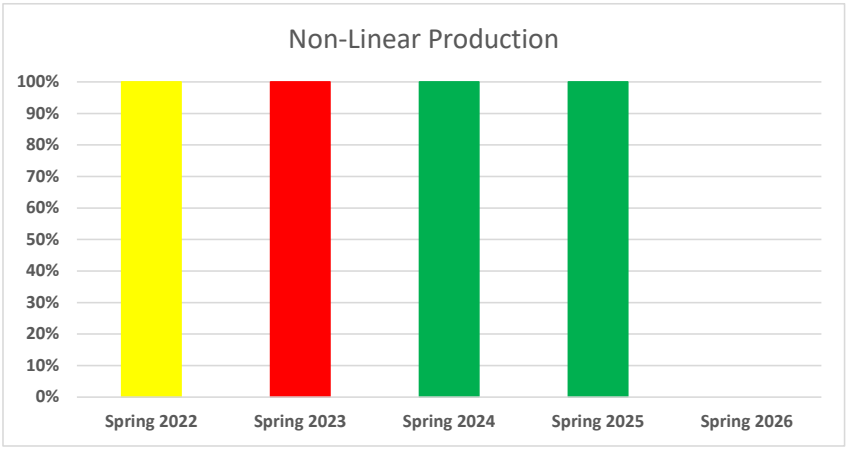




Learning Goal: Non-Linear Production (BS Mass Communication Program, Audio Recording Technology Concentration)

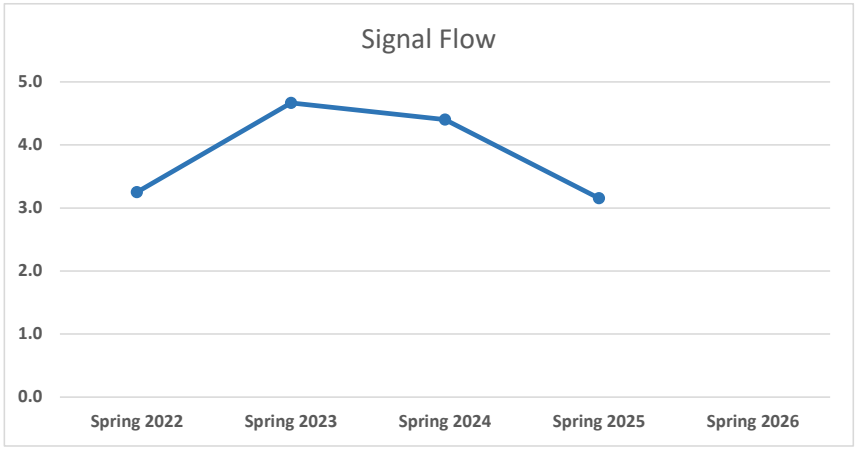
Recorded in: AUD304 - Nonlinear Recording Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate digital audio recording workstations, including plug-ins and control surfaces, to record, mix, edit, and store a production into a tangible medium of expression.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Spring 2023	1	100.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	**1.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2026												

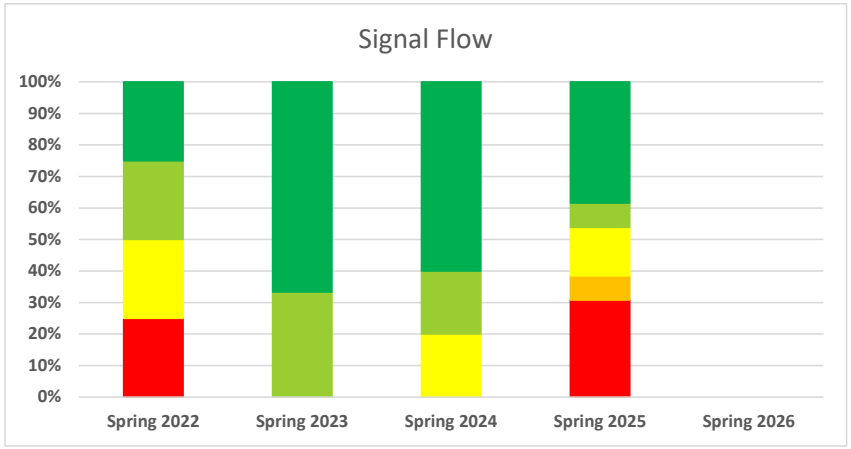




Learning Goal: Signal Flow (BS Mass Communication Program, Audio Recording Technology Concentration)

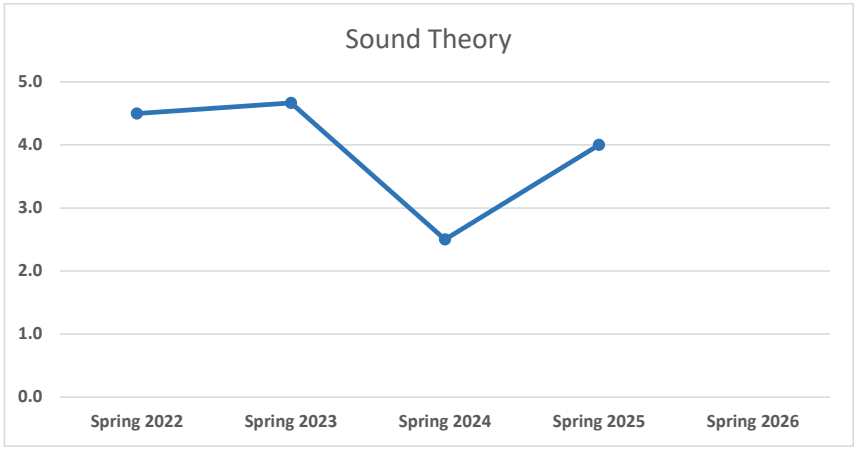
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	1	25.0%	0	0.0%	1	25.0%	1	25.0%	1	25.0%	4	**3.3**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Spring 2024	0	0.0%	0	0.0%	1	20.0%	1	20.0%	3	60.0%	5	**4.4**
	Spring 2025	4	30.8%	1	7.7%	2	15.4%	1	7.7%	5	38.5%	13	**3.2**
	Spring 2026												

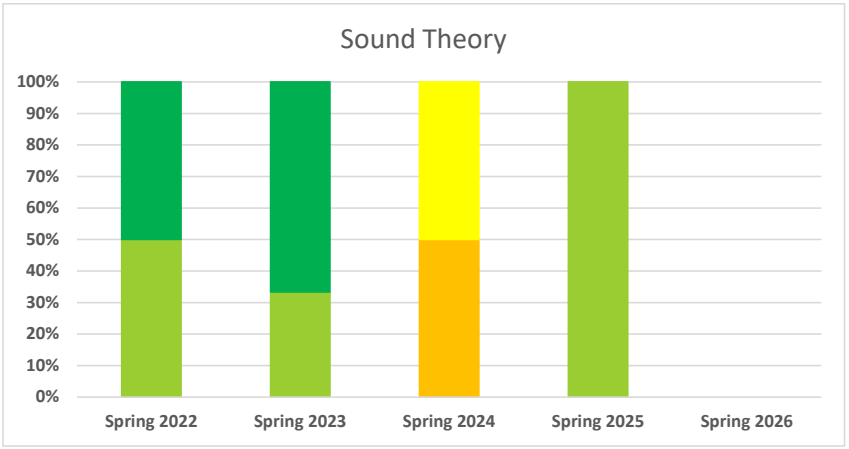




Learning Goal: Sound Theory (BS Mass Communication Program, Audio Recording Technology Concentration)

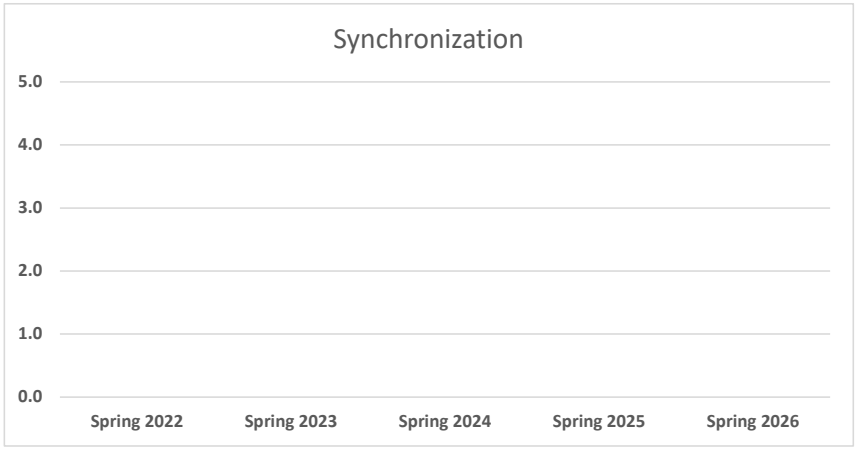
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Spring 2024	0	0.0%	1	50.0%	1	50.0%	0	0.0%	0	0.0%	2	**2.5**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2026												

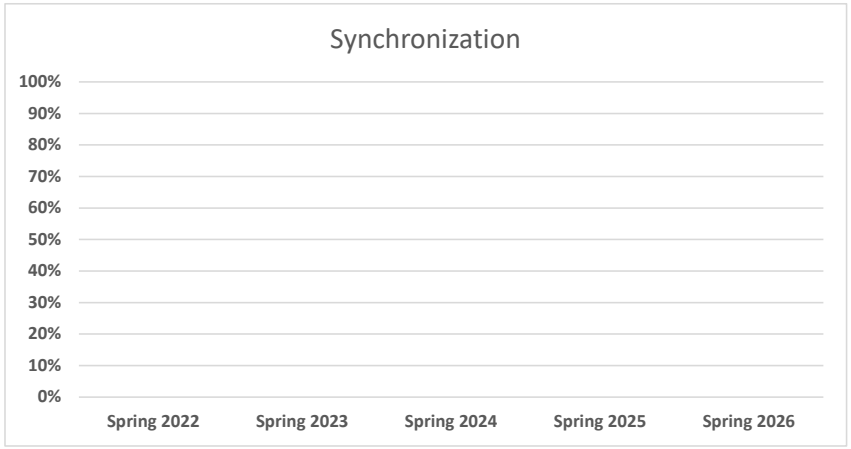




Learning Goal: Synchronization (BS Mass Communication Program, Audio Recording Technology Concentration)

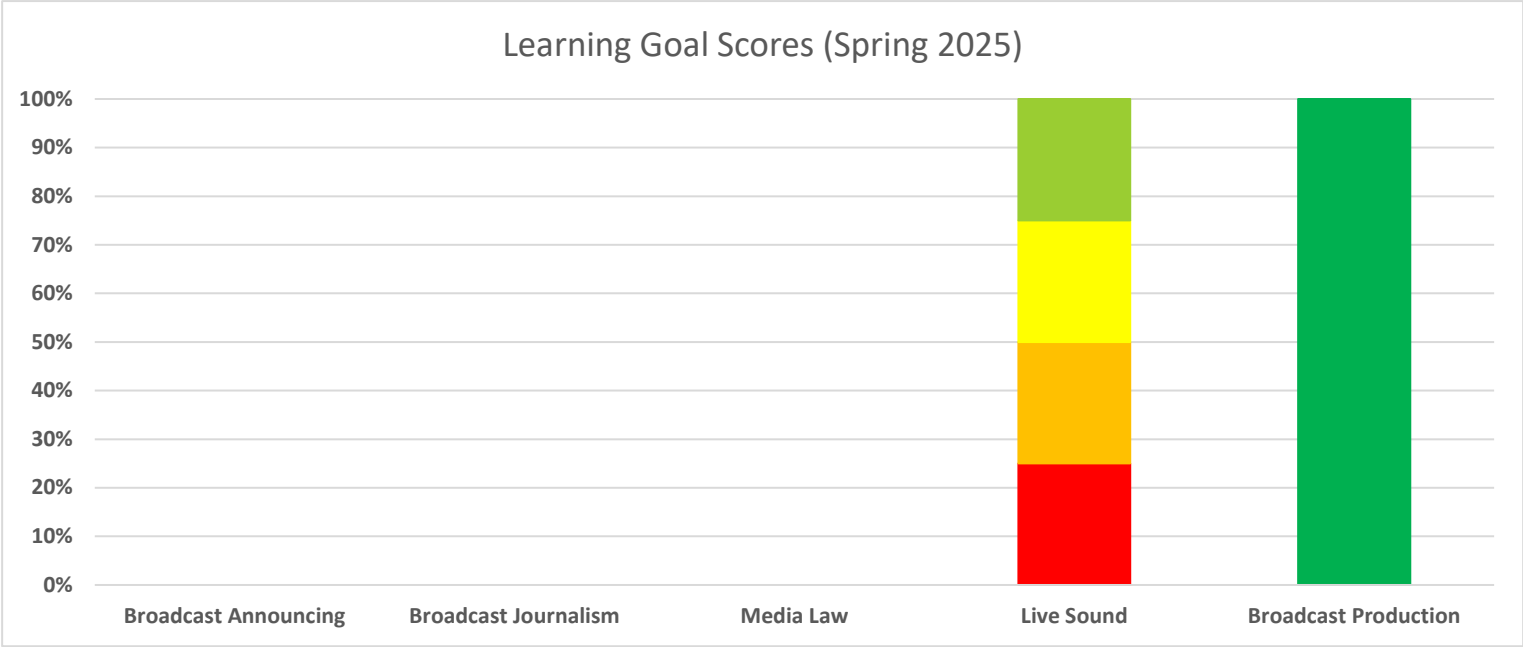
Recorded in: AUD401 - Audio/Video Post-Production Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to create and synch a soundtrack to motion pictures.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





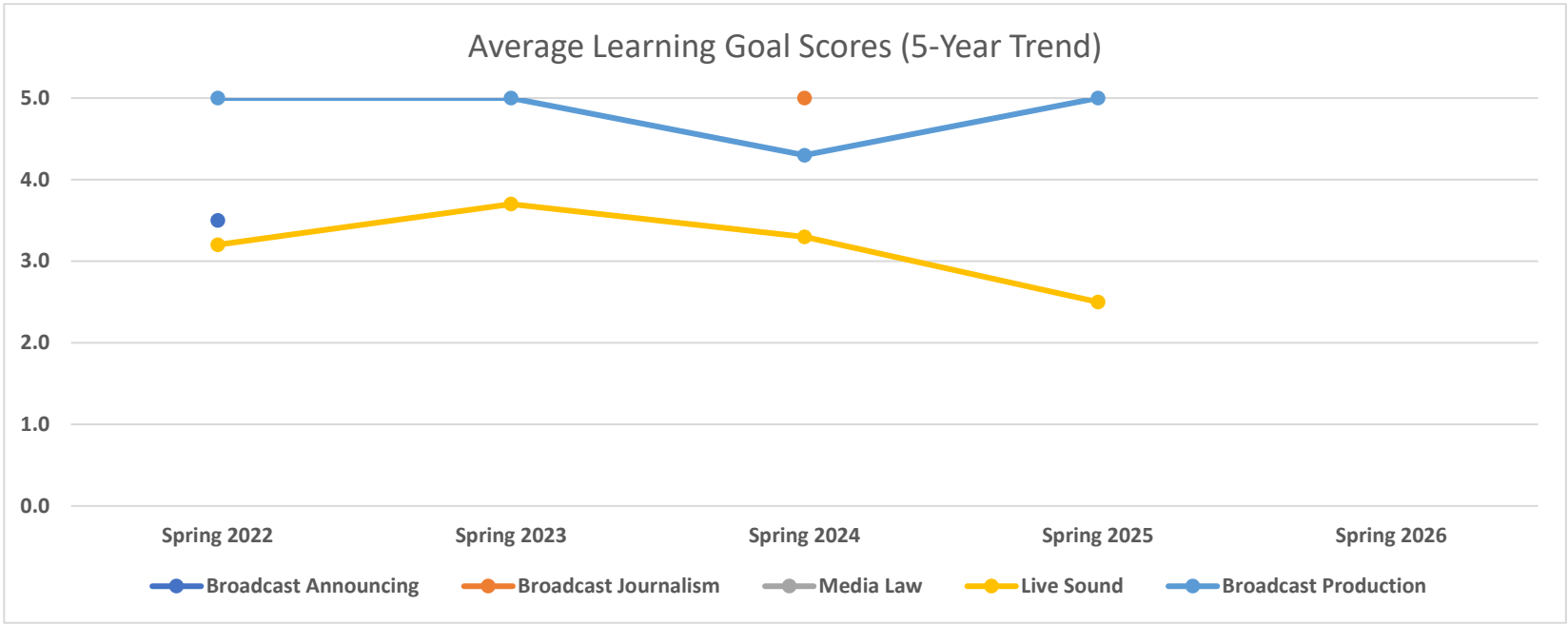
BS Mass Communication, Broadcasting Concentration (Spring 2025)

	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%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Broadcast Journalism	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Media Law	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Live Sound	1	25.0%	1	25.0%	1	25.0%	1	25.0%	0	0.0%	4	**2.5**
Broadcast Production	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**



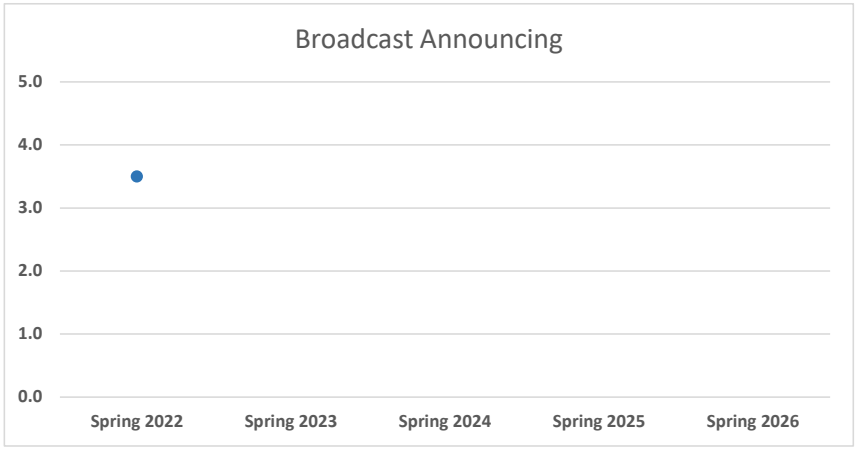
BS Mass Communication, Broadcasting Concentration (5-Year Trend)

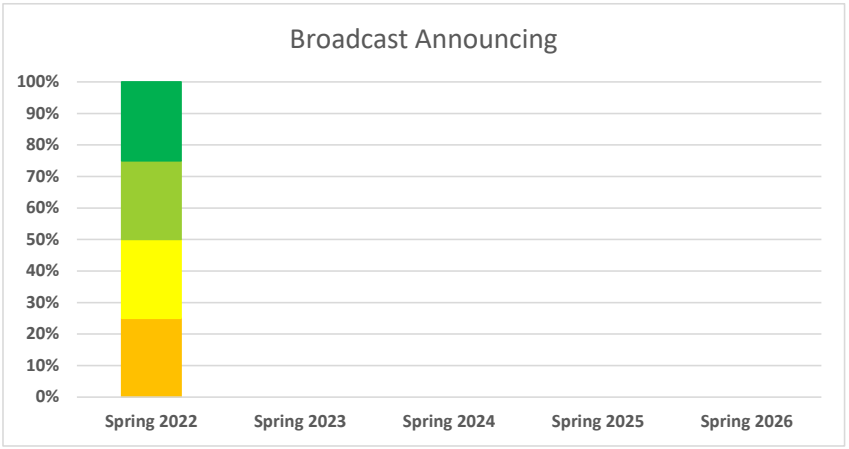
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Broadcast Announcing	3.5				
Broadcast Journalism			5.0		
Media Law					
Live Sound	3.2	3.7	3.3	2.5	
Broadcast Production	5.0	5.0	4.3	5.0	



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

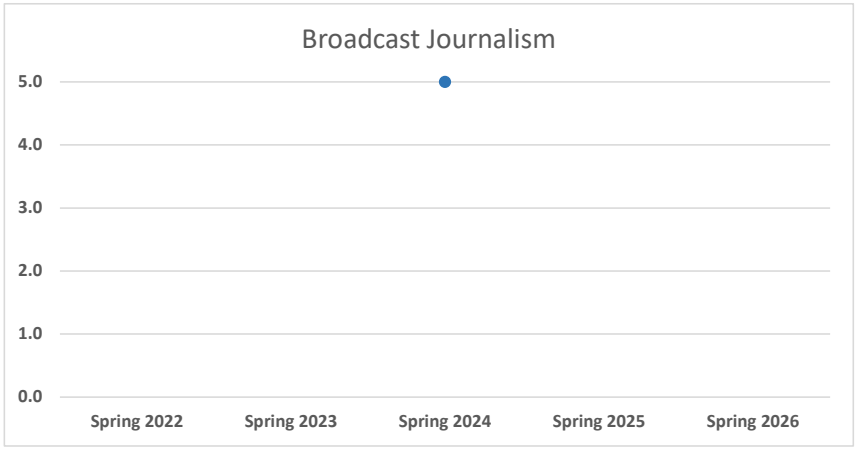
Recorded in: BRD212 - Broadcast Announcing Artifact: The Workshop Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate techniques in voice and diction necessary to perform as announcers and professional communicators for electronic media.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	1	25.0%	1	25.0%	1	25.0%	1	25.0%	4	**3.5**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

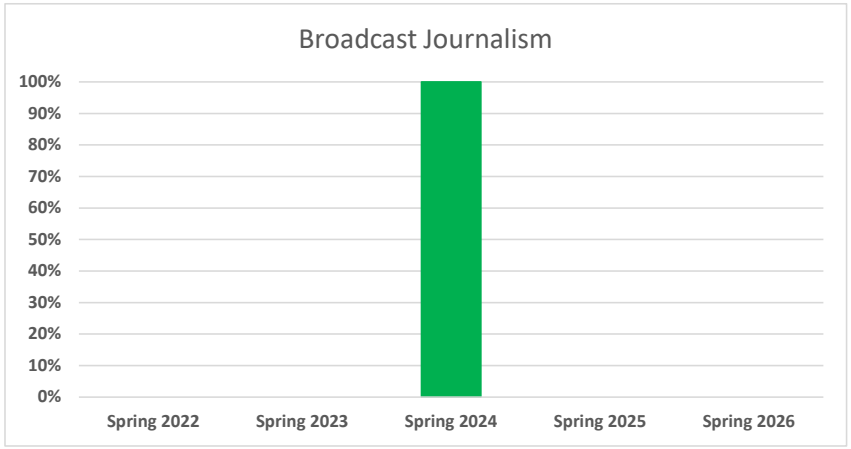




Learning Goal: Broadcast Journalism (BS Mass Communication Program, Broadcasting Concentration)

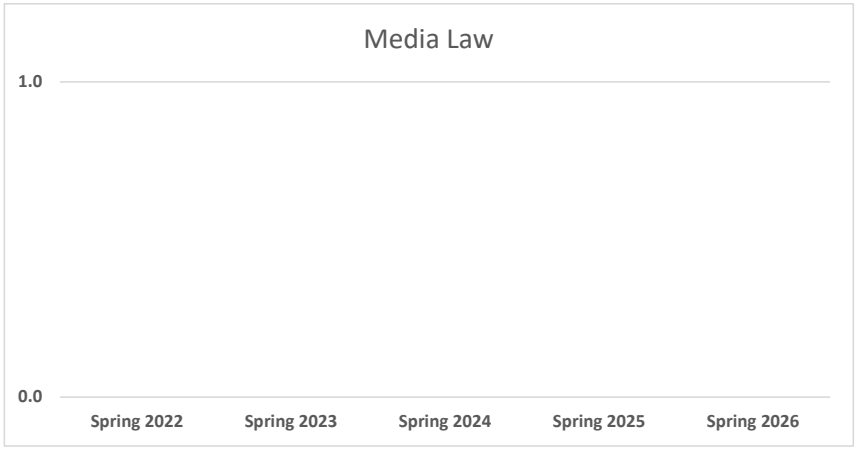
Recorded in: ENG202 - Broadcast Newswriting and Reporting Artifact: The Reporting Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to write, edit, and report news and entertainment for broadcast television and news outlets, including the application of appropriate interviewing and reporting techniques.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





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

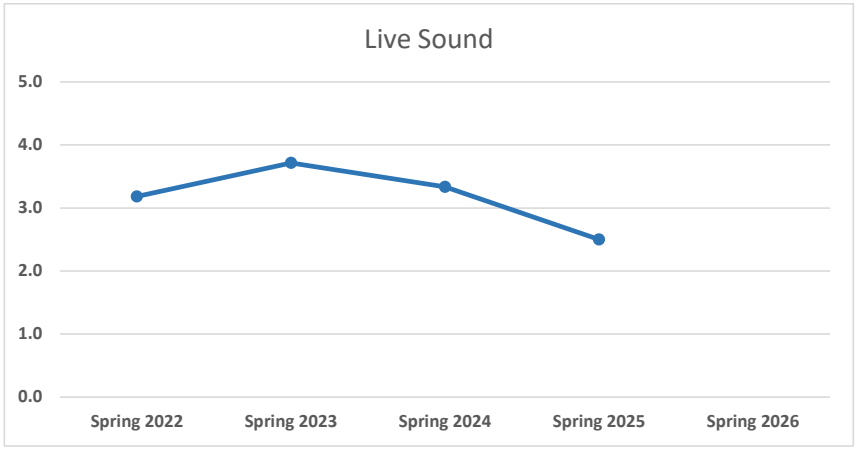
Recorded in: MAC202 - History and Application of Media Law Artifact: The Research Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of the legal concepts associated with the freedom of speech and the governmental regulation of media and the ability to apply these concepts and principles to the broadcasting industry.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

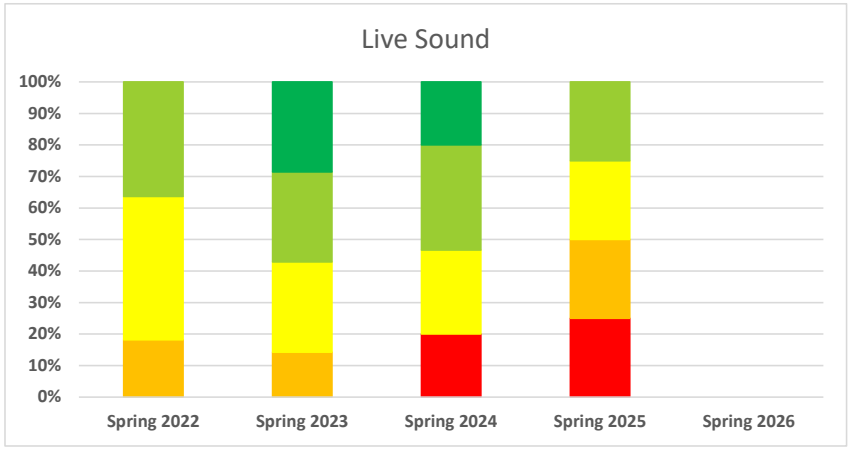




Learning Goal: Live Sound (BS Mass Communication Program, Broadcasting Concentration)

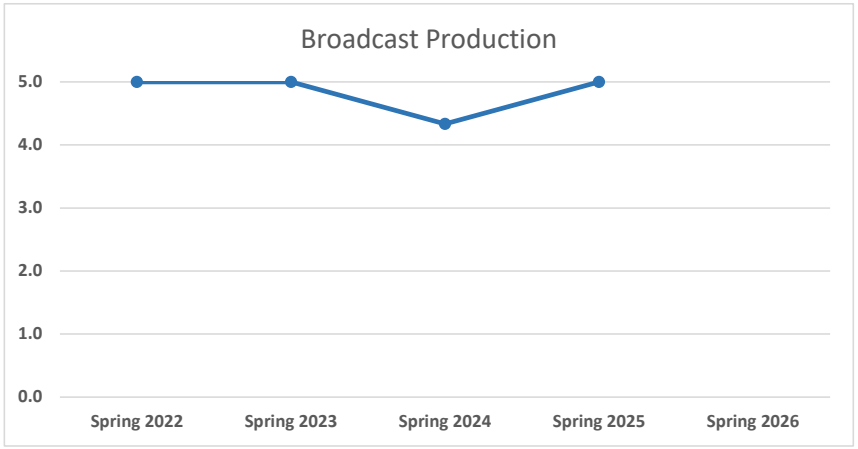
Recorded in: MAC150 - Introduction to Live Sound Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of audio equipment, signal flow, and theory. Students also develop an ability to apply that understanding to audio productions for radio, television, and live events.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	2	18.2%	5	45.5%	4	36.4%	0	0.0%	11	**3.2**
	Spring 2023	0	0.0%	1	14.3%	2	28.6%	2	28.6%	2	28.6%	7	**3.7**
	Spring 2024	3	20.0%	0	0.0%	4	26.7%	5	33.3%	3	20.0%	15	**3.3**
	Spring 2025	1	25.0%	1	25.0%	1	25.0%	1	25.0%	0	0.0%	4	**2.5**
	Spring 2026												

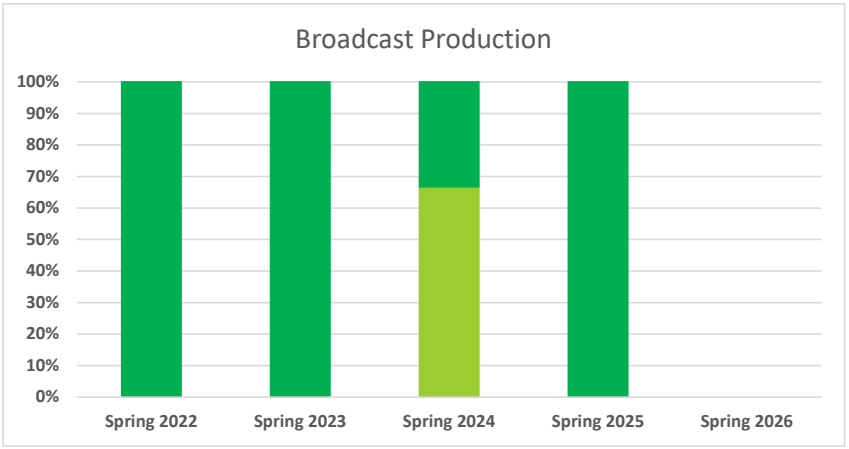




Learning Goal: Broadcast Production (BS Mass Communication Program, Broadcasting Concentration)

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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
Spring 2024	0	0.0%	0	0.0%	0	0.0%	2	66.7%	1	33.3%	3	**4.3**
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Spring 2026												





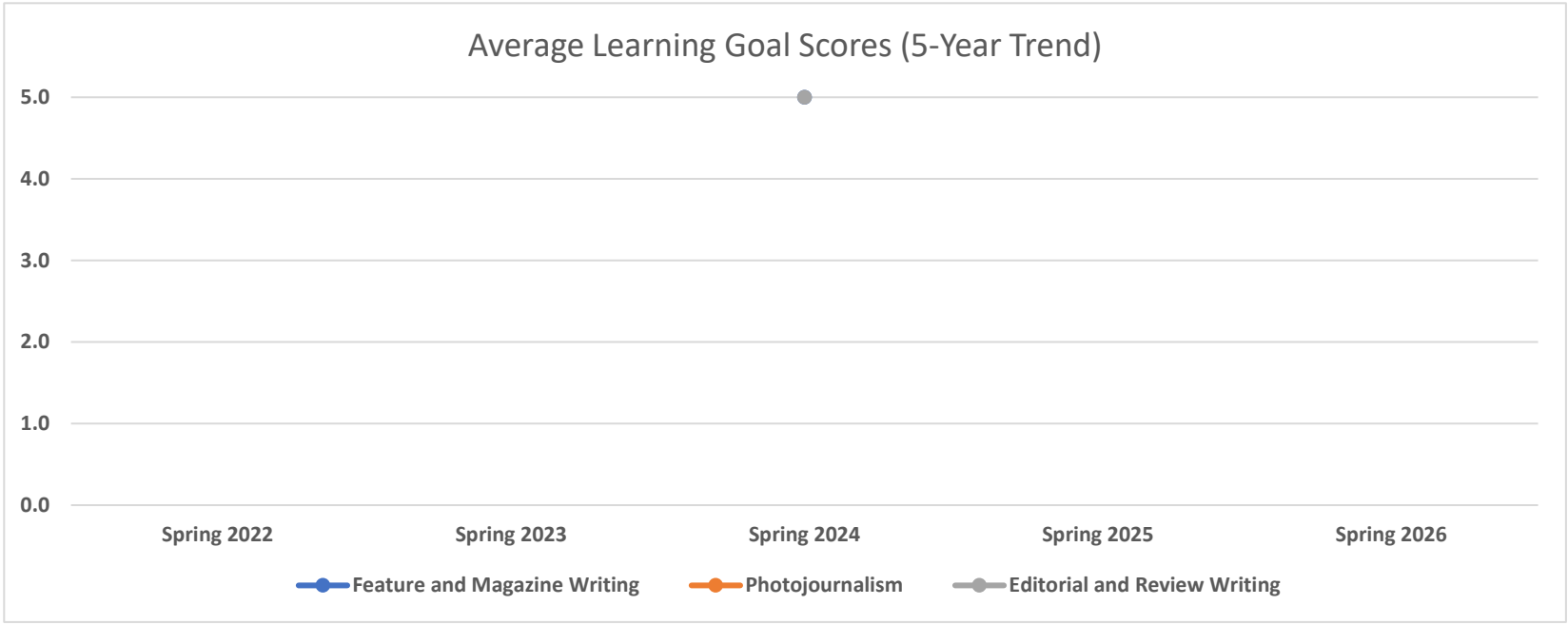
BS Mass Communication, Journalism Concentration (Spring 2025)

	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)

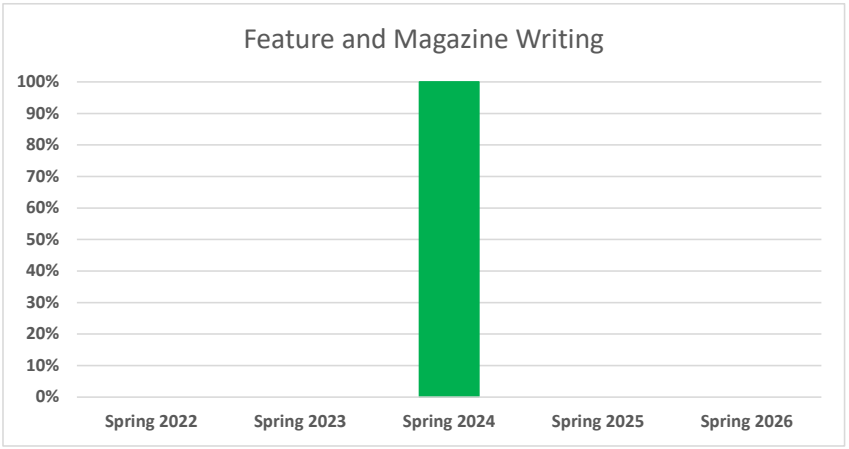
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Feature and Magazine Writing			5.0		
Photojournalism					
Editorial and Review Writing			5.0		



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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





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

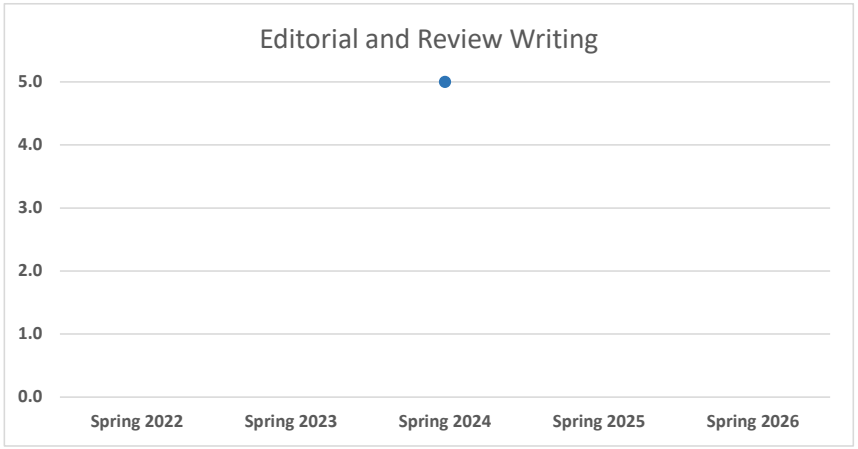
Recorded in: ENG302 - Photojournalism Artifact: The Final Project/Portfolio		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an understanding of digital photography for mass media, including the ability to capture and edit images and video, and the ability to critique photojournalism utilizing industry terminology and historical contexts.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

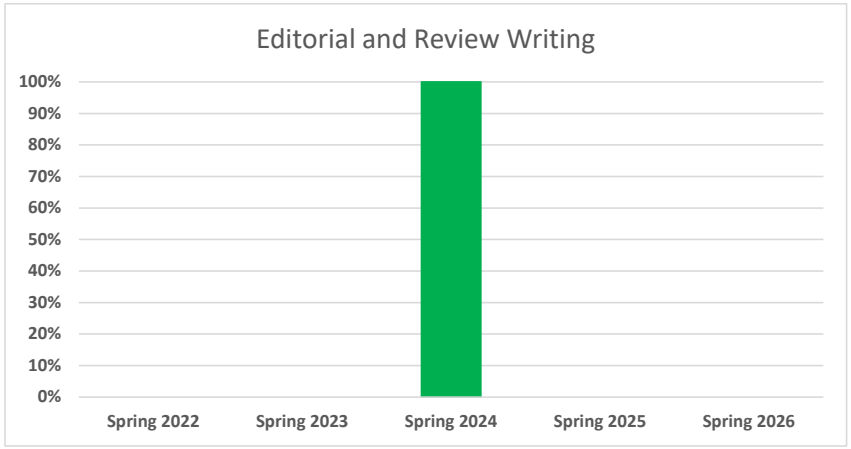




Learning Goal: Editorial and Review Writing (BS Mass Communication Program, Journalism Concentration)

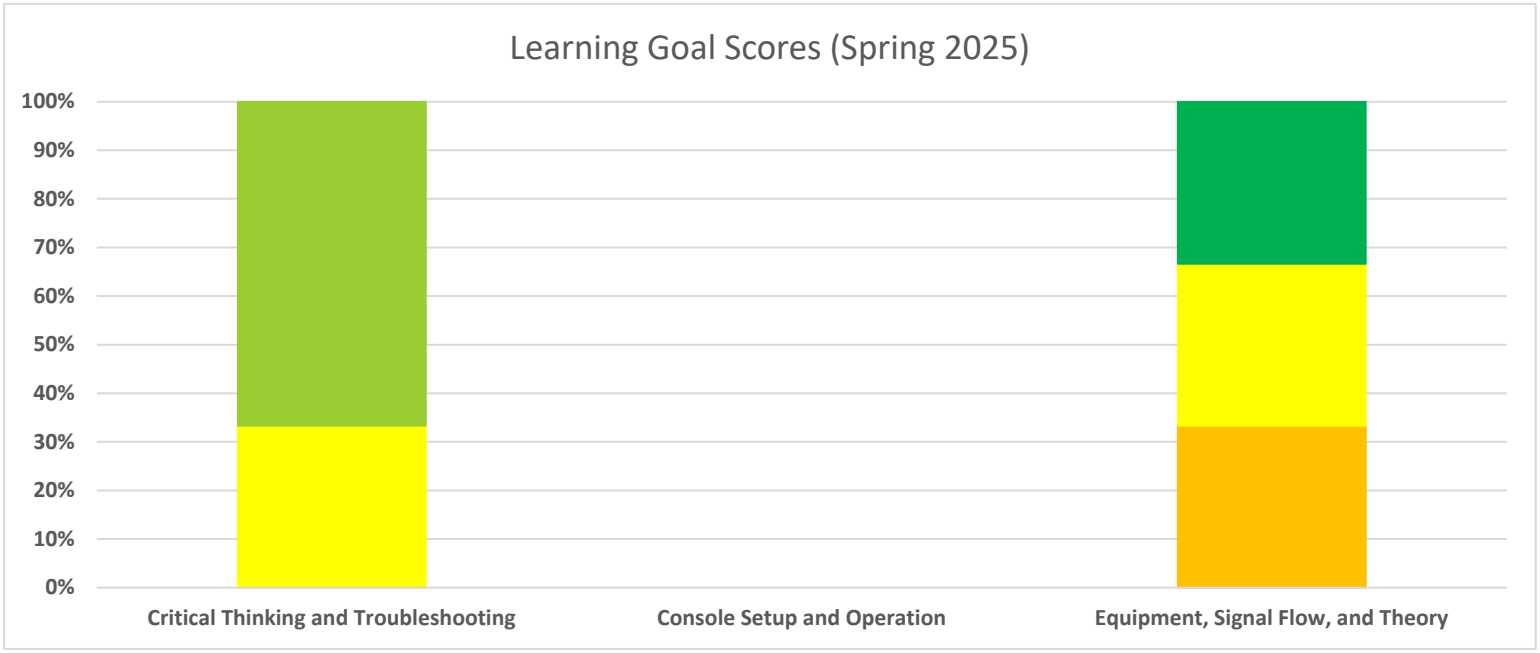
Recorded in: JRN404 - Editorial and Review Writing Artifact: The Writing Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate training in the writing of editorials and reviews of plays, movies, books, records, and film. Students analyze examples of the best writings in these forms and produce their own editorials and reviews.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





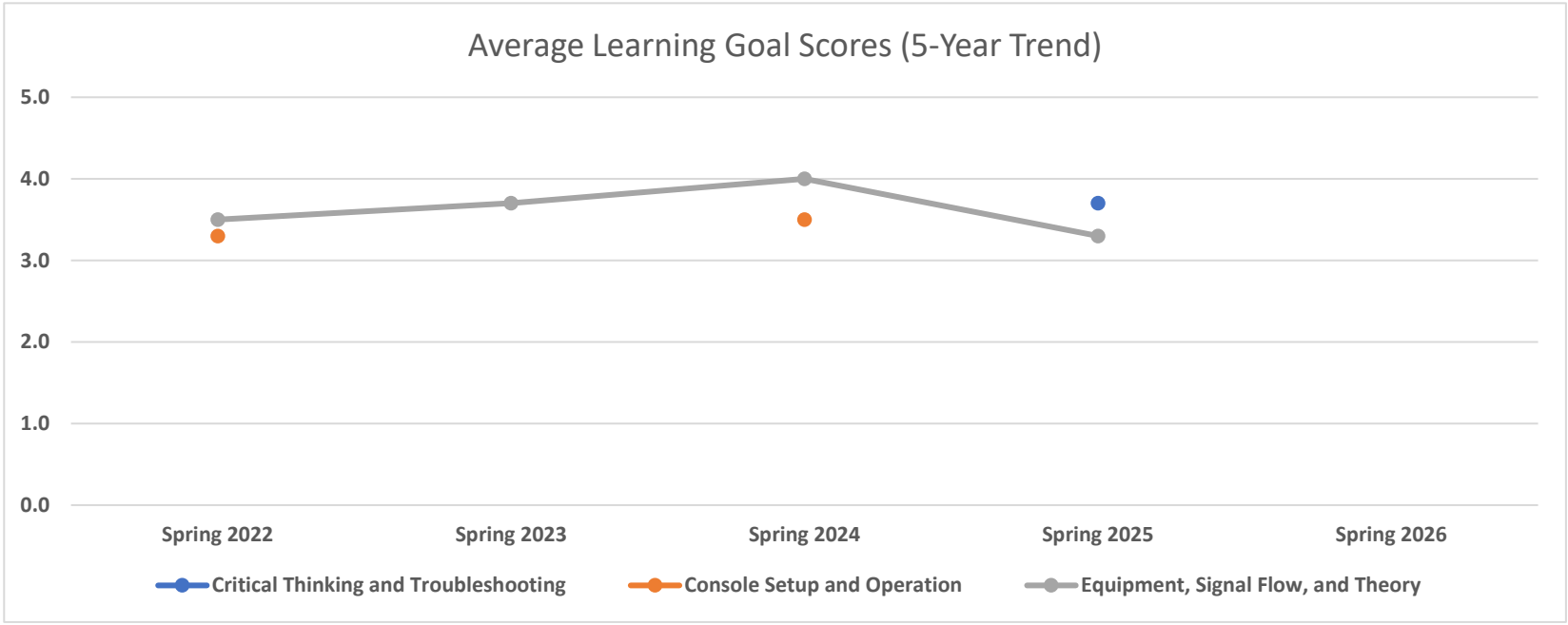
BS Mass Communication, LEMP Concentration (Spring 2025)

	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%	1	33.3%	2	66.7%	0	0.0%	3	**3.7**
Console Setup and Operation	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Equipment, Signal Flow, and Theory	0	0.0%	1	33.3%	1	33.3%	0	0.0%	1	33.3%	3	**3.3**



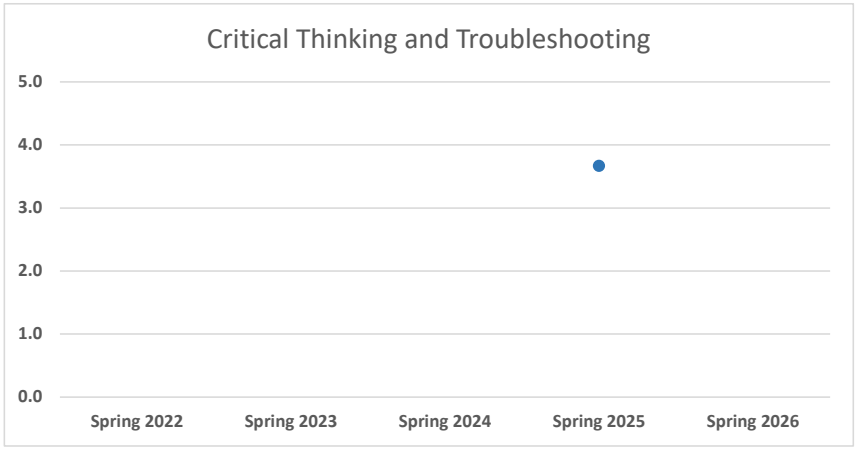
BS Mass Communication, LEMP Concentration (5-Year Trend)

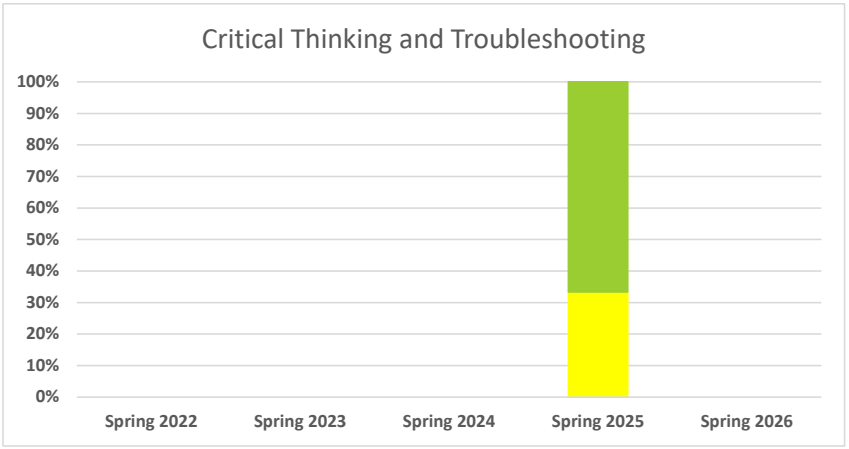
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Critical Thinking and Troubleshooting				3.7	
Console Setup and Operation	3.3		3.5		
Equipment, Signal Flow, and Theory	3.5	3.7	4.0	3.3	



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

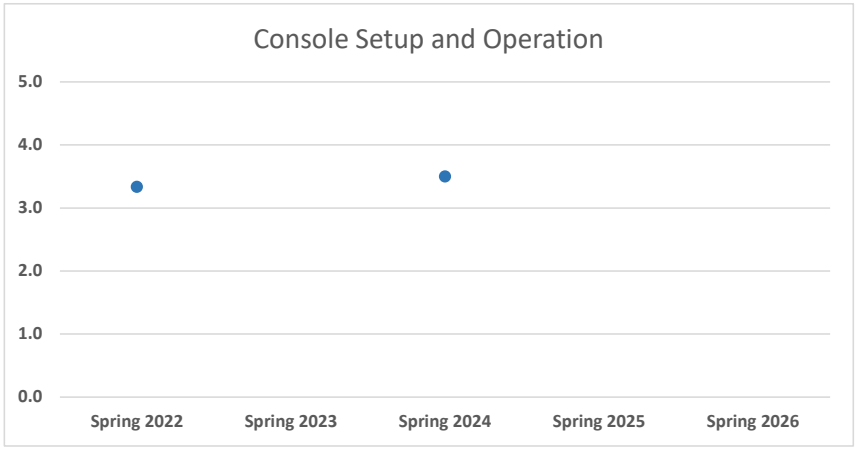
Recorded in: PRD257 - Live Event Management/Producing Artifact: Multi-camera Production Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate critical thinking and trouble-shooting techniques to solve industry-related problems on productions in collaboration with other students.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	1	33.3%	2	66.7%	0	0.0%	3	**3.7**
	Spring 2026												

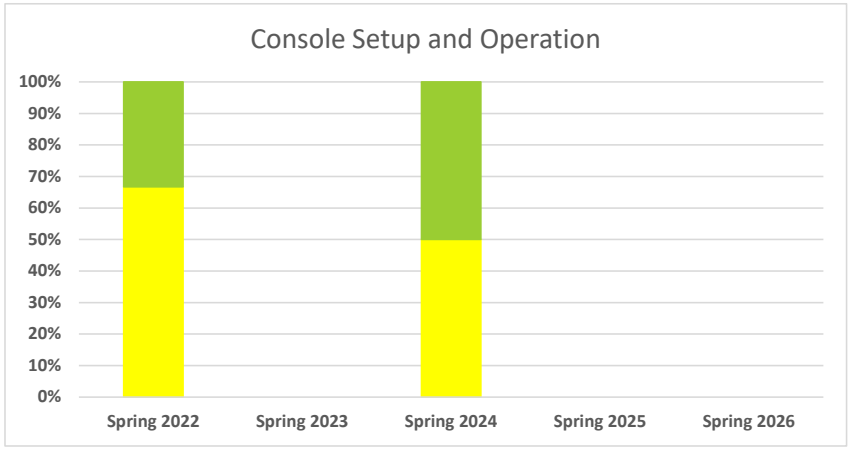




Learning Goal: Console Setup and Operation (BS Mass Communication, LEMP Concentration)

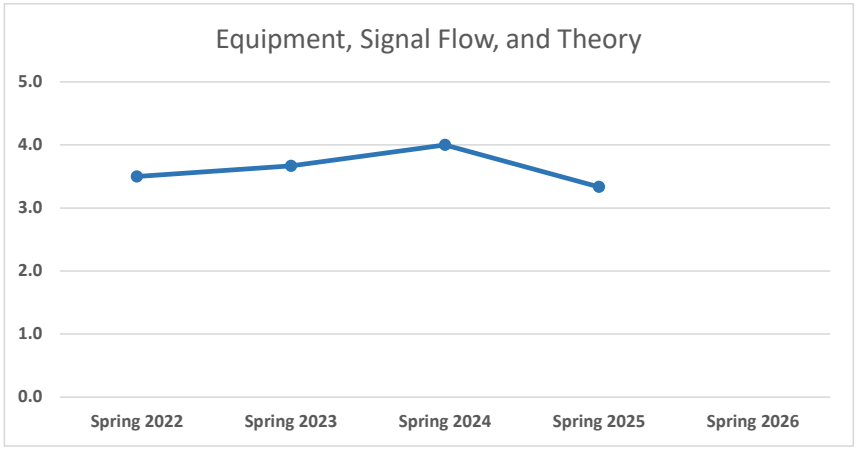
Recorded in: PRD243 - Audio and Visual Technologies Artifact: Technical Proficiency Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to setup and operate multiple audio/visual equipment consoles and presentation software for live events.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	2	66.7%	1	33.3%	0	0.0%	3	**3.3**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	2	50.0%	2	50.0%	0	0.0%	4	**3.5**
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

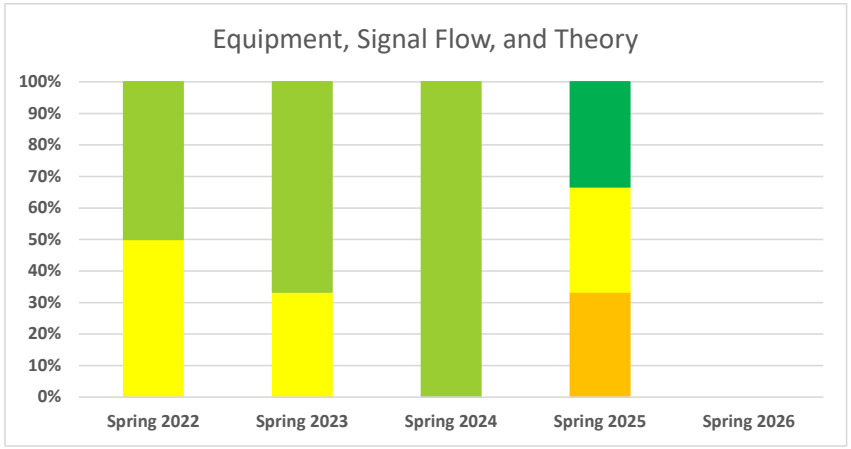




Learning Goal: Equipment, Signal Flow, and Theory (BS Mass Communication, LEMP Concentration)

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	
	Spring 2022	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
	Spring 2023	0	0.0%	0	0.0%	1	33.3%	2	66.7%	0	0.0%	3	**3.7**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2025	0	0.0%	1	33.3%	1	33.3%	0	0.0%	1	33.3%	3	**3.3**
	Spring 2026												



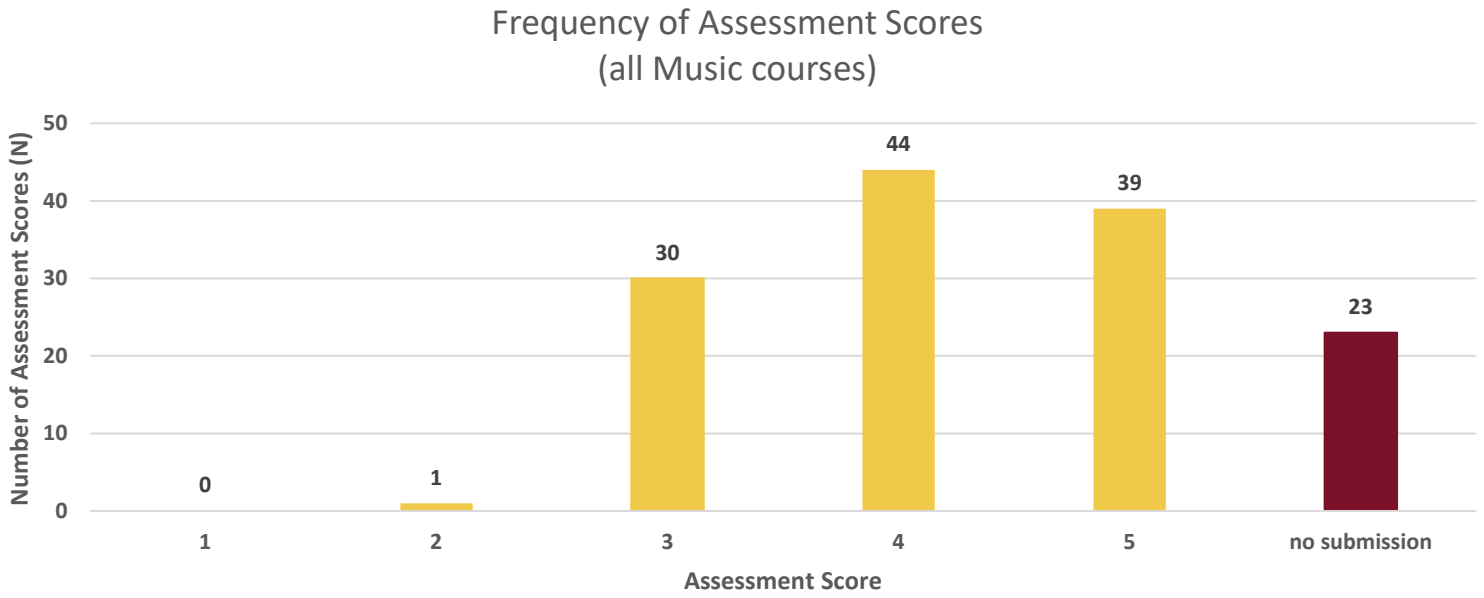


Music

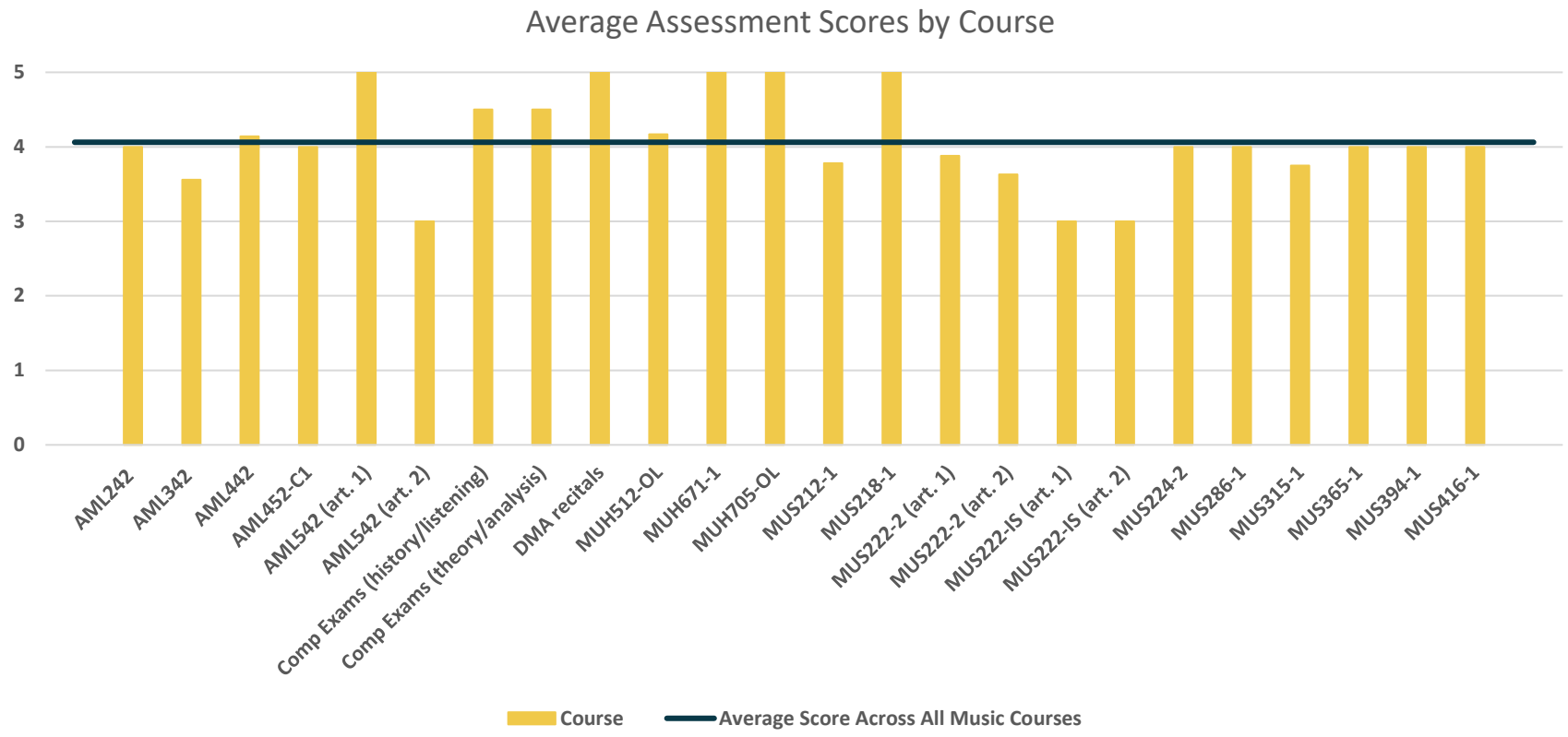
Artifact Scores by Course

SPRING 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Music courses)	
SCORE	**N**
1	0
2	1
3	30
4	44
5	39
no submission	23
Total	137
Submissions Scored (Total minus No Submissions)	114
AVERAGE SCORE	**4.06**



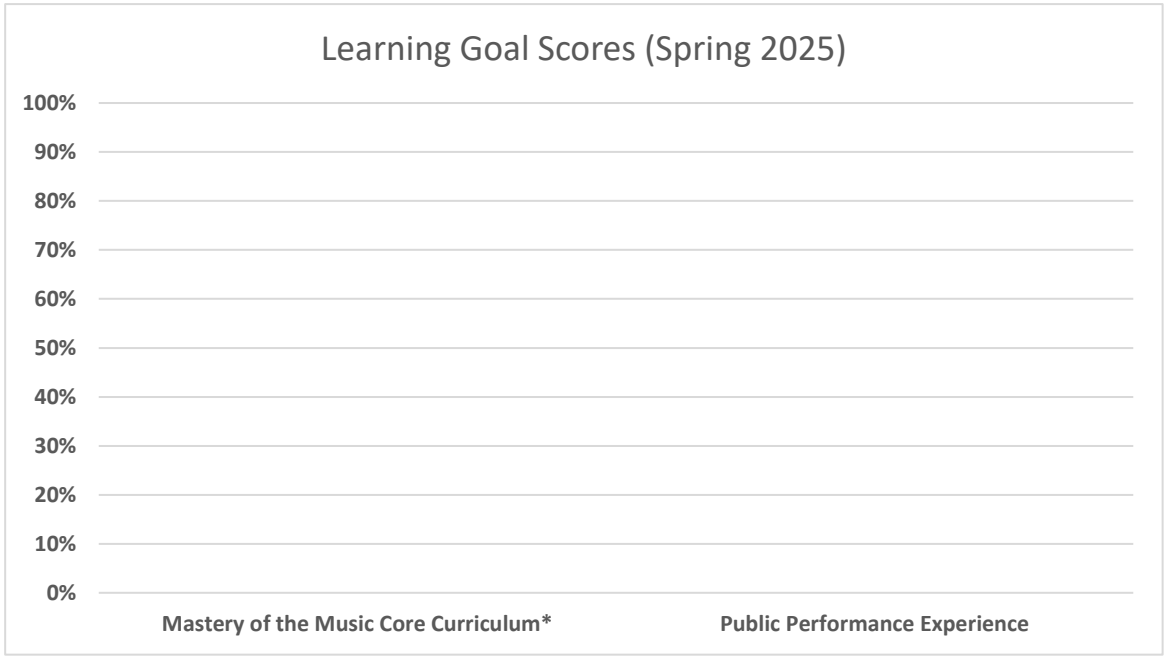
AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
AML242	4.00
AML342	3.56
AML442	4.14
AML452-C1	4.00
AML542 (art. 1)	5.00
AML542 (art. 2)	3.00
Comp Exams (history/listening)	4.50
Comp Exams (theory/analysis)	4.50
DMA recitals	5.00
MUH512-OL	4.17
MUH671-1	5.00
MUH705-OL	5.00
MUS212-1	3.78
MUS218-1	5.00
MUS222-2 (art. 1)	3.88
MUS222-2 (art. 2)	3.63
MUS222-IS (art. 1)	3.00
MUS222-IS (art. 2)	3.00
MUS224-2	4.00
MUS286-1	4.00
MUS315-1	3.75
MUS365-1	4.00
MUS394-1	4.00
MUS416-1	4.00
AVERAGE SCORE ACROSS ALL MUSIC COURSES	**4.06**


Average Assessment Scores by Course
5
4
3
2
1
0
AML242
AML342
AML442
AML452-C1
AML542 (art. 1)
AML542 (art. 2)
Comp Exams (history/listening)
Comp Exams (theory/analysis)
DMA recitals
MUH512-OL
MUH671-1
MUH705-OL
MUS212-1
MUS218-1
MUS222-2 (art. 1)
MUS222-2 (art. 2)
MUS222-IS (art. 1)
MUS222-IS (art. 2)
MUS224-2
MUS286-1
MUS315-1
MUS365-1
MUS394-1
MUS416-1
Course
Average Score Across All Music Courses

Artifact Scores by Program and Learning Goal

AAS Performance (Spring 2025)

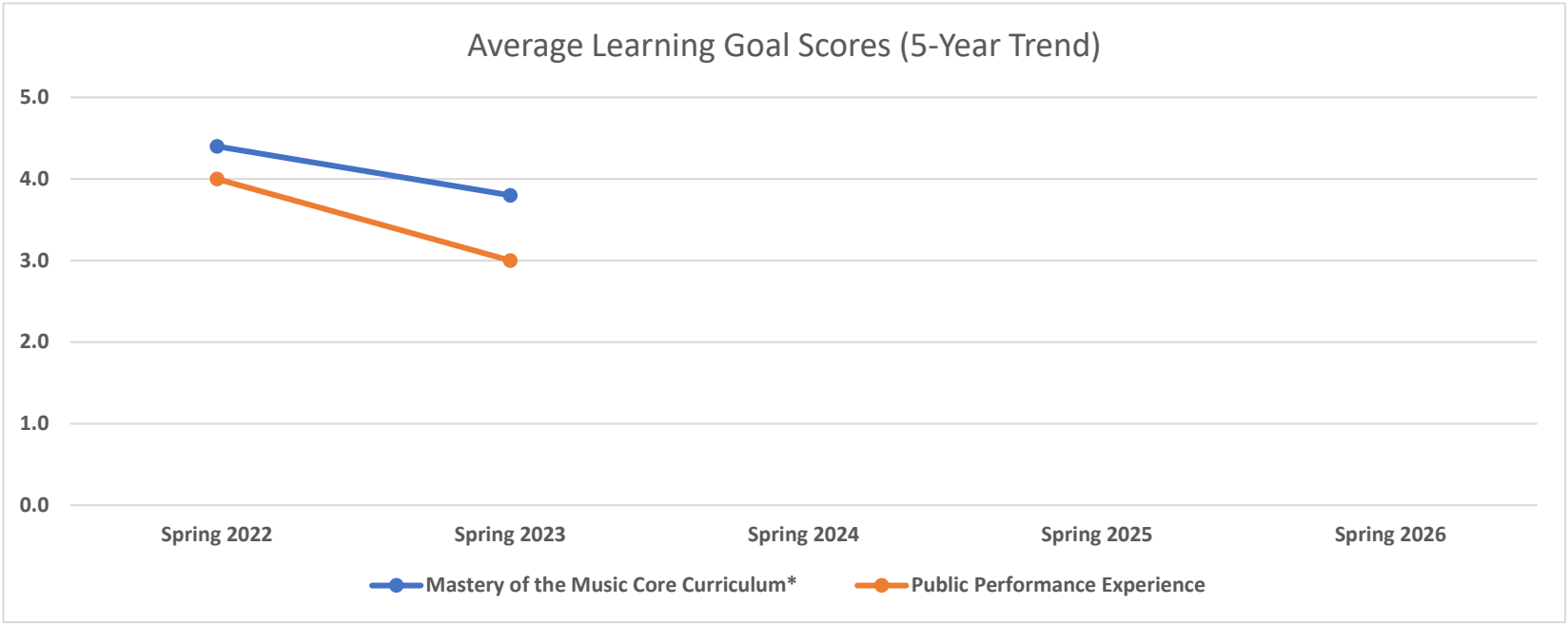
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Mastery of the Music Core Curriculum**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Public Performance Experience	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* 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)

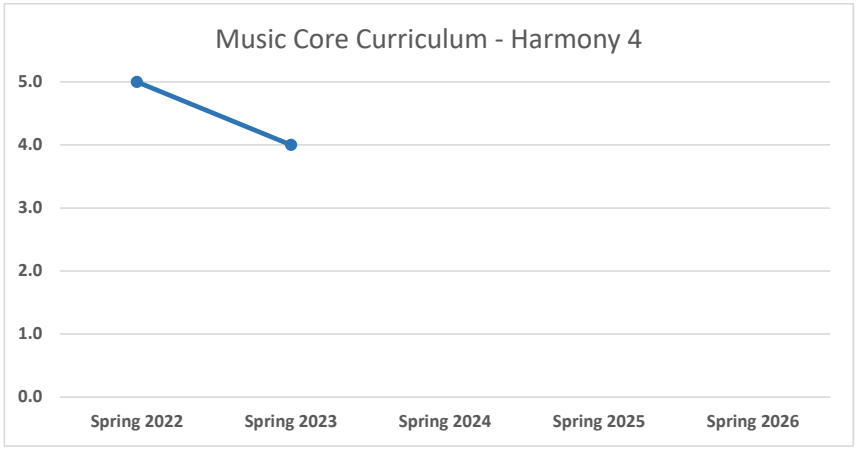
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
*Mastery of the Music Core Curriculum**	4.4	3.8			
Public Performance Experience	4.0	3.0			

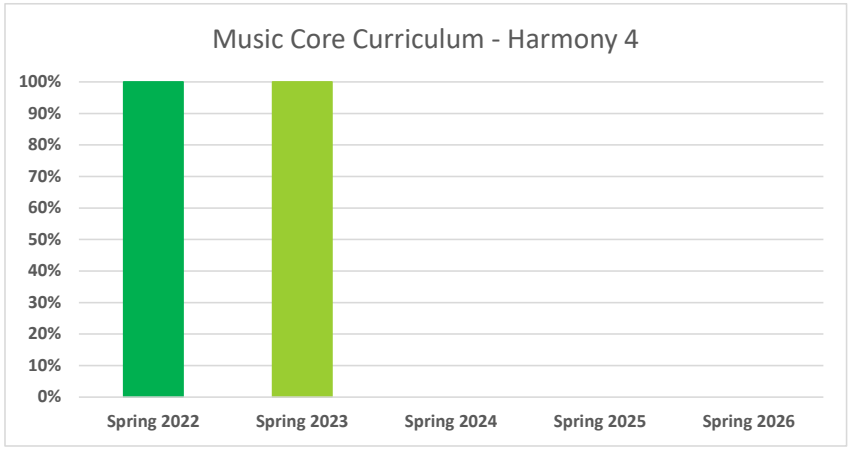


* Mastery of the Music Core Curriculum is composed of four separate artifacts collected in Harmony 4, Ear Training 4, Keyboard Skills 4, and Sight Singing 4. The score listed here is the combined average score across all four artifacts. Separate breakdowns for each artifact are provided on the following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

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

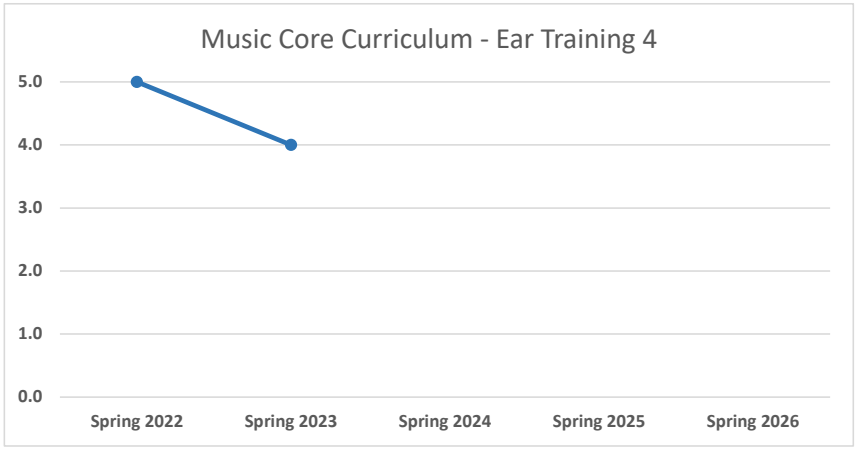
Recorded in: MUS212 - Harmony 4 Artifact: Week 10 Assessment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

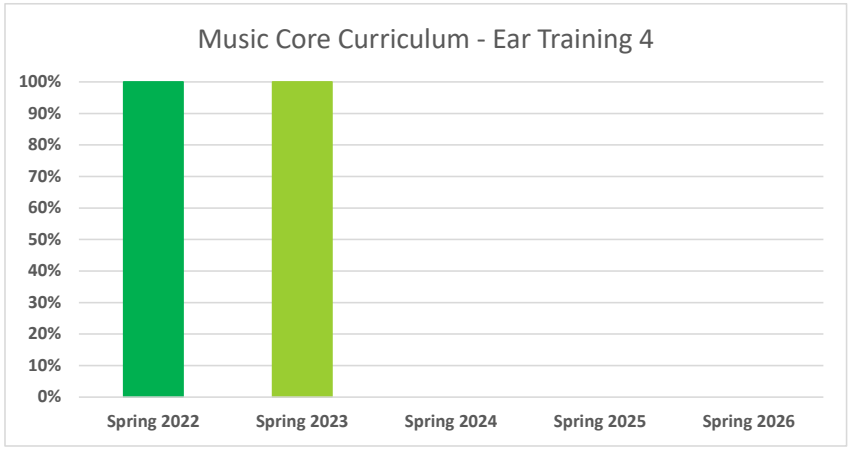




Learning Goal: Mastery of the Music Core Curriculum - Ear Training 4 (AAS Performance Program)

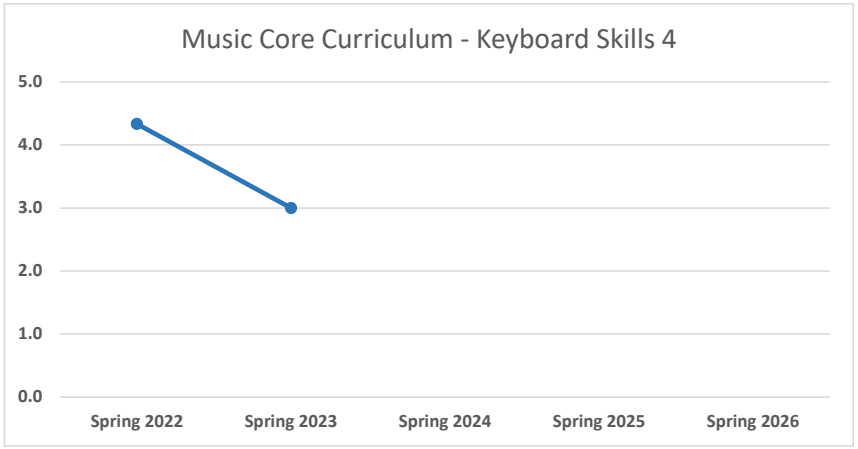
Recorded in: MUS224 - Ear Training 4 Artifact: Week 10 Assessment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

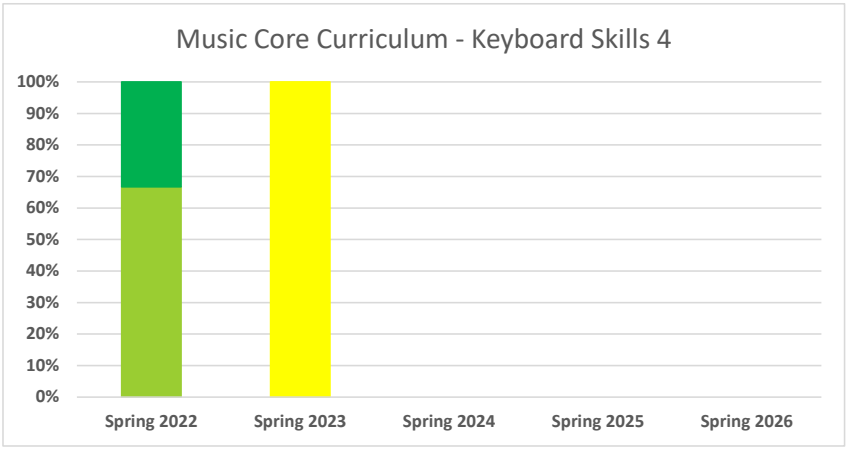




Learning Goal: Mastery of the Music Core Curriculum - Keyboard Skills 4 (AAS Performance Program)

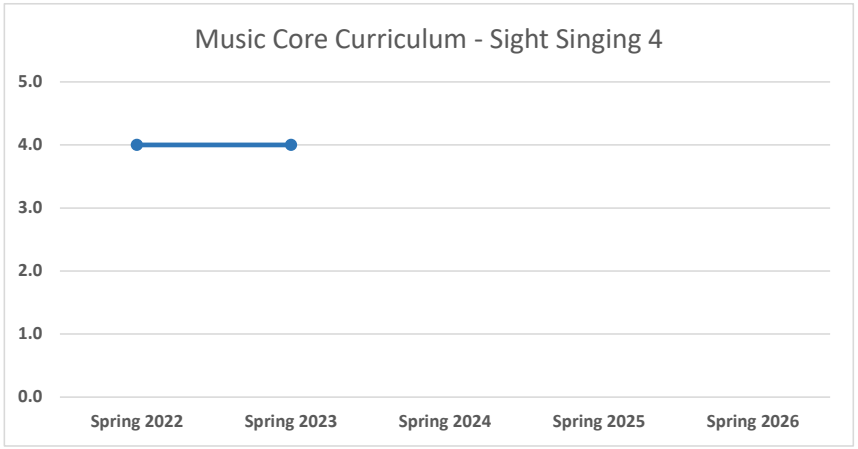
Recorded in: MUS286 - Keyboard Skills 4 Artifact: Piano Performance		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	2	66.7%	1	33.3%	3	**4.3**
	Spring 2023	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

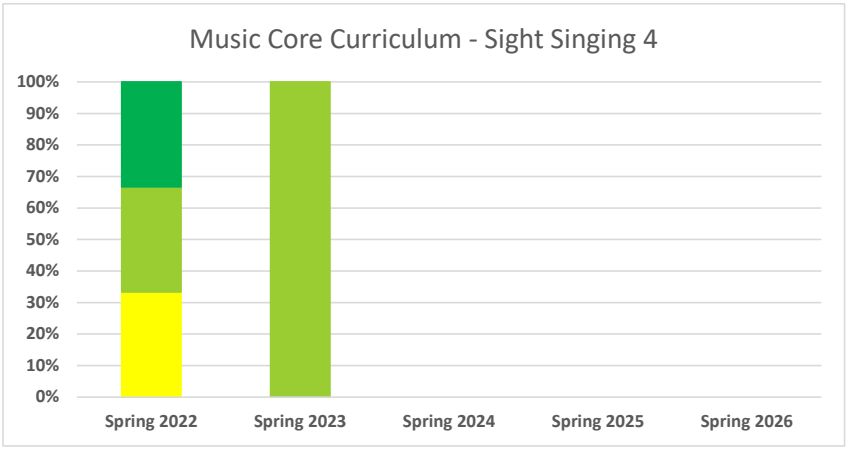




Learning Goal: Mastery of the Music Core Curriculum - Sight Singing 4 (AAS Performance Program)

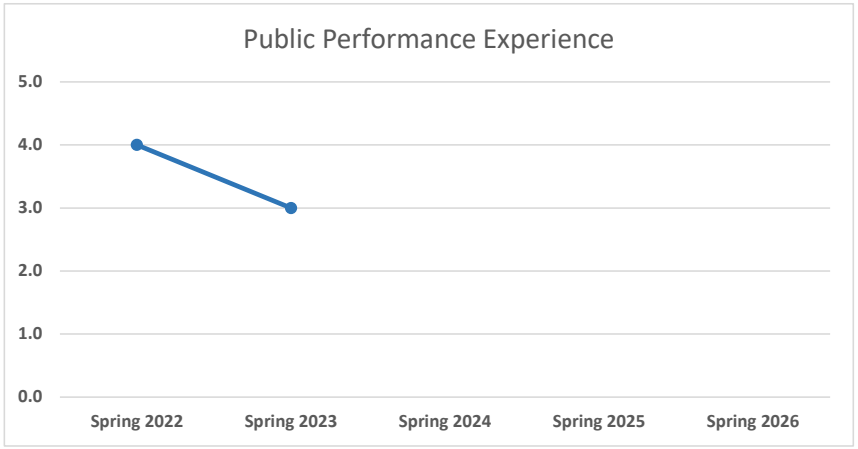
Recorded in: MUS222 - Sight Singing 4 Artifact: Performance at sight of a melody and rhythmic exercise		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate 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	
	Spring 2022	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

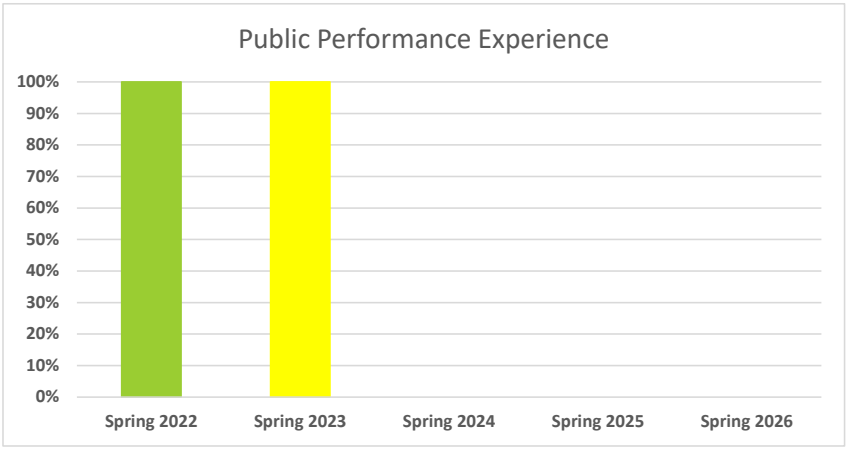




Learning Goal: Public Performance Experience (AAS Performance Program)

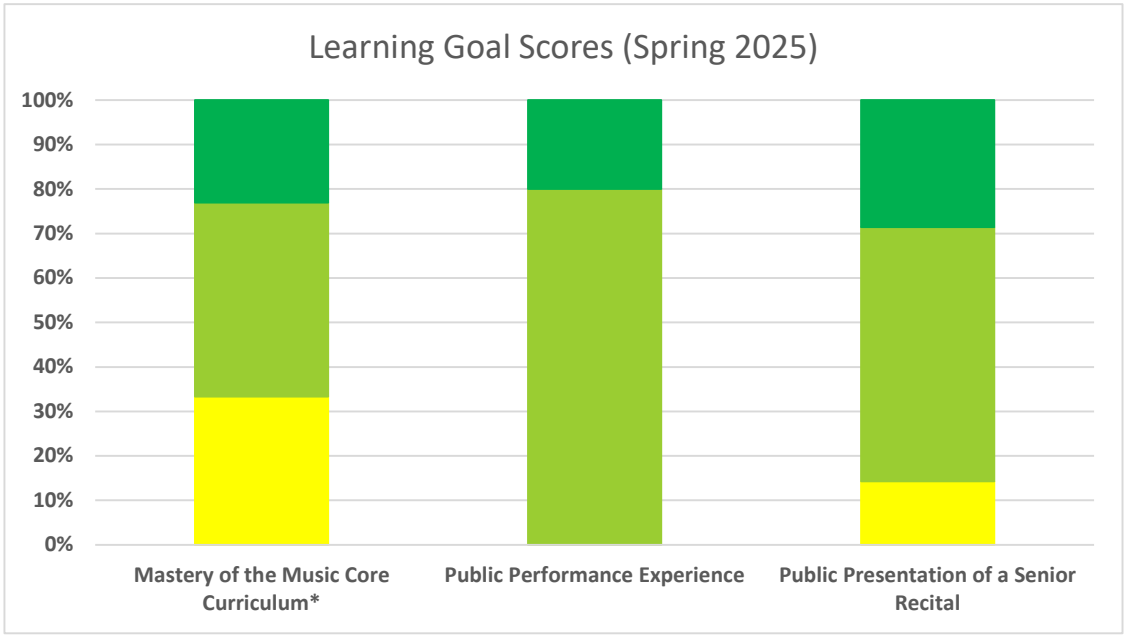
Recorded in: AML242 - Applied Music Lesson 4 (music performance elective) Artifact: Performance on major instrument / voice		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Compilation of juries, performance class performances, ensemble repertoire, performances of new student works, and performances at college sponsored events.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	3	100.0%	0	0.0%	3	**4.0**
	Spring 2023	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





MusB Performance, Core Courses (Spring 2025)

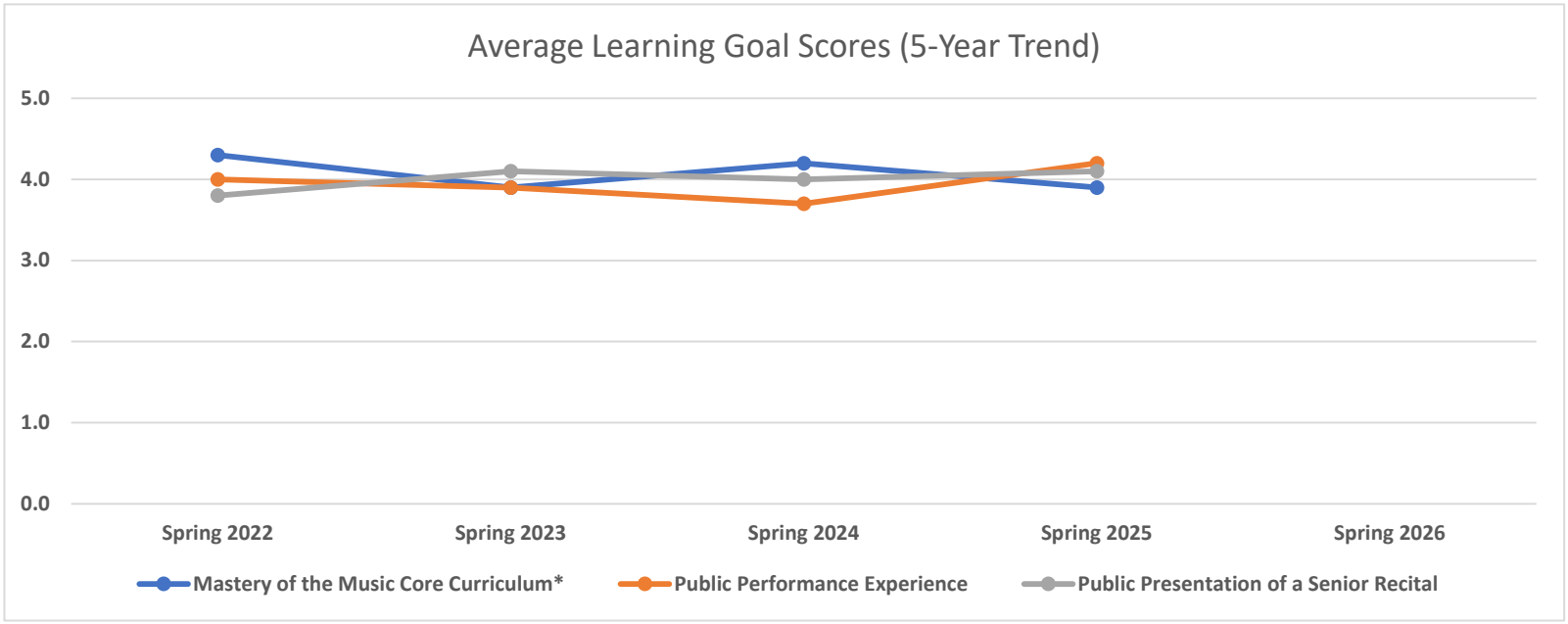
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Mastery of the Music Core Curriculum**	0	0.0%	0	0.0%	13	33.3%	17	43.6%	9	23.1%	39	**3.9**
Public Performance Experience	0	0.0%	0	0.0%	0	0.0%	4	80.0%	1	20.0%	5	**4.2**
Public Presentation of a Senior Recital	0	0.0%	0	0.0%	1	14.3%	4	57.1%	2	28.6%	7	**4.1**



* 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)

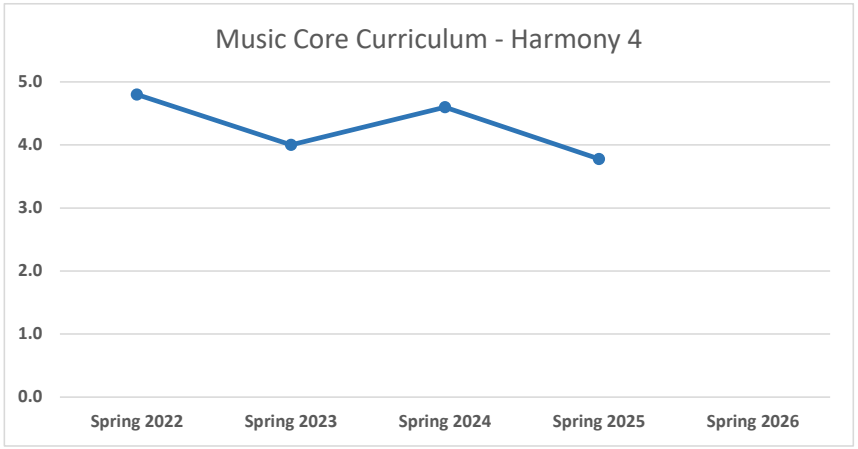
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
*Mastery of the Music Core Curriculum**	4.3	3.9	4.2	3.9	
Public Performance Experience	4.0	3.9	3.7	4.2	
Public Presentation of a Senior Recital	3.8	4.1	4.0	4.1	

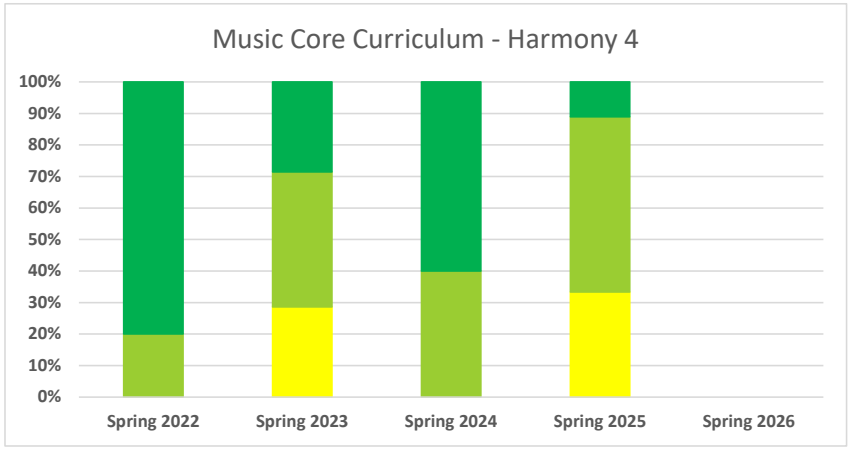


* Mastery of the Music Core Curriculum is composed of four separate artifacts collected in Harmony 4, Ear Training 4, Keyboard Skills 4, and Sight Singing 4. The score listed here is the combined average score across all four artifacts. Separate breakdowns for each artifact are provided on the following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

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

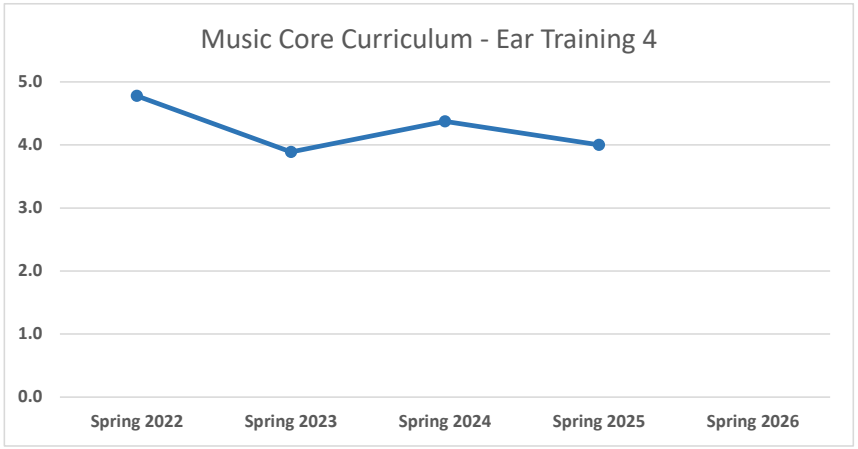
Recorded in: MUS212 - Harmony 4 Artifact: Week 10 Assessment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	20.0%	4	80.0%	5	**4.8**
	Spring 2023	0	0.0%	0	0.0%	2	28.6%	3	42.9%	2	28.6%	7	**4.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	4	40.0%	6	60.0%	10	**4.6**
	Spring 2025	0	0.0%	0	0.0%	3	33.3%	5	55.6%	1	11.1%	9	**3.8**
	Spring 2026												

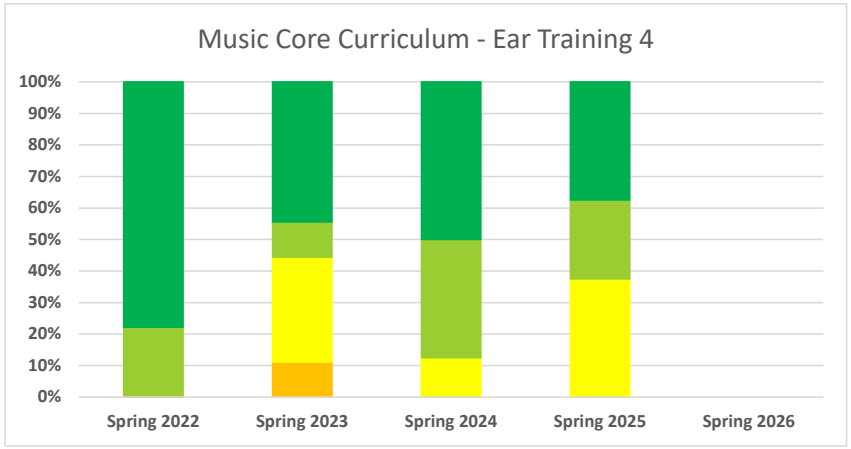




Learning Goal: Mastery of the Music Core Curriculum - Ear Training 4 (MusB Performance Program, Core Courses)

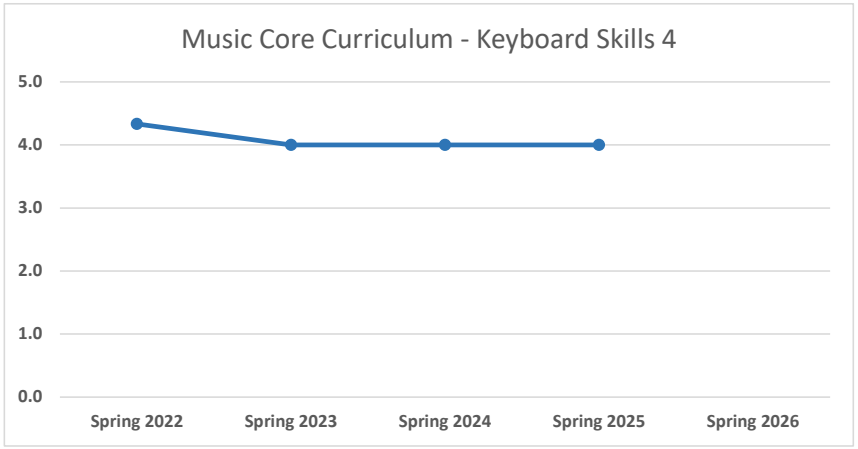
Recorded in: MUS224 - Ear Training 4 Artifact: Week 10 Assessment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	2	22.2%	7	77.8%	9	**4.8**
	Spring 2023	0	0.0%	1	11.1%	3	33.3%	1	11.1%	4	44.4%	9	**3.9**
	Spring 2024	0	0.0%	0	0.0%	1	12.5%	3	37.5%	4	50.0%	8	**4.4**
	Spring 2025	0	0.0%	0	0.0%	3	37.5%	2	25.0%	3	37.5%	8	**4.0**
	Spring 2026												

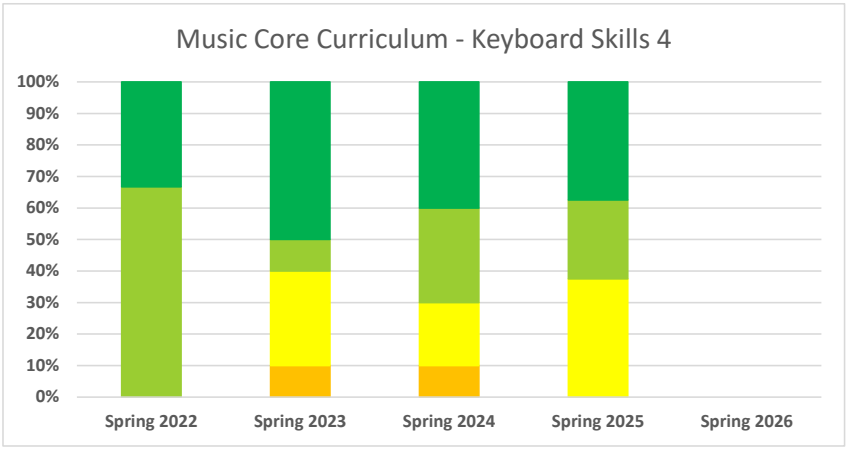




Learning Goal: Mastery of the Music Core Curriculum - Keyboard Skills 4 (MusB Performance Program, Core Courses)

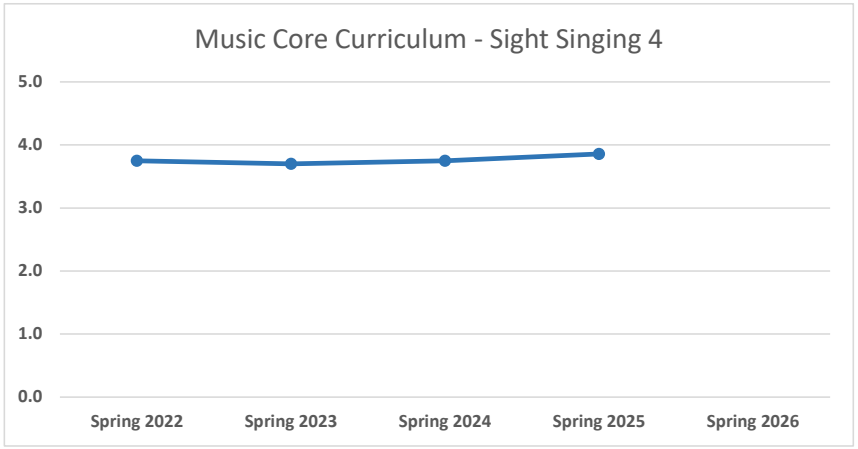
Recorded in: MUS286 - Keyboard Skills 4 Artifact: Piano Performance		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate pre-requisites with at least a grade of C in each area. Overall measurement will be in the Sophomore Review.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	6	66.7%	3	33.3%	9	**4.3**
	Spring 2023	0	0.0%	1	10.0%	3	30.0%	1	10.0%	5	50.0%	10	**4.0**
	Spring 2024	0	0.0%	1	10.0%	2	20.0%	3	30.0%	4	40.0%	10	**4.0**
	Spring 2025	0	0.0%	0	0.0%	3	37.5%	2	25.0%	3	37.5%	8	**4.0**
	Spring 2026												

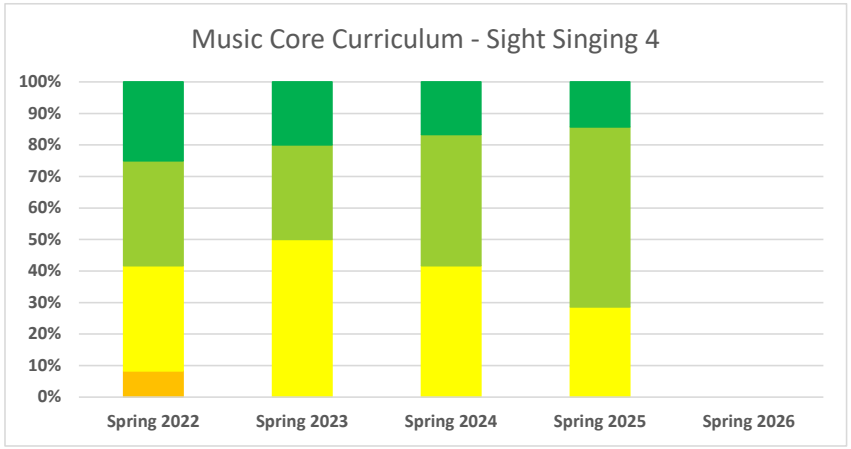




Learning Goal: Mastery of the Music Core Curriculum - Sight Singing 4 (MusB Performance Program, Core Courses)

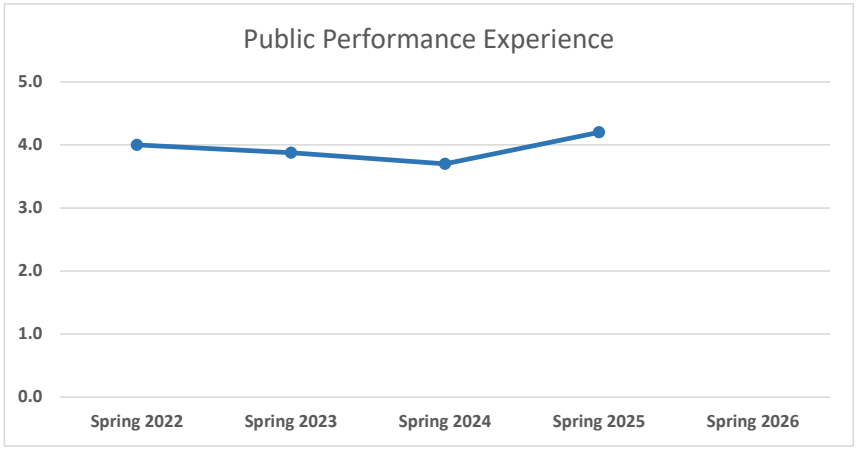
Recorded in: MUS222 - Sight Singing 4 Artifact: Performance at sight of a melody and rhythmic exercise		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Completion of Harmony 4, Ear Training 4, Sight Singing 4, and Keyboard Skills 4 and all appropriate 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	
	Spring 2022	0	0.0%	1	8.3%	4	33.3%	4	33.3%	3	25.0%	12	**3.8**
	Spring 2023	0	0.0%	0	0.0%	5	50.0%	3	30.0%	2	20.0%	10	**3.7**
	Spring 2024	0	0.0%	0	0.0%	5	41.7%	5	41.7%	2	16.7%	12	**3.8**
	Spring 2025	0	0.0%	0	0.0%	4	28.6%	8	57.1%	2	14.3%	14	**3.9**
	Spring 2026												

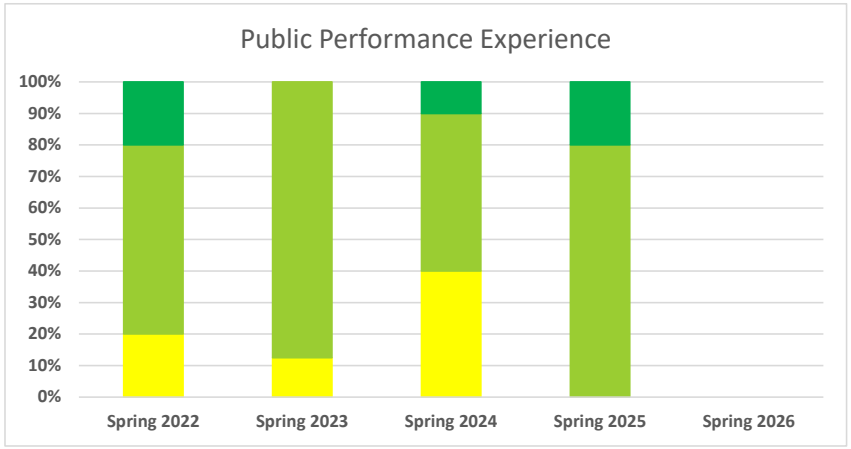




Learning Goal: Public Performance Experience (MusB Performance Program, Core Courses)

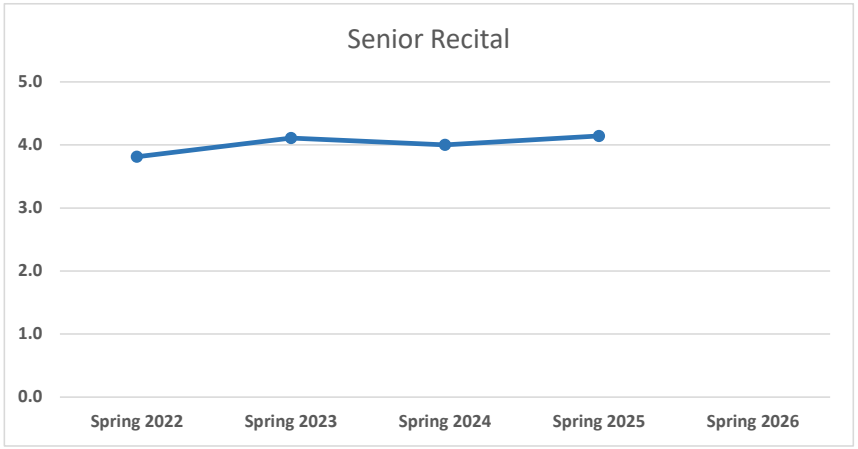
Recorded in: AML242 - Applied Music Lesson 4 (music performance elective) Artifact: Performance on major instrument / voice		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Compilation of juries, performance class performances, ensemble repertoire, performances of new student works, and performances at college sponsored events.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	2	20.0%	6	60.0%	2	20.0%	10	**4.0**
	Spring 2023	0	0.0%	0	0.0%	1	12.5%	7	87.5%	0	0.0%	8	**3.9**
	Spring 2024	0	0.0%	0	0.0%	4	40.0%	5	50.0%	1	10.0%	10	**3.7**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	4	80.0%	1	20.0%	5	**4.2**
	Spring 2026												

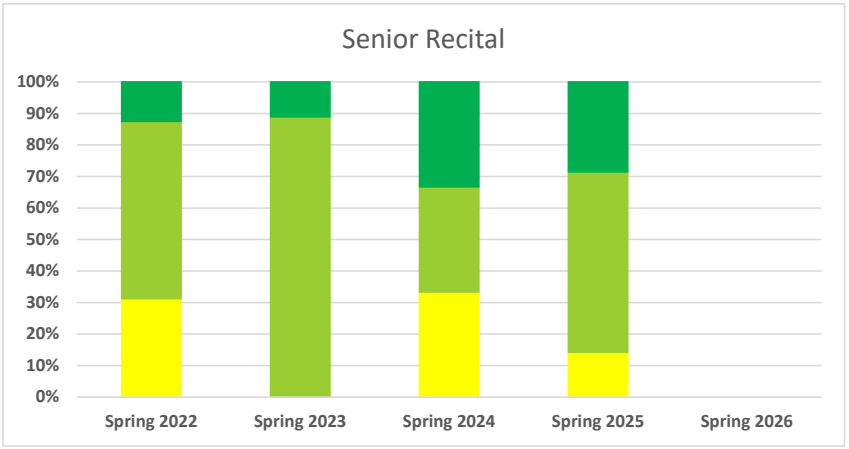




Learning Goal: Public Presentation of a Senior Recital (MusB Performance Program, Core Courses)

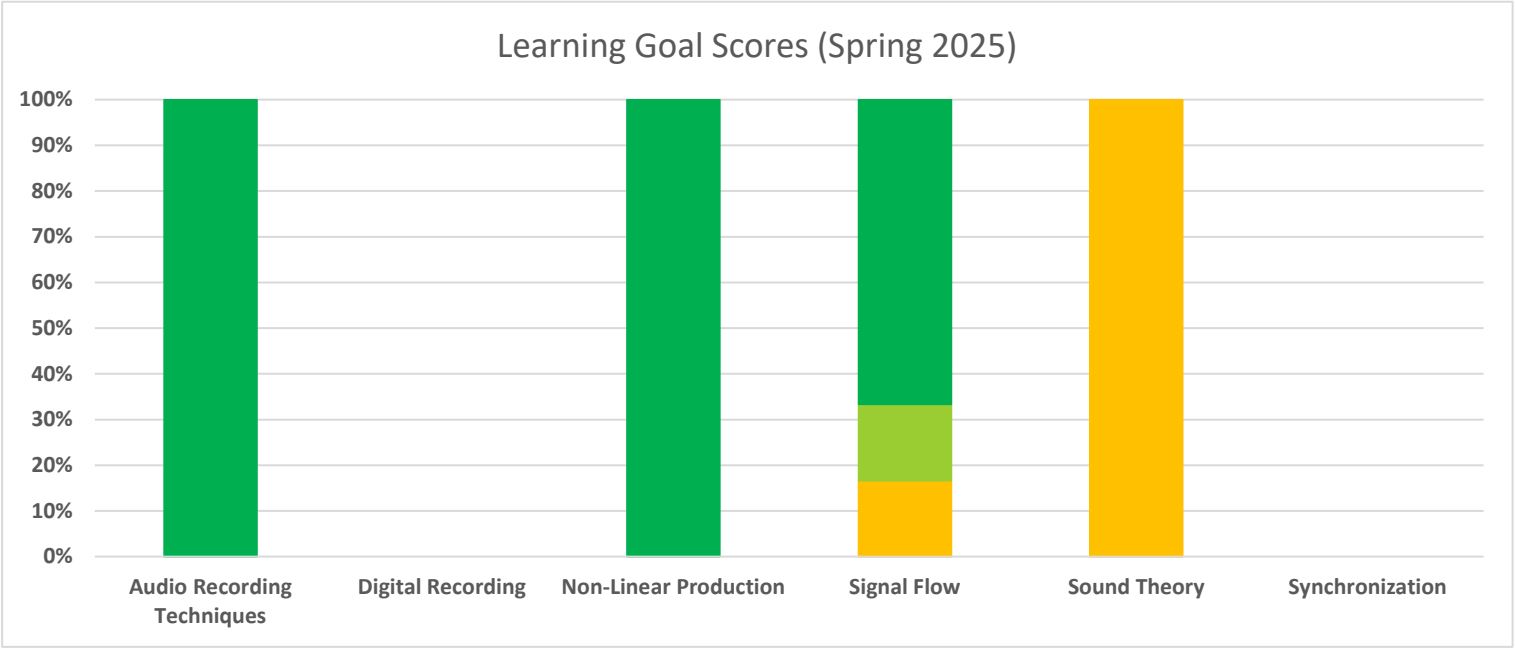
Recorded in: AML442 - Applied Music Lesson 8 (senior recital) Artifact: Recital application and recital		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
		N	%	N	%	N	%	N	%	N	%	N	
Capstone performance on the student's major instrument to include 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.	*Spring 2022*	0	0.0%	0	0.0%	5	31.3%	9	56.3%	2	12.5%	16	**3.8**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	8	88.9%	1	11.1%	9	**4.1**
	Spring 2024	0	0.0%	0	0.0%	3	33.3%	3	33.3%	3	33.3%	9	**4.0**
	Spring 2025	0	0.0%	0	0.0%	1	14.3%	4	57.1%	2	28.6%	7	**4.1**
	Spring 2026												





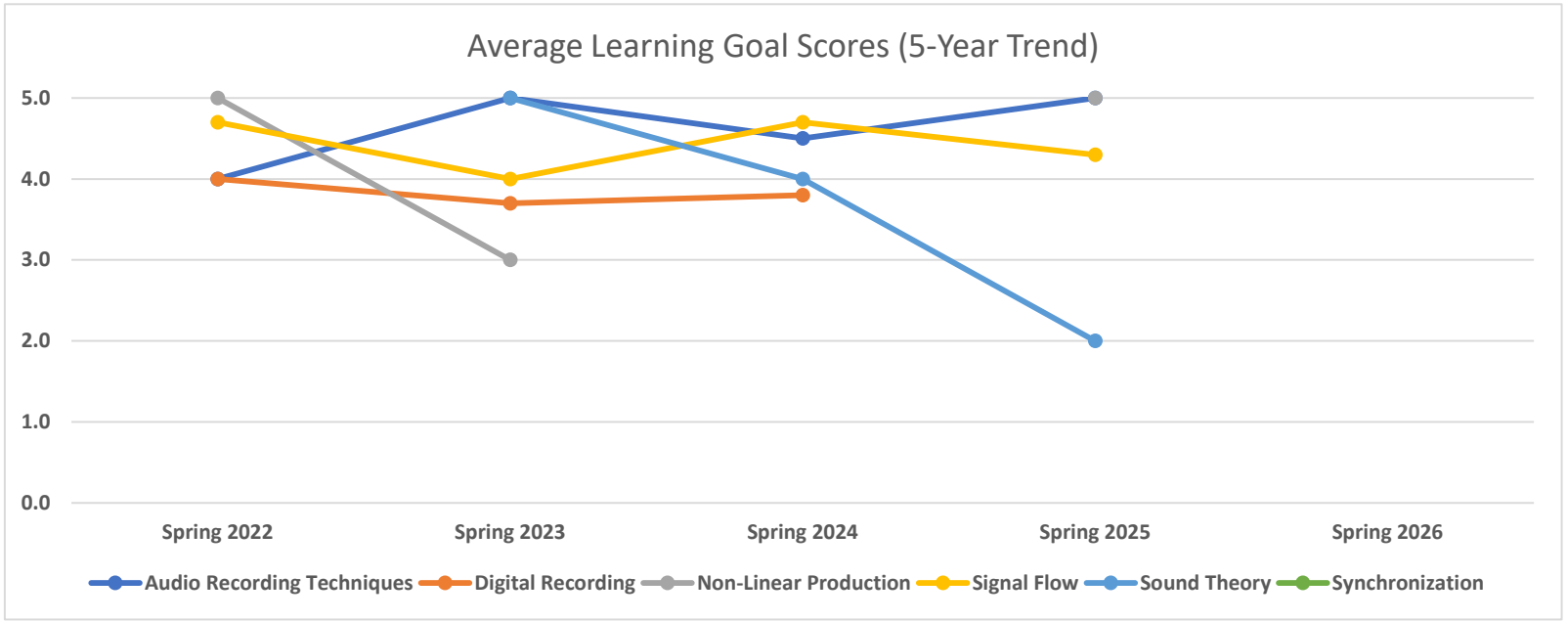
MusB Performance, Audio Recording Technology Concentration (Spring 2025)

	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%	2	100.0%	2	**5.0**
Digital Recording	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	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%	1	16.7%	0	0.0%	1	16.7%	4	66.7%	6	**4.3**
Sound Theory	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
Synchronization	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



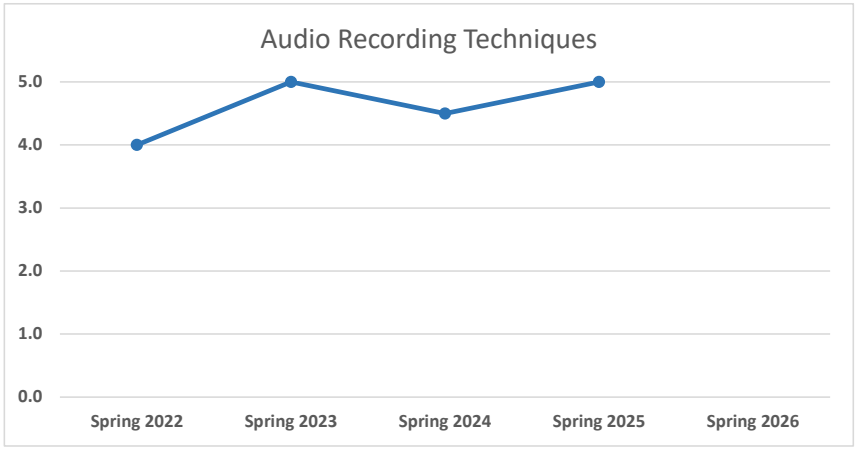
MusB Performance, Audio Recording Technology Concentration (5-Year Trend)

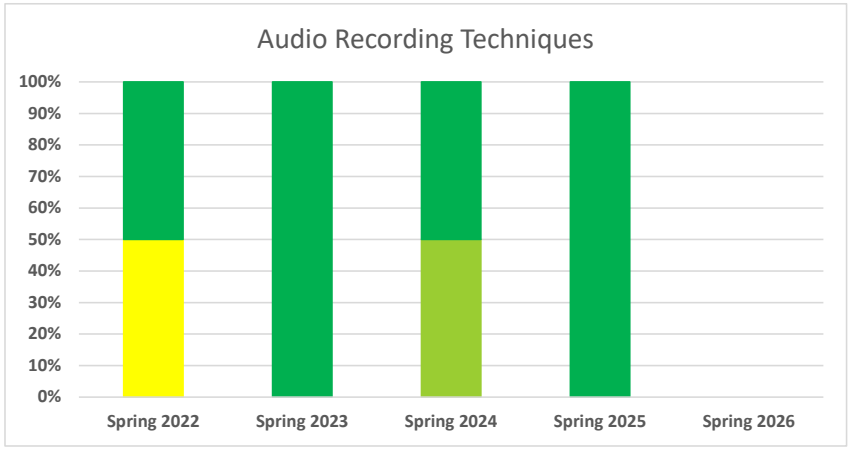
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Audio Recording Techniques	4.0	5.0	4.5	5.0	
Digital Recording	4.0	3.7	3.8		
Non-Linear Production	5.0	3.0		5.0	
Signal Flow	4.7	4.0	4.7	4.3	
Sound Theory		5.0	4.0	2.0	
Synchronization					



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

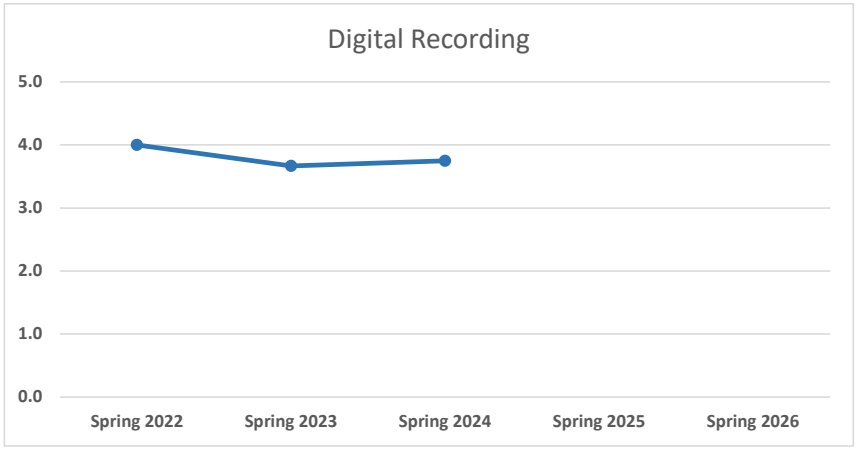
Recorded in: AUD201 - Recording Studio Operations Artifact: Final Examination Practicum		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to apply recording techniques to the digital recording environment. Students 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	
	Spring 2022	0	0.0%	0	0.0%	1	50.0%	0	0.0%	1	50.0%	2	**4.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Spring 2026												

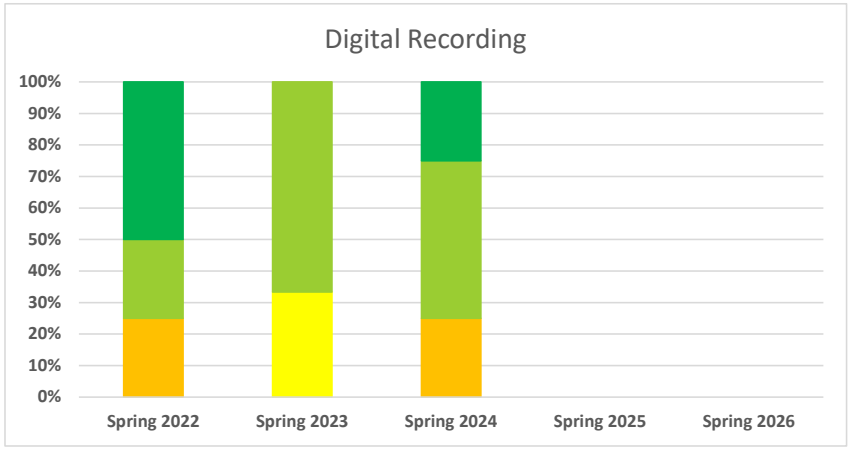




Learning Goal: Digital Recording (MusB Performance Program, Audio Recording Technology Concentration)

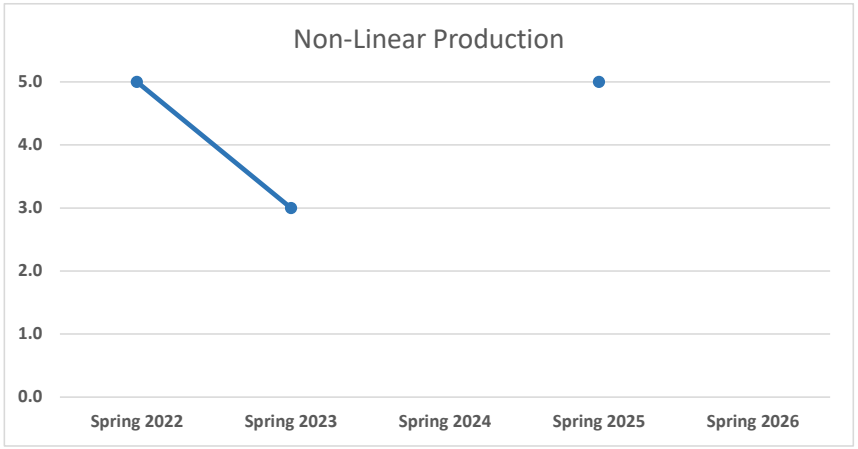
Recorded in: AUD303 - MIDI Applications Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to record and manipulate Musical Instrument Digital Interface (MIDI) data for music sequencing and composition.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	1	25.0%	0	0.0%	1	25.0%	2	50.0%	4	**4.0**
	Spring 2023	0	0.0%	0	0.0%	1	33.3%	2	66.7%	0	0.0%	3	**3.7**
	Spring 2024	0	0.0%	1	25.0%	0	0.0%	2	50.0%	1	25.0%	4	**3.8**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

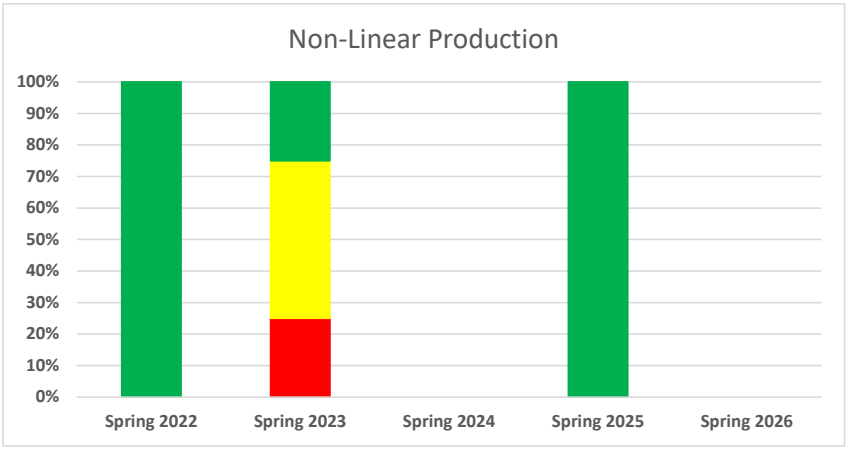




Learning Goal: Non-Linear Production (MusB Performance Program, Audio Recording Technology Concentration)

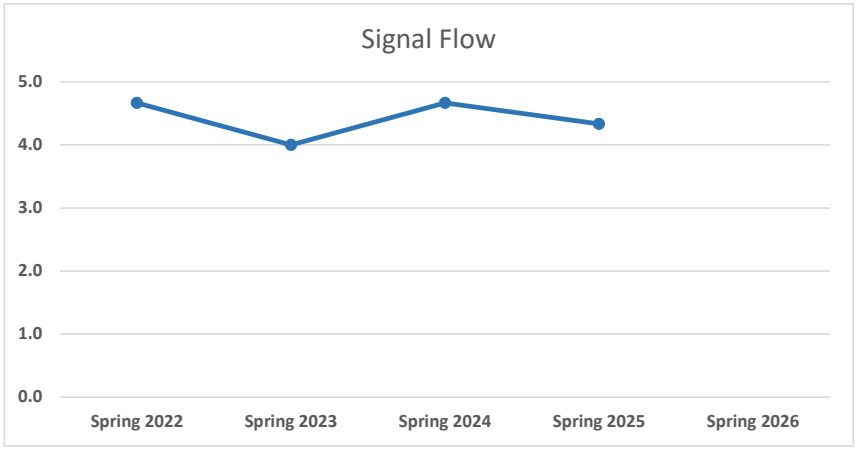
Recorded in: AUD304 - Nonlinear Recording Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate digital audio recording workstations, including plug-ins and control surfaces, to record, mix, edit, and store a production into a tangible medium of expression.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	1	25.0%	0	0.0%	2	50.0%	0	0.0%	1	25.0%	4	**3.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2026												

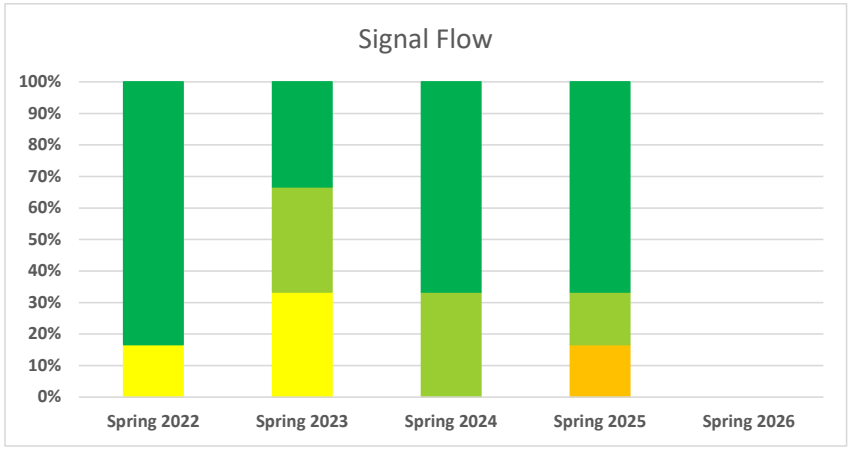




Learning Goal: Signal Flow (MusB Performance Program, Audio Recording Technology Concentration)

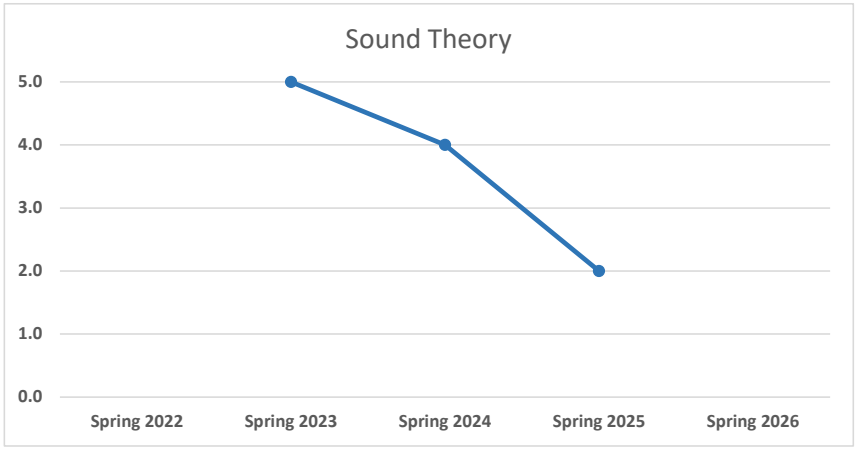
Recorded in: AUD202 - Advanced Audio Production Artifact: The Practical in the Final Examination		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to operate a wide variety of equipment commonly found in modern recording environments and to manipulate signal flow, including microphones, patch bays, mixing consoles, and effects processors.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	1	16.7%	0	0.0%	5	83.3%	6	**4.7**
	Spring 2023	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Spring 2025	0	0.0%	1	16.7%	0	0.0%	1	16.7%	4	66.7%	6	**4.3**
	Spring 2026												

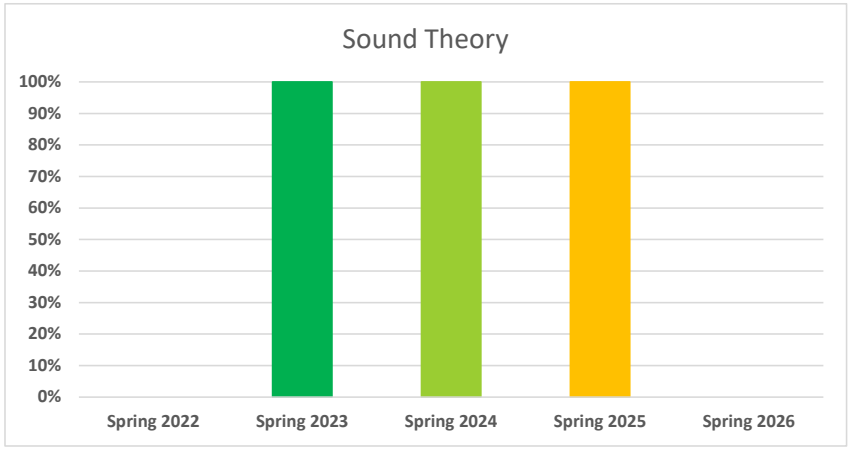




Learning Goal: Sound Theory (MusB Performance Program, Audio Recording Technology Concentration)

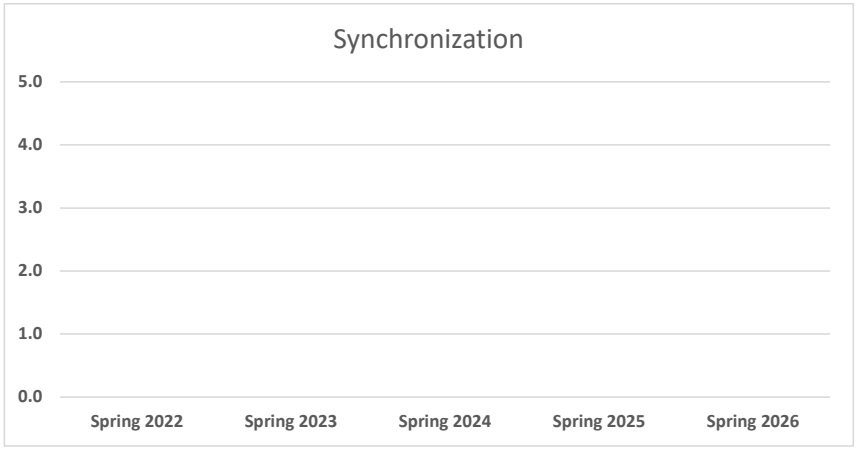
Recorded in: AUD101 - Audio Recording Theory Artifact: Quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an understanding of audio and acoustic theory and an ability to apply that understanding to audio recording technologies.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2025	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Spring 2026												

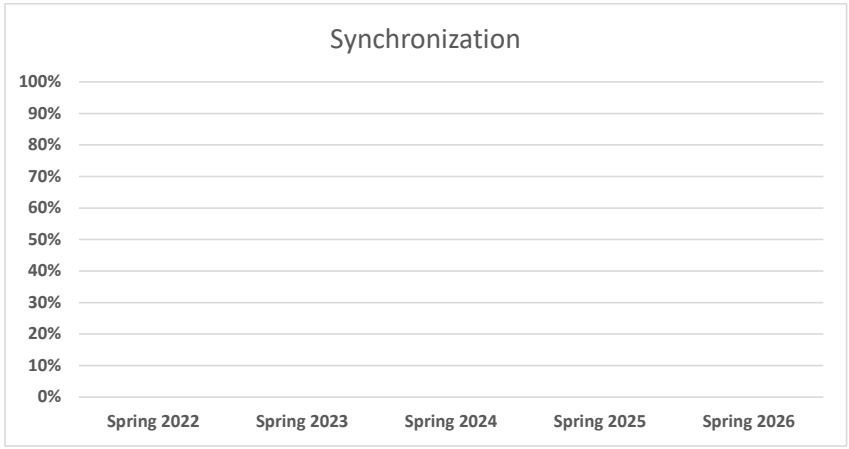




Learning Goal: Synchronization (MusB Performance Program, Audio Recording Technology Concentration)

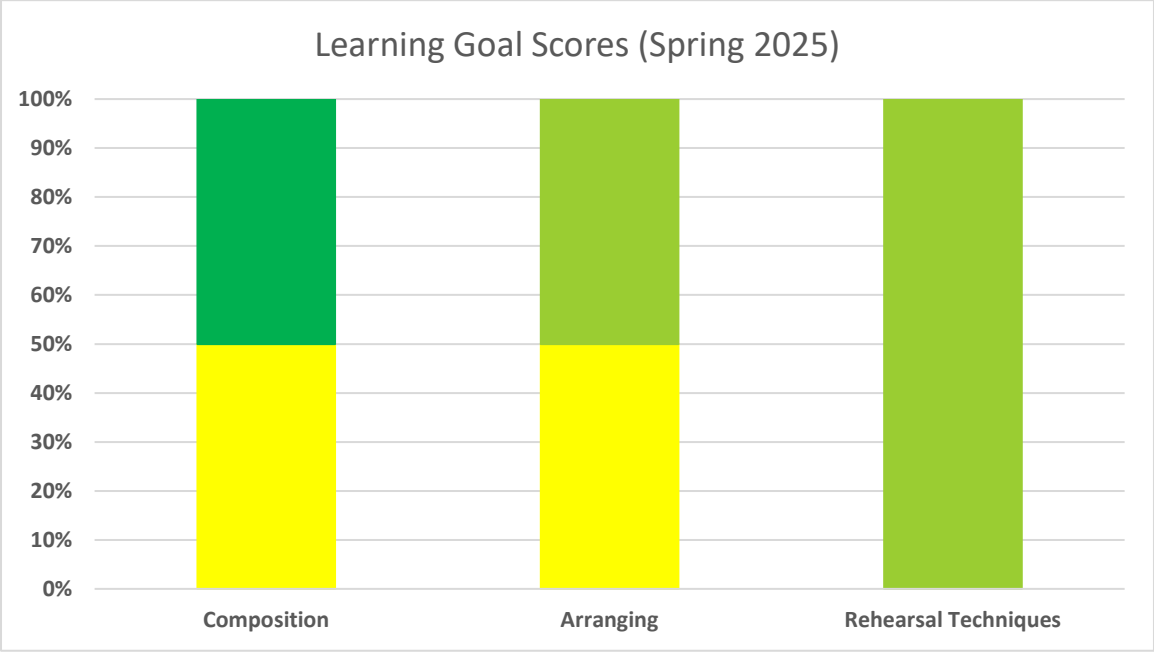
Recorded in: AUD401 - Audio/Video Post-Production Artifact: Quiz	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates an ability to create and synch a soundtrack to motion pictures.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												





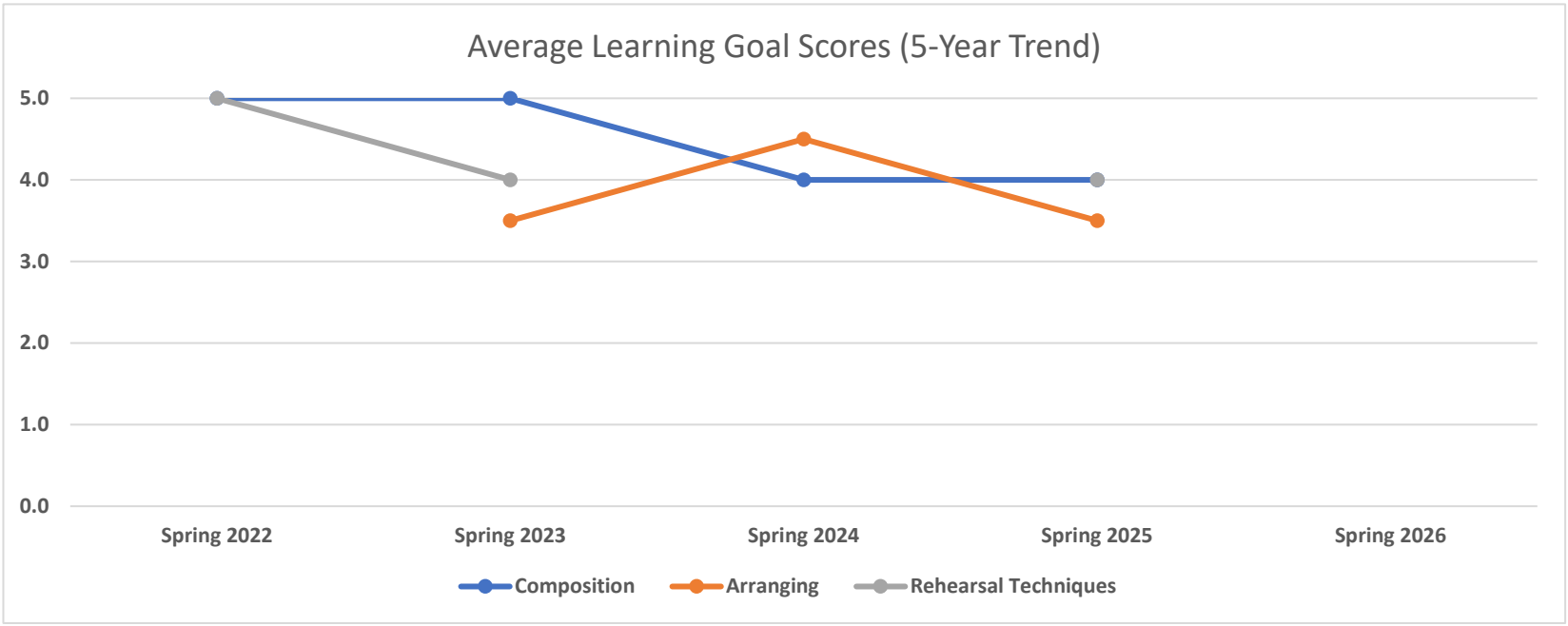
MusB Performance, Composition Concentration (Spring 2025)

	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%	1	50.0%	0	0.0%	1	50.0%	2	**4.0**
Arranging	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
Rehearsal Techniques	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**



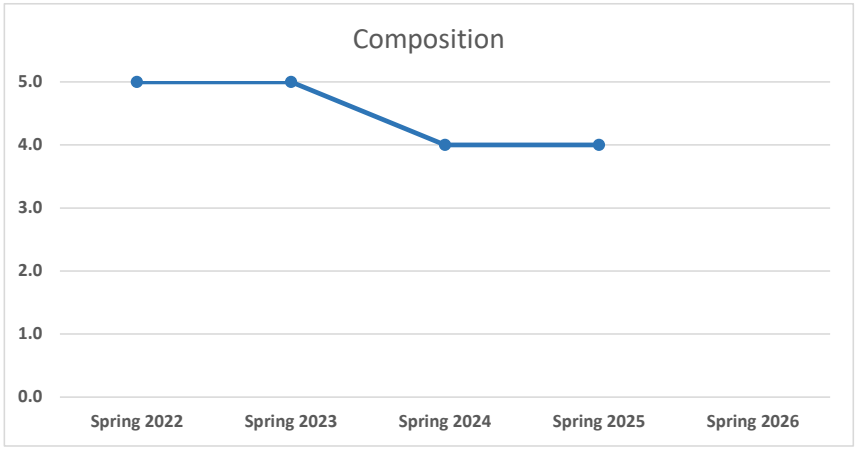
MusB Performance, Composition Concentration (5-Year Trend)

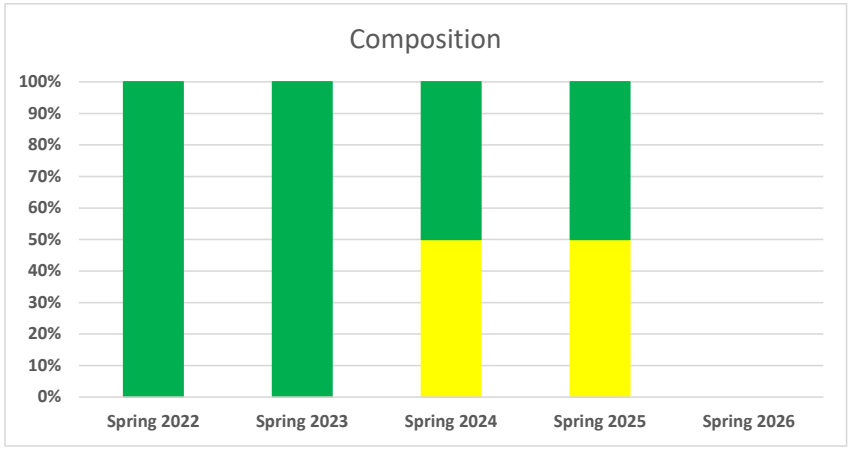
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Composition	5.0	5.0	4.0	4.0	
Arranging		3.5	4.5	3.5	
Rehearsal Techniques	5.0	4.0		4.0	



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

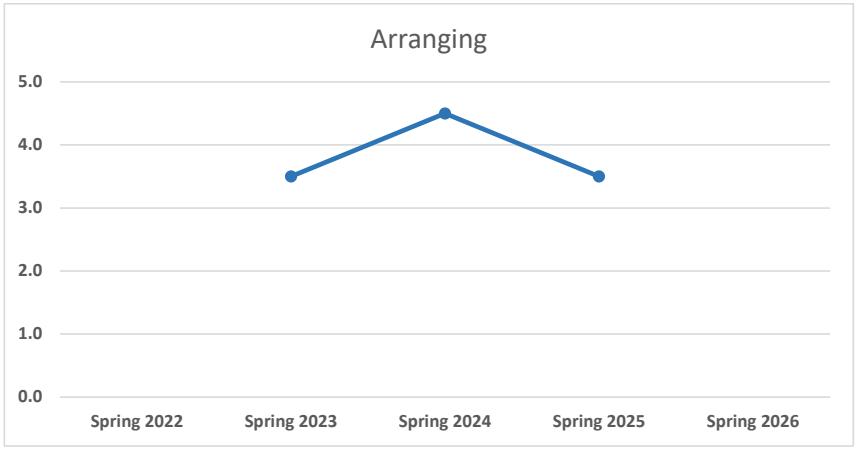
Recorded in: MUS416 - Studio Composition Artifact: Capstone Project	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Compose music that displays creativity, sophisticated ideas, utilizing various technical skills, employing both solo instruments and ensembles.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Spring 2024	0	0.0%	0	0.0%	1	50.0%	0	0.0%	1	50.0%	2	**4.0**
Spring 2025	0	0.0%	0	0.0%	1	50.0%	0	0.0%	1	50.0%	2	**4.0**
Spring 2026												

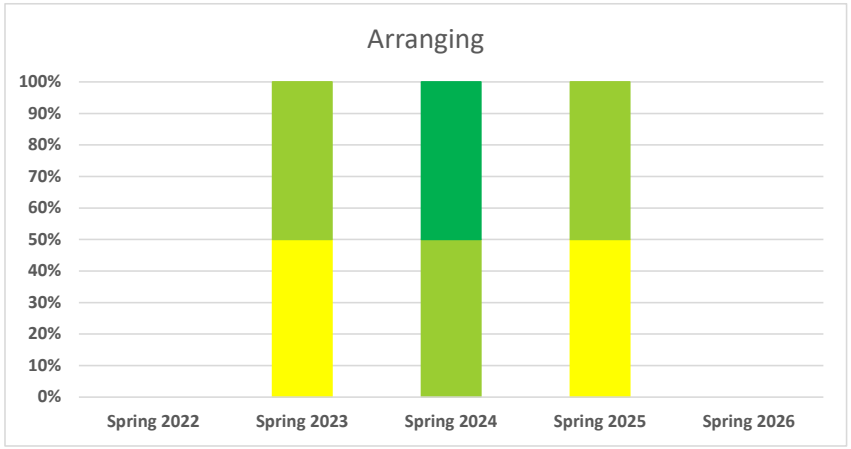




Learning Goal: Arranging (MusB Performance Program, Composition Concentration)

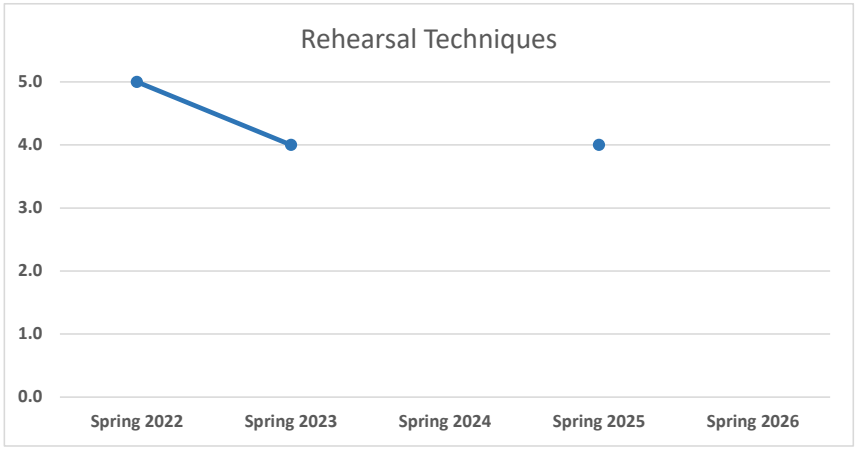
Recorded in: MUS315 - Commercial Arranging Artifact: Final Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Create arrangements that demonstrate the knowledge of transposition, line writing, and score preparation.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	50.0%	1	50.0%	2	**4.5**
	Spring 2025	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
	Spring 2026												

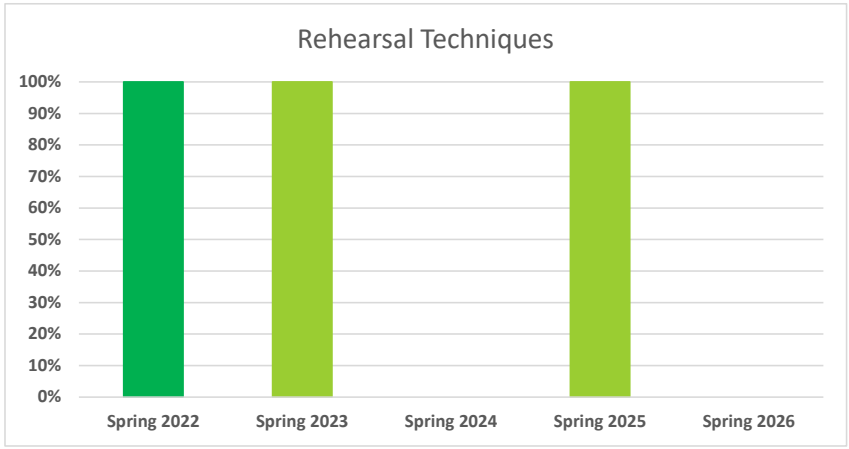




Learning Goal: Rehearsal Techniques (MusB Performance Program, Composition Concentration)

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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Spring 2026												





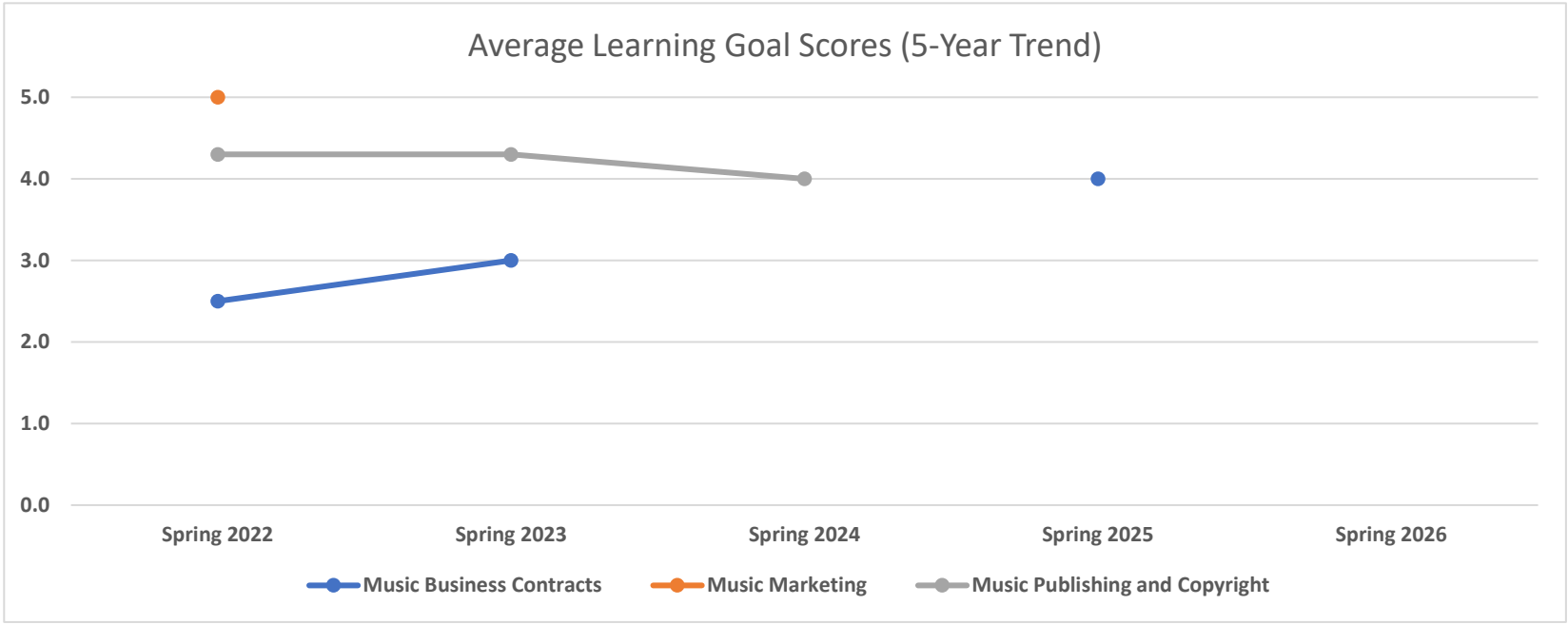
MusB Performance, MEIS Concentration (Spring 2025)

	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%	1	100.0%	0	0.0%	1	**4.0**
Music Marketing	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Music Publishing and Copyright	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



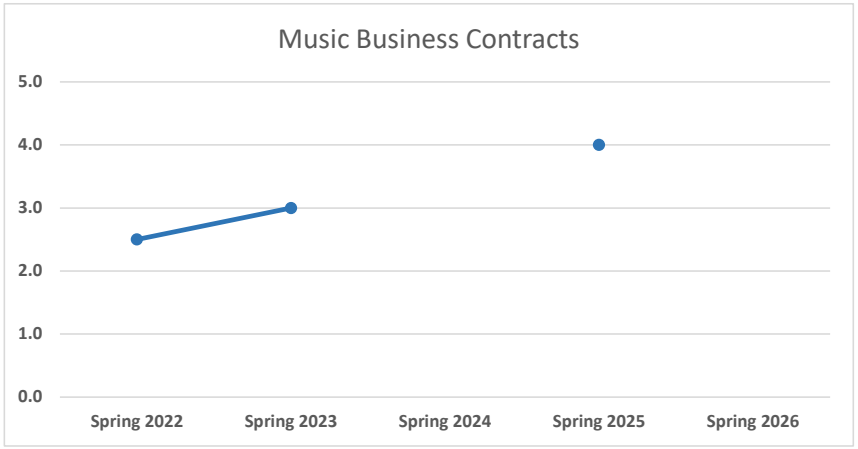
MusB Performance, MEIS Concentration (5-Year Trend)

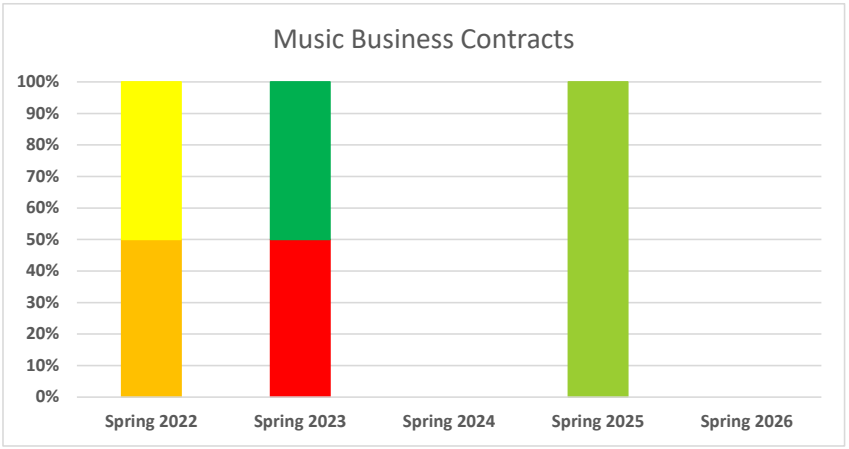
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Music Business Contracts	2.5	3.0		4.0	
Music Marketing	5.0				
Music Publishing and Copyright	4.3	4.3	4.0		



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	
Spring 2022	0	0.0%	1	50.0%	1	50.0%	0	0.0%	0	0.0%	2	**2.5**
Spring 2023	1	50.0%	0	0.0%	0	0.0%	0	0.0%	1	50.0%	2	**3.0**
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Spring 2026												





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

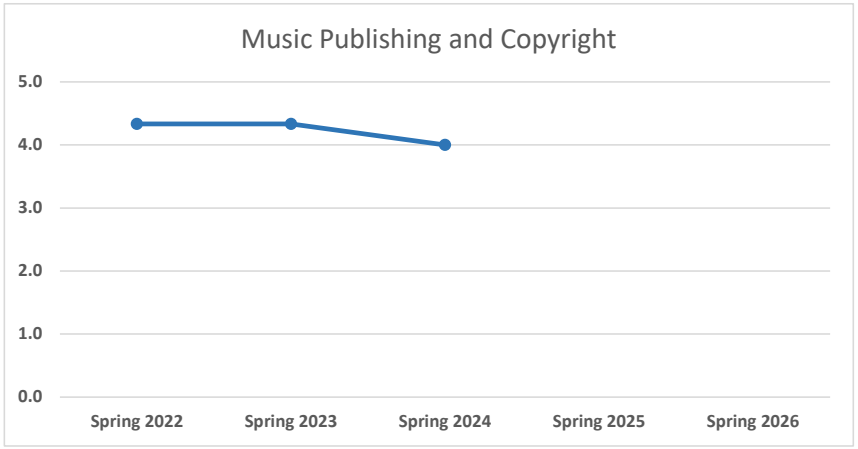
Recorded in: MUB401 - Music Marketing Artifact: The Research Paper	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Identify and describe the basic processes by which music in all its forms (tangible and intangible) are professionally promoted and marketed.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

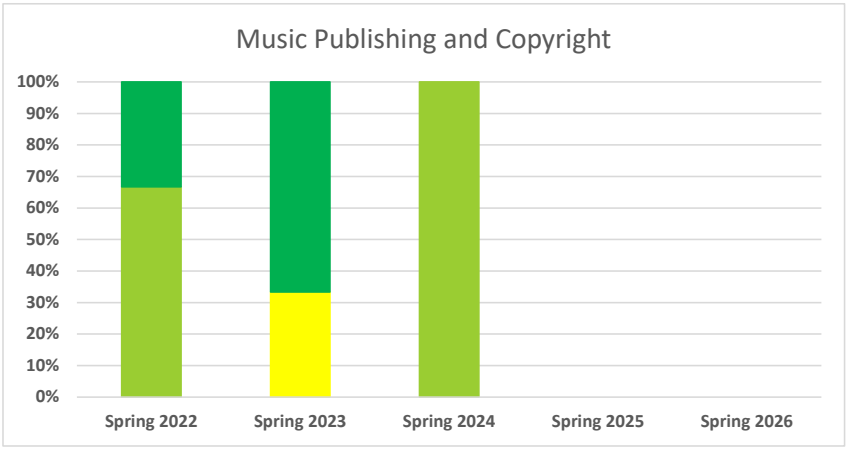




Learning Goal: Music Publishing and Copyright (MusB Performance Program, MEIS Concentration)

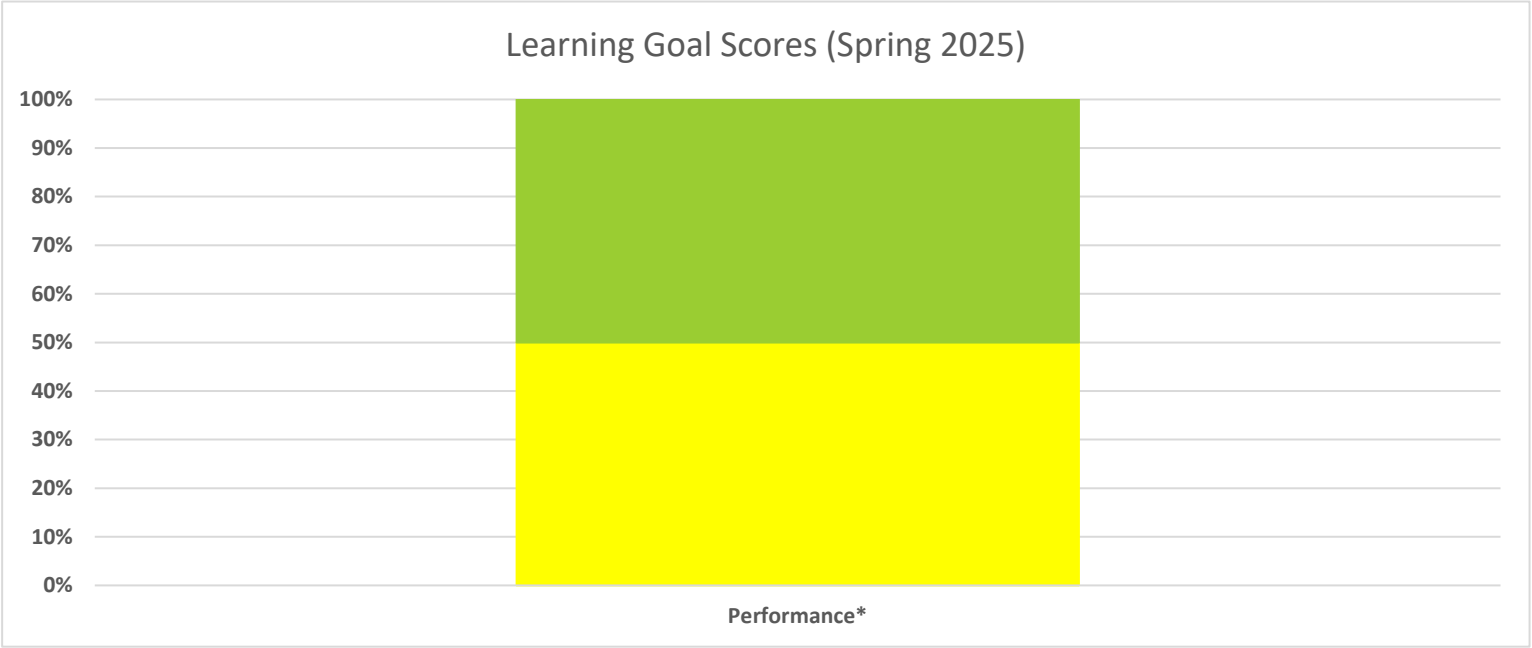
Recorded in: MUB403 - Advanced Music Publishing Artifact: The Research Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Identify and describe how the major collaborative songwriters and publishers utilize an understanding of basic copyright law and music licenses to generate value from the rights they control.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	2	66.7%	1	33.3%	3	**4.3**
	Spring 2023	0	0.0%	0	0.0%	1	33.3%	0	0.0%	2	66.7%	3	**4.3**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





MusB Performance, Performance Concentration (Spring 2025)

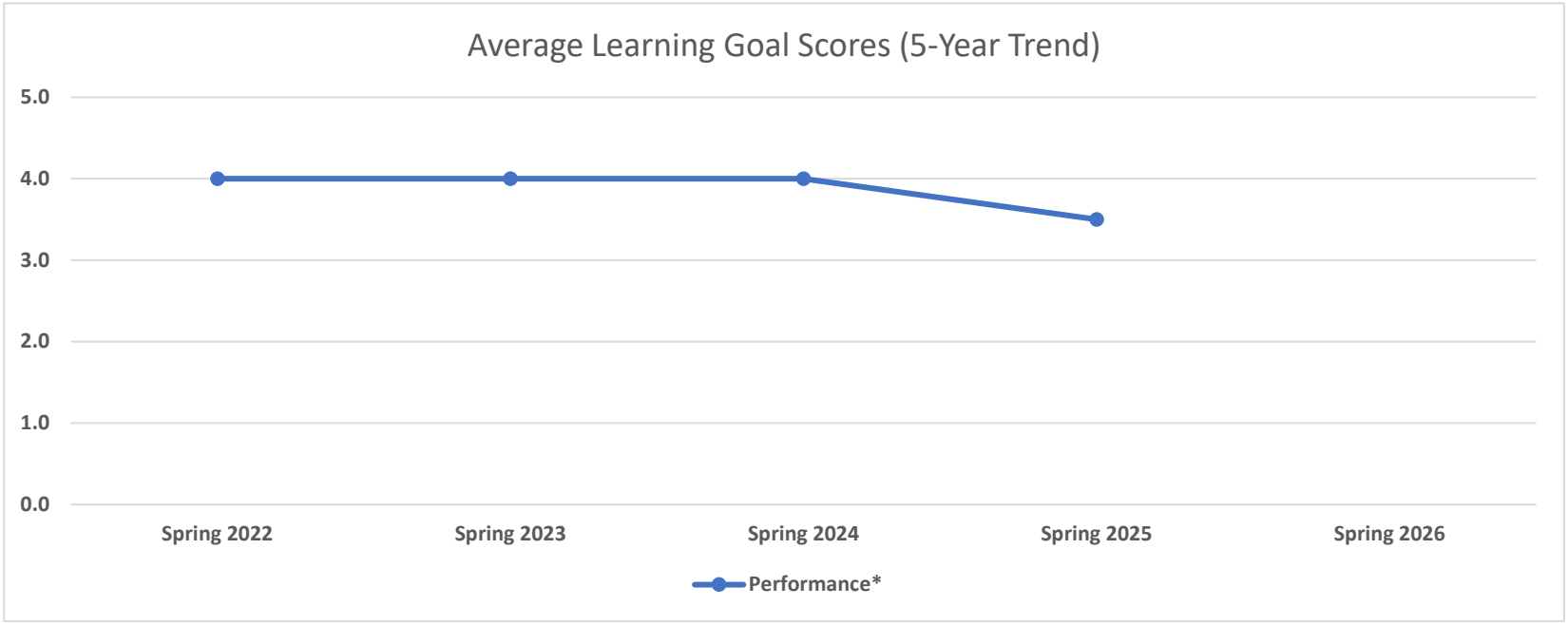
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Performance**	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**



* 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)

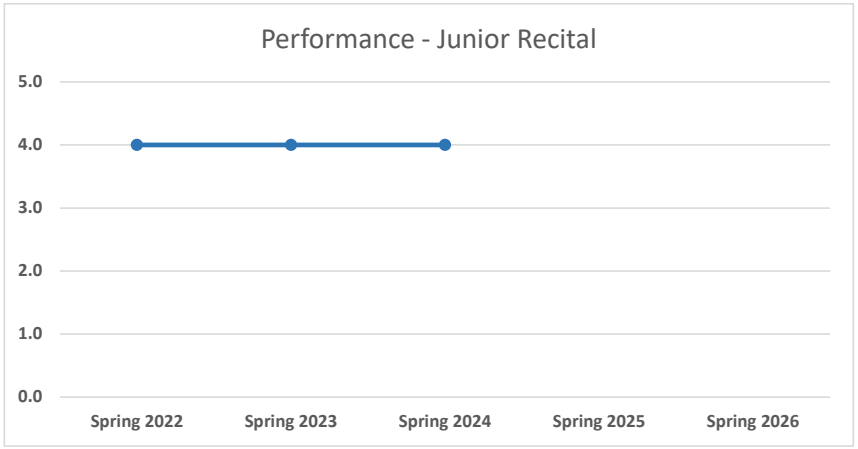
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
*Performance**	4.0	4.0	4.0	3.5	

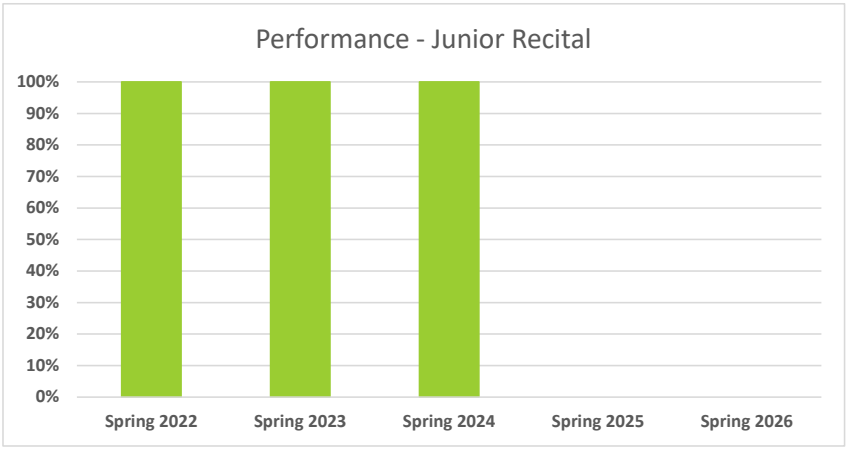


* The Performance learning goal is measured with artifacts in two different courses (Junior Recital and Senior Recital). The score listed here is the combined average score across both courses. Separate breakdowns for each artifact are provided on the following pages.

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

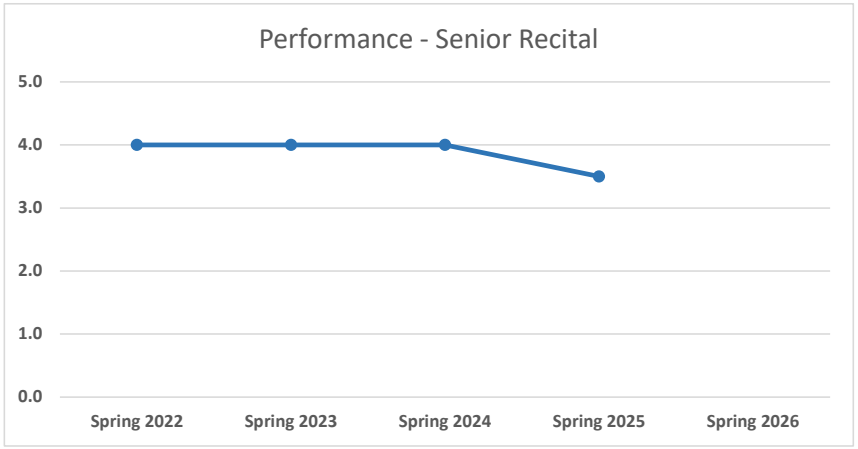
Recorded in: AML342 - Applied Music Lesson 6 (Junior Recital) Artifact: Recital	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Perform solo and ensemble repertoire at a professional level.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Spring 2024	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

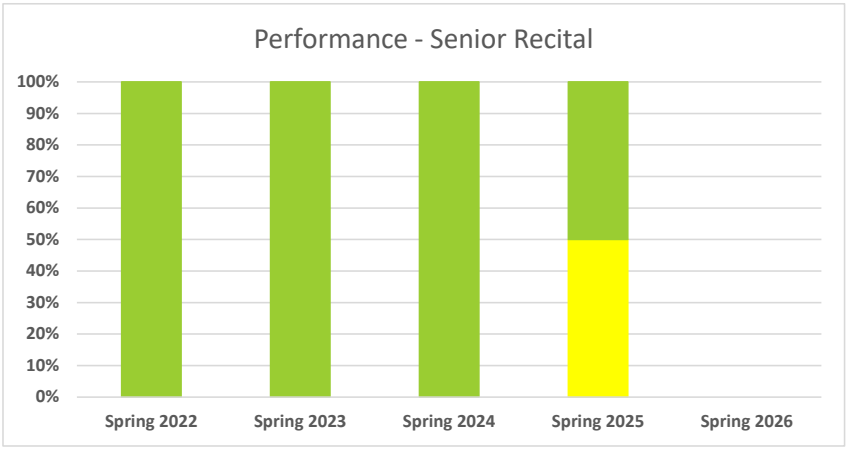




Learning Goal: Performance - Senior Recital (MusB Performance Program, Performance Concentration)

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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	3	100.0%	0	0.0%	3	**4.0**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**
Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Spring 2025	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
Spring 2026												





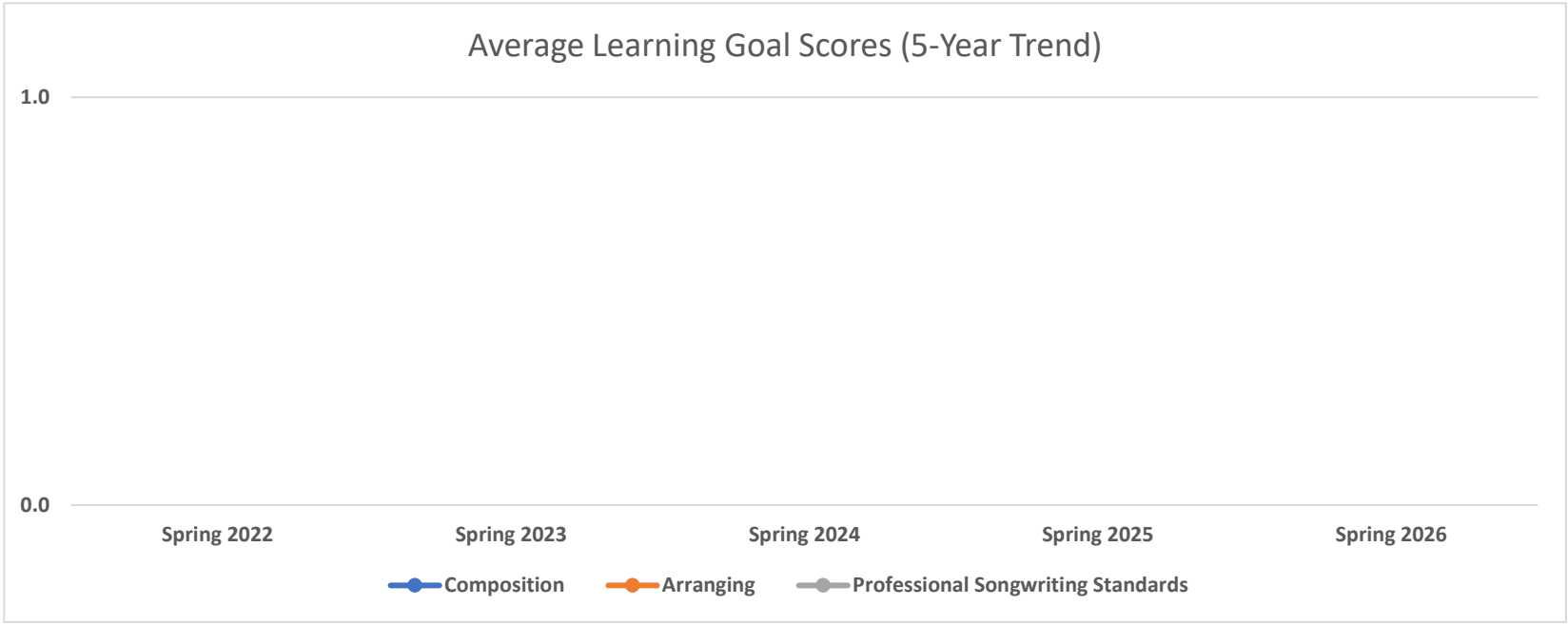
MusB Performance, Songwriting Concentration (Spring 2025)

	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)

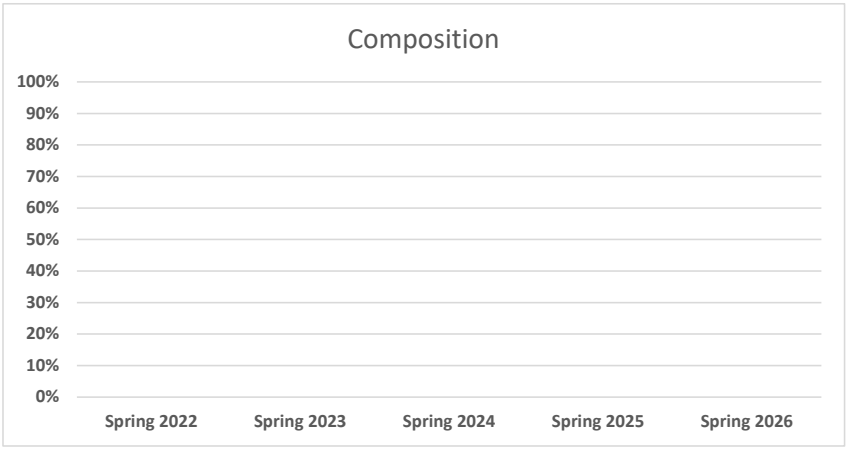
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Composition					
Arranging					
Professional Songwriting Standards					



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

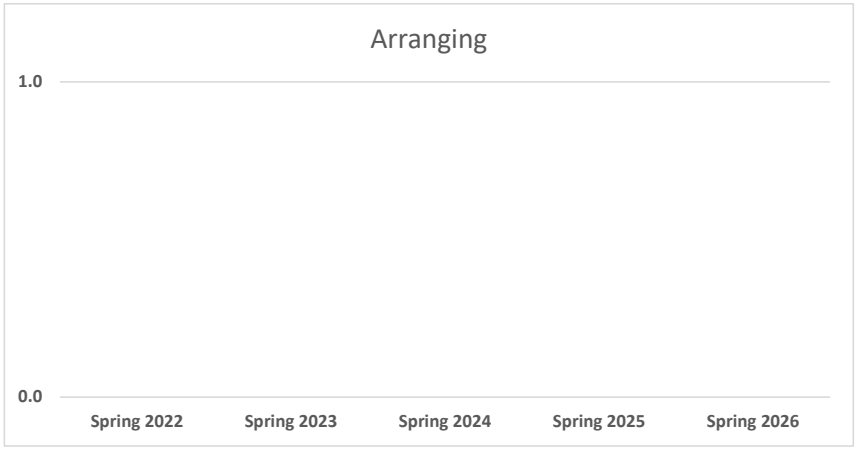
Recorded in: MUS415 - Popular Songwriting 1 Artifact: Final Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Compose music that displays creativity, sophisticated ideas, and utilizing various technical skills, employing both solo instruments and ensembles.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

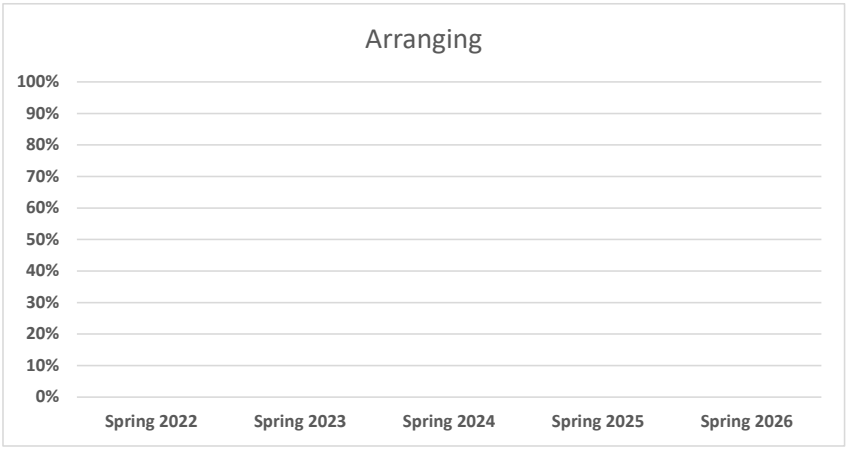




Learning Goal: Arranging (MusB Performance Program, Songwriting Concentration)

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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





MM Composition (Spring 2025)

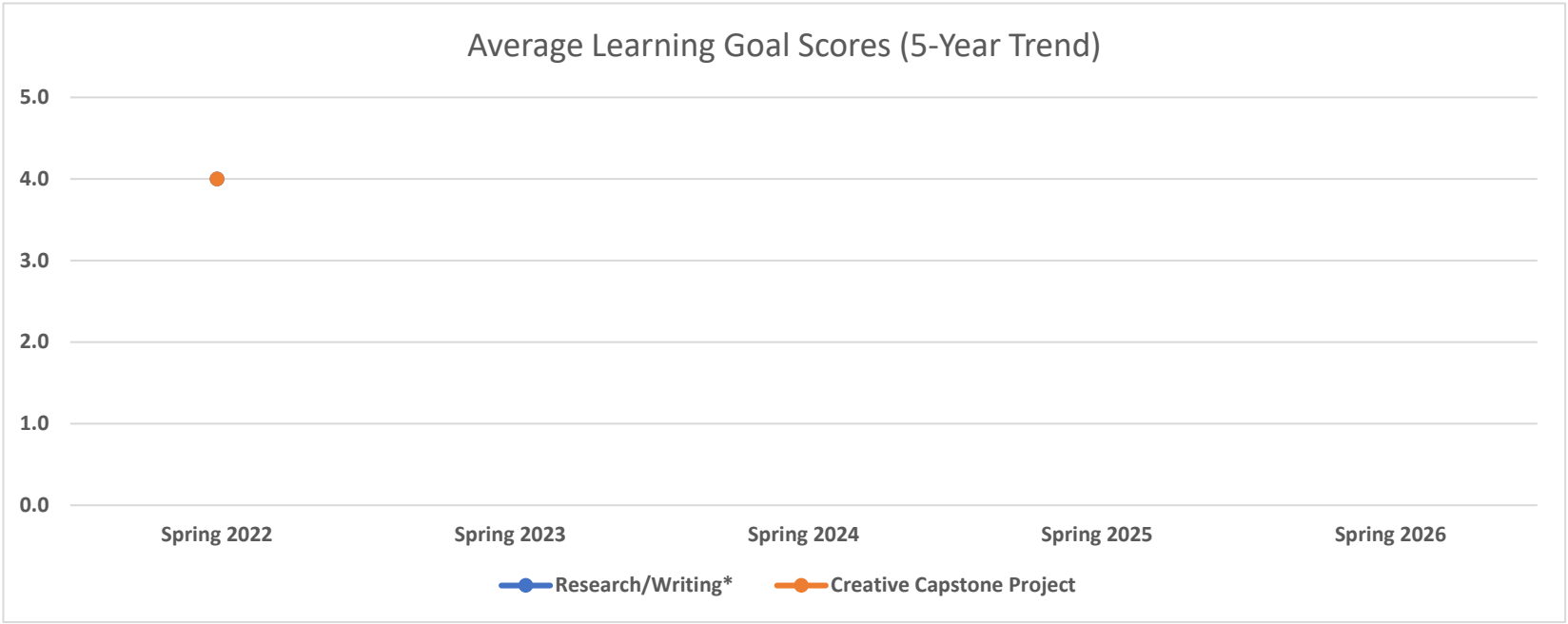
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Research/Writing**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Creative Capstone Project	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* 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	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
*Research/Writing**	4.0				
Creative Capstone Project	4.0				

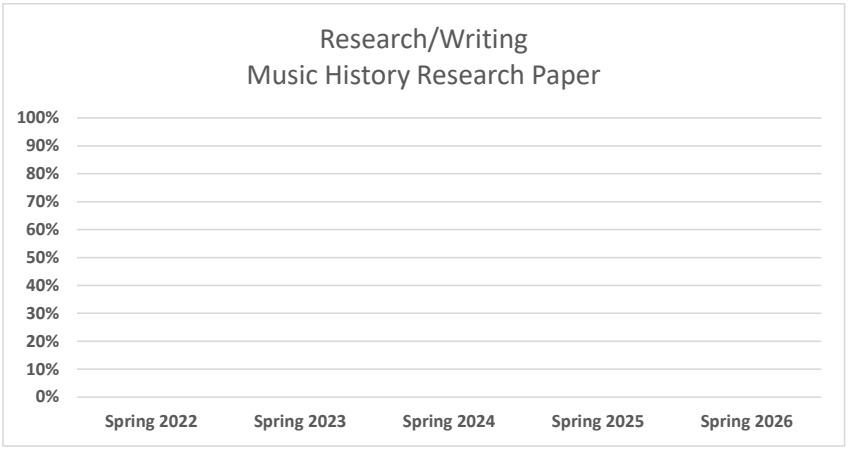


* The Research/Writing learning goal is composed of artifacts from multiple courses. The score listed here is the combined average score of all artifacts for the learning goal. Separate breakdowns for each artifact are provided on the following pages.

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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





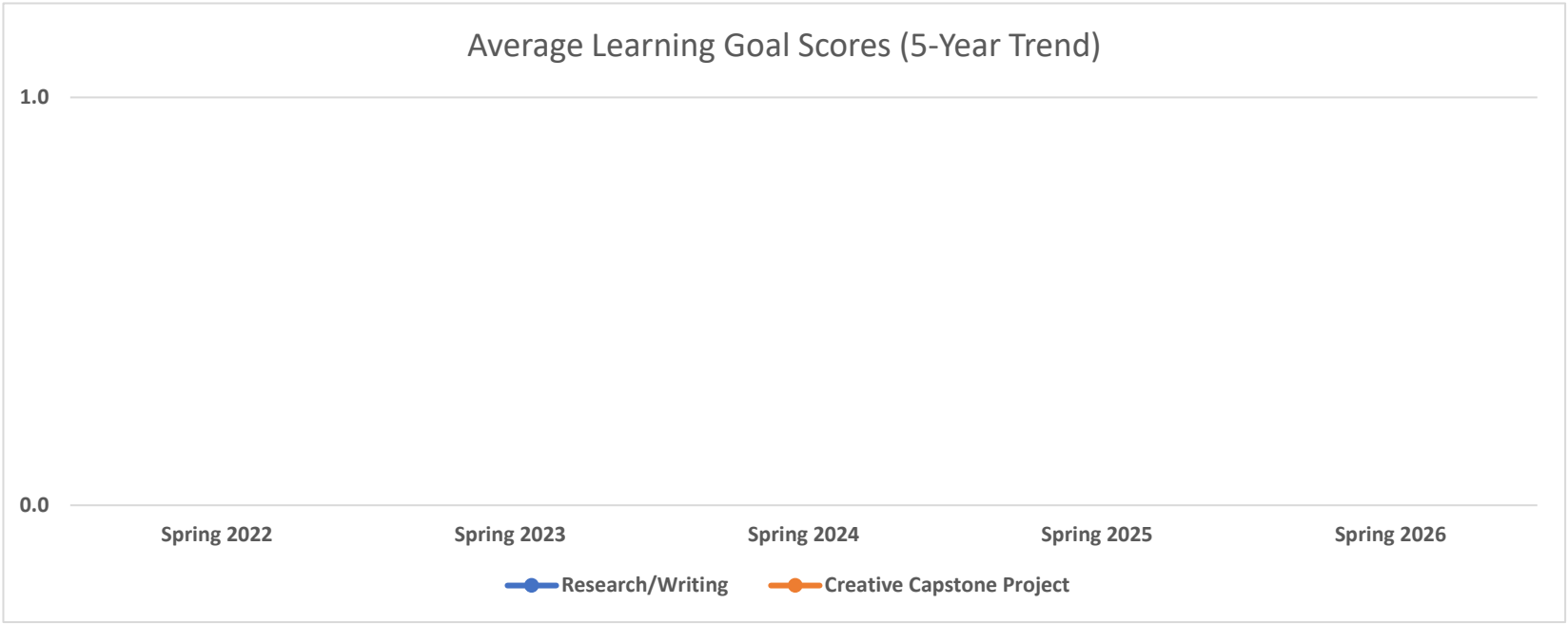
MM Music History (Spring 2025)

	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	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





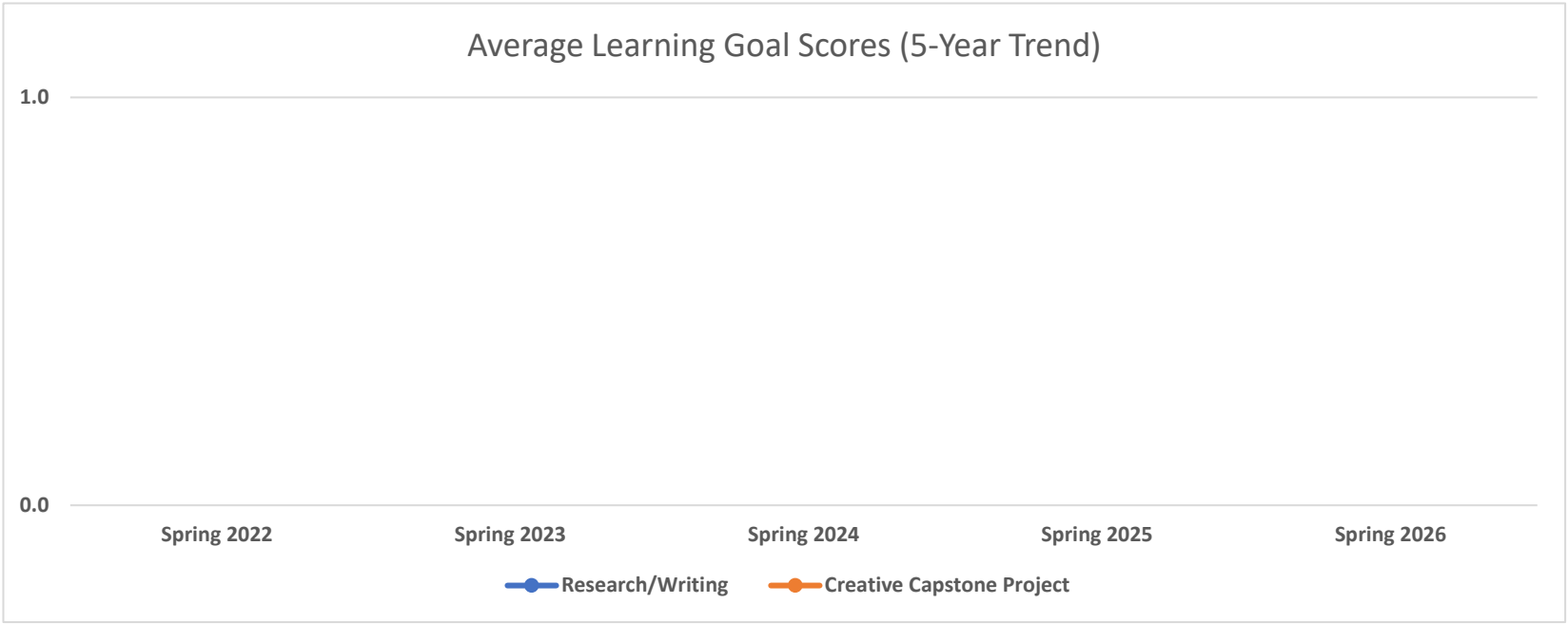
MM Music Technology (Spring 2025)

	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 Technology (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Research/Writing					
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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





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

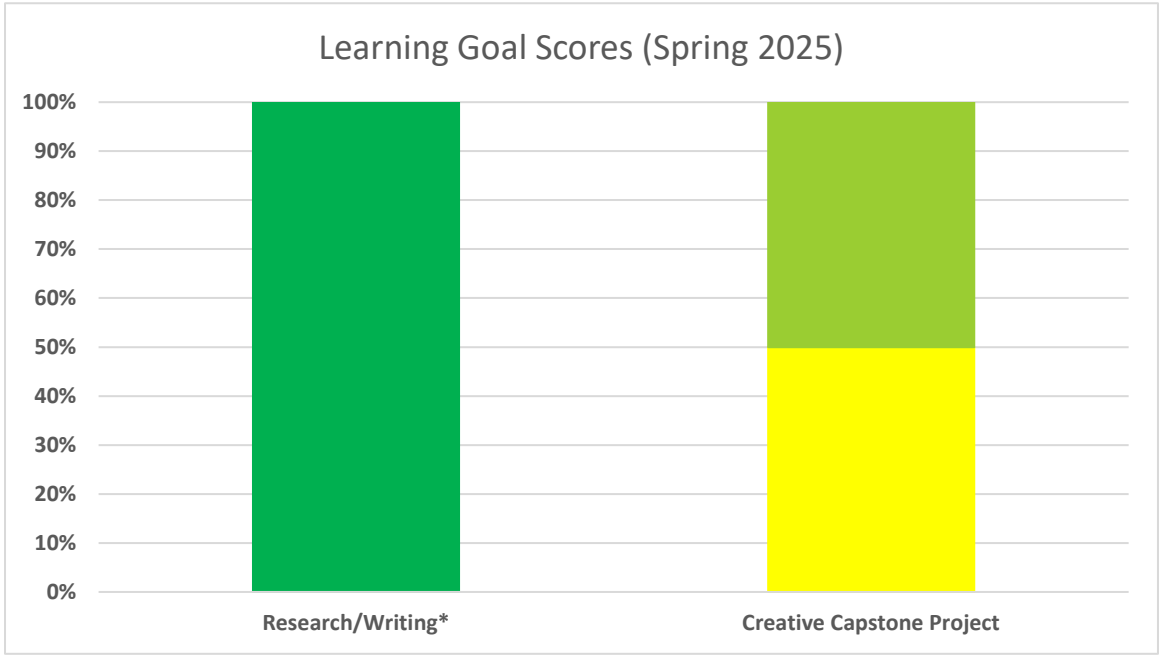
Recorded in: MUS552 - Project Seminar Artifact: Music Technology Thesis or Audio Recording Capstone Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Prepare, present, and defend a scholarly thesis that makes an original contribution to the field of music or prepare and present an original technology project.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





MM Performance (Spring 2025)

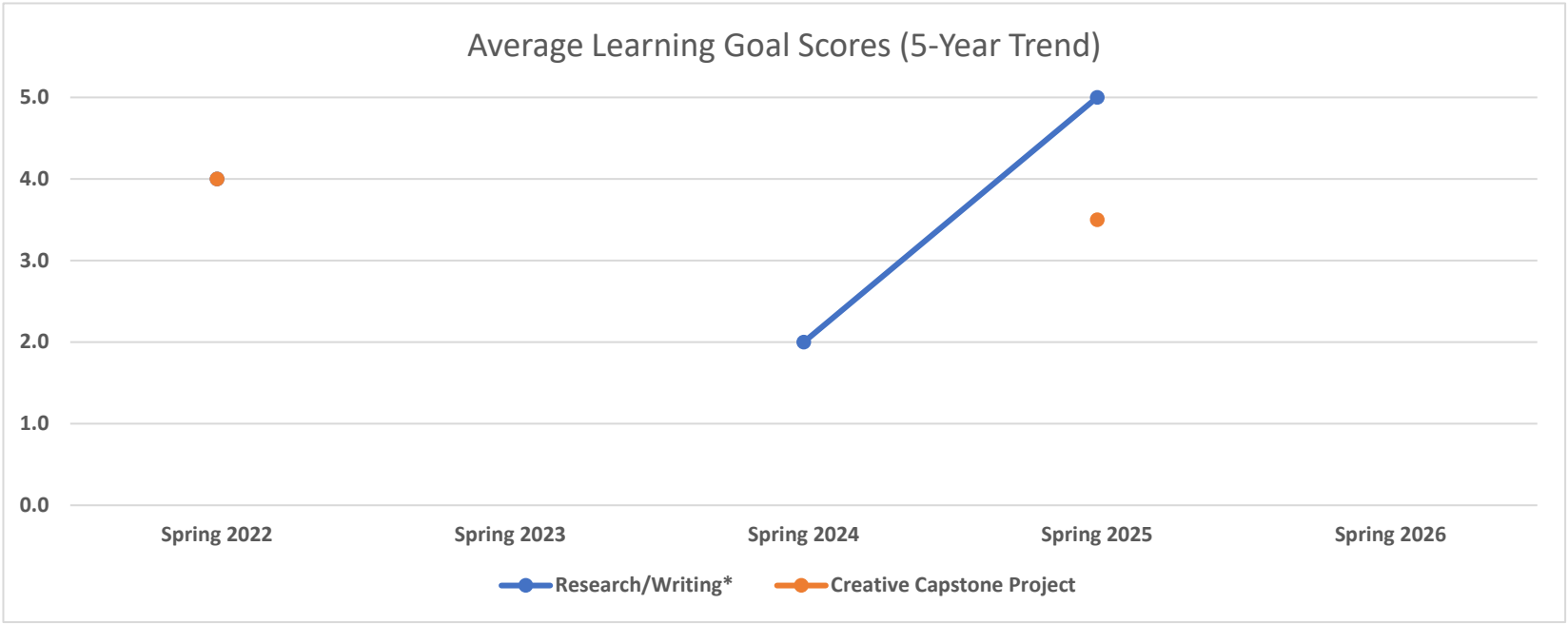
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Research/Writing**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	4	100.0%	4	**5.0**
Creative Capstone Project	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**



* 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	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
*Research/Writing**	4.0		2.0	5.0	
Creative Capstone Project	4.0			3.5	

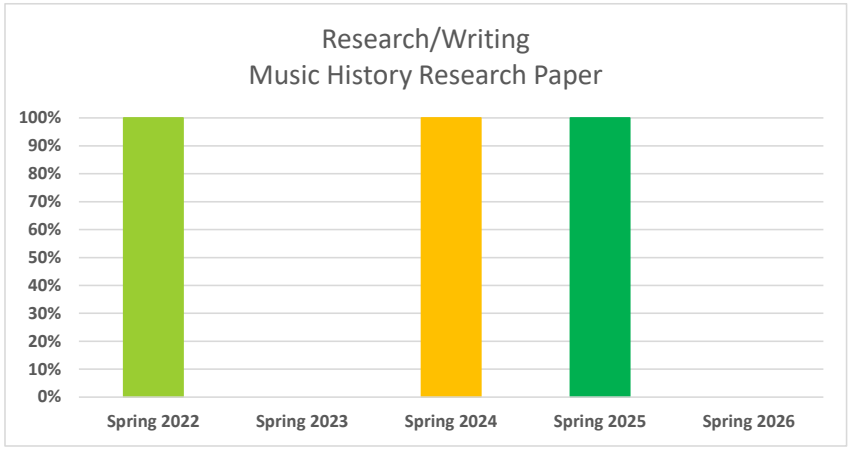


* The Research/Writing learning goal is composed of artifacts from multiple courses. The score listed here is the combined average score of all artifacts for the learning goal. Separate breakdowns for each artifact are provided on the following pages.

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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	1	100.0%	0	0.0%	0	0.0%	0	0.0%	1	**2.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Spring 2026												

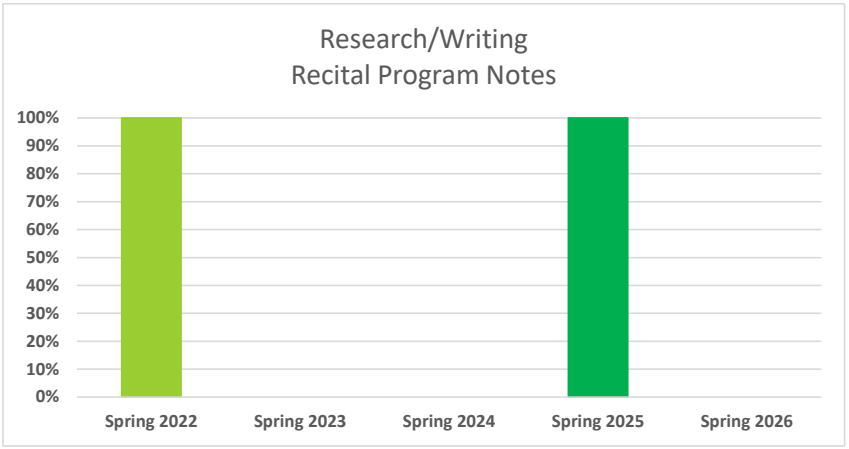




Learning Goal: Research/Writing - artifact 2 (MM Performance Program)

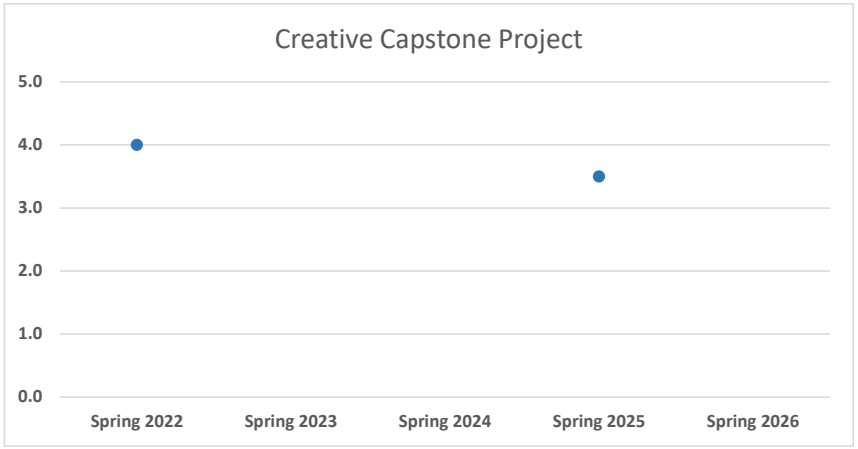
Recorded in: AML542 - Applied Music Lesson 2 (Recital) Artifact: Recital Program Notes		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to research and write a paper with an original thesis including a bibliography and 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Spring 2026												

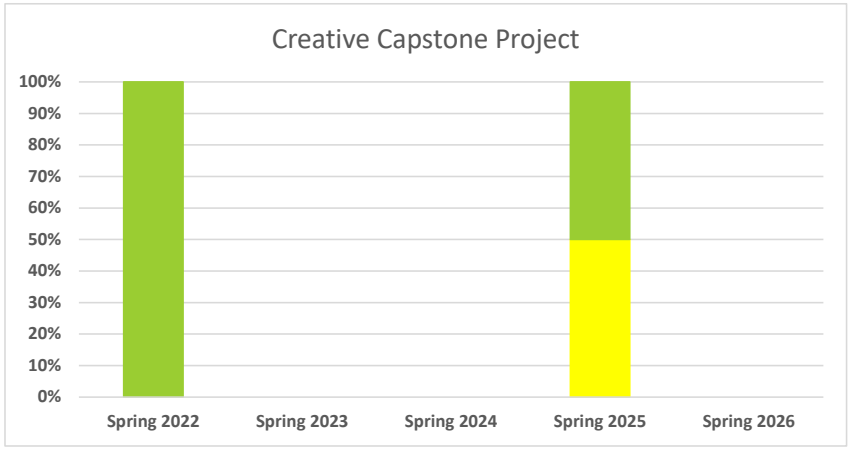




Learning Goal: Creative Capstone Project (MM Performance Program)

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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
	Spring 2026												





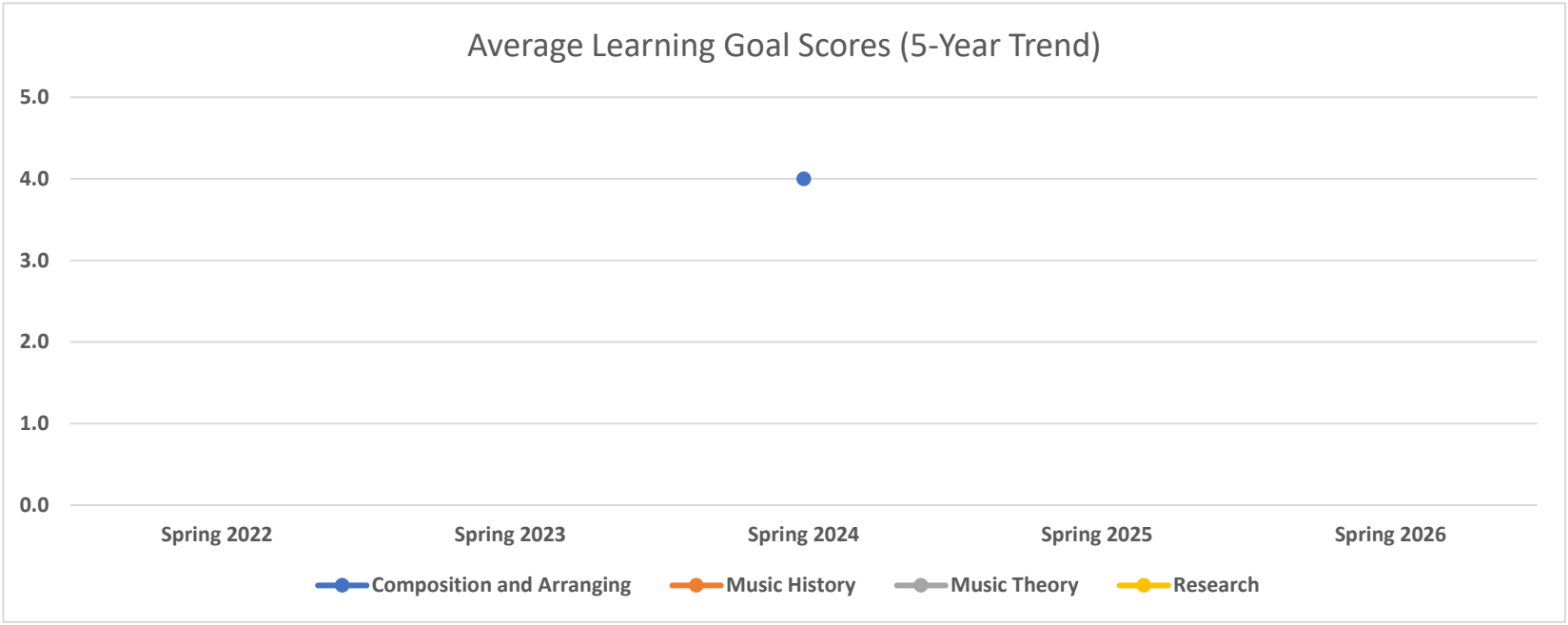
DMA Composition and Arranging (Spring 2025)

	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	



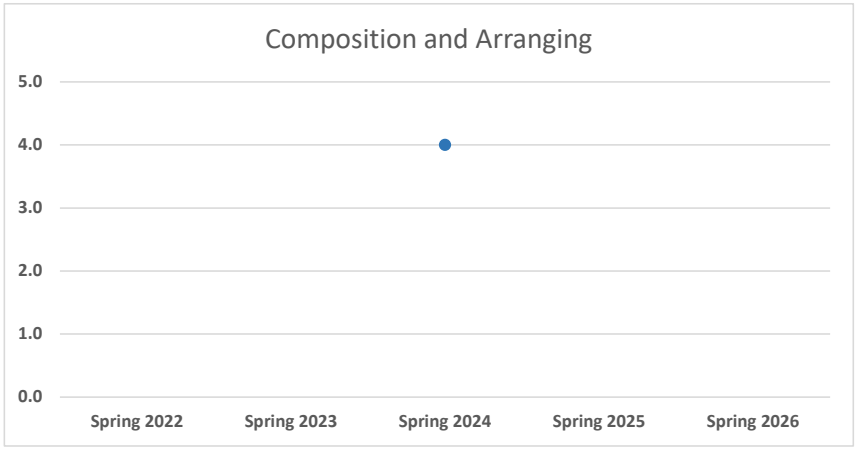
DMA Composition and Arranging (5-Year Trend)

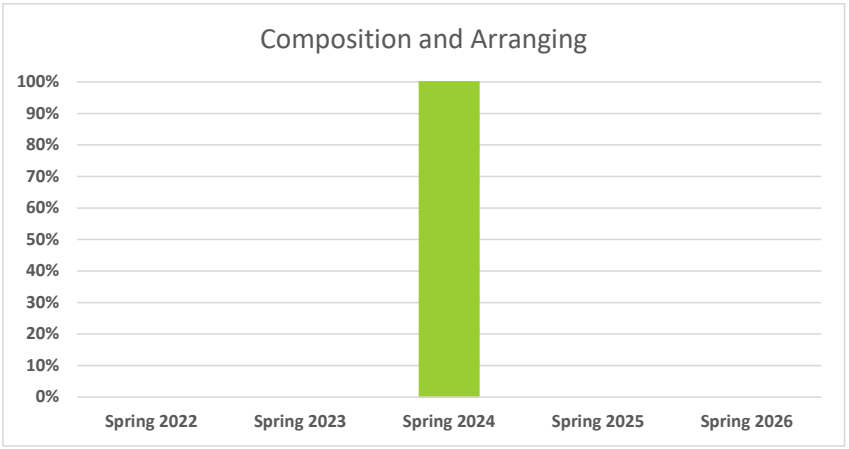
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Composition and Arranging			4.0		
Music History					
Music Theory					
Research					



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

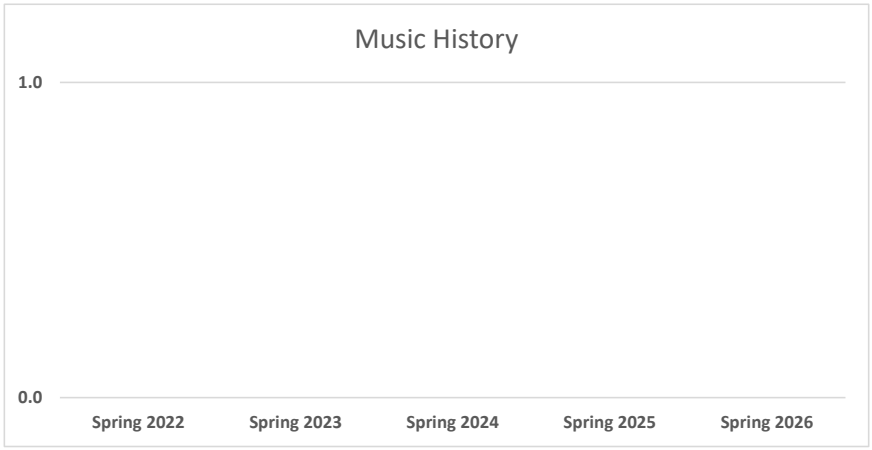
Recorded in: Composition Recital Artifact: Two recorded recitals and scores		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to compose highly creative music in a variety of mediums with a definite personal aesthetic that is translatable in sound, including the ability to accurately describe their composition process and historical influences.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

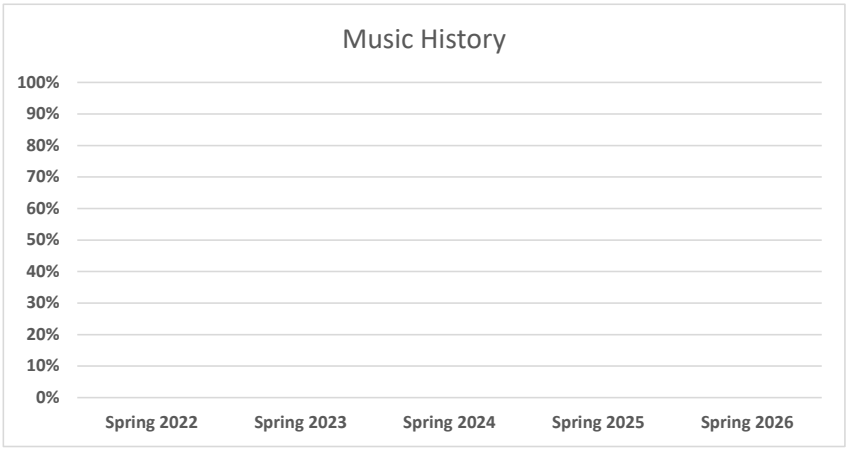




Learning Goal: Music History - History and Listening portion of comprehensive exam (DMA Composition and Arranging Program)

Recorded in: Comprehensive Exam Artifact: History and 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





Learning Goal: Music Theory - Music Theory/Analysis portion of comprehensive exam (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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

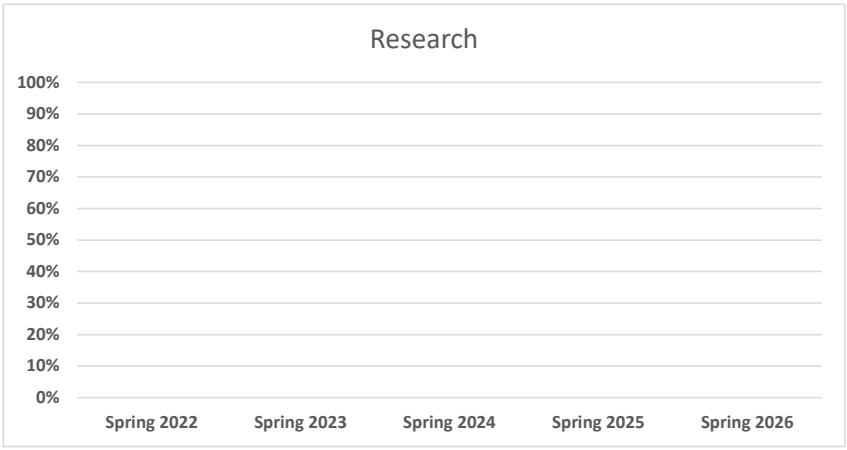




Learning Goal: Research (DMA Composition and Arranging Program)

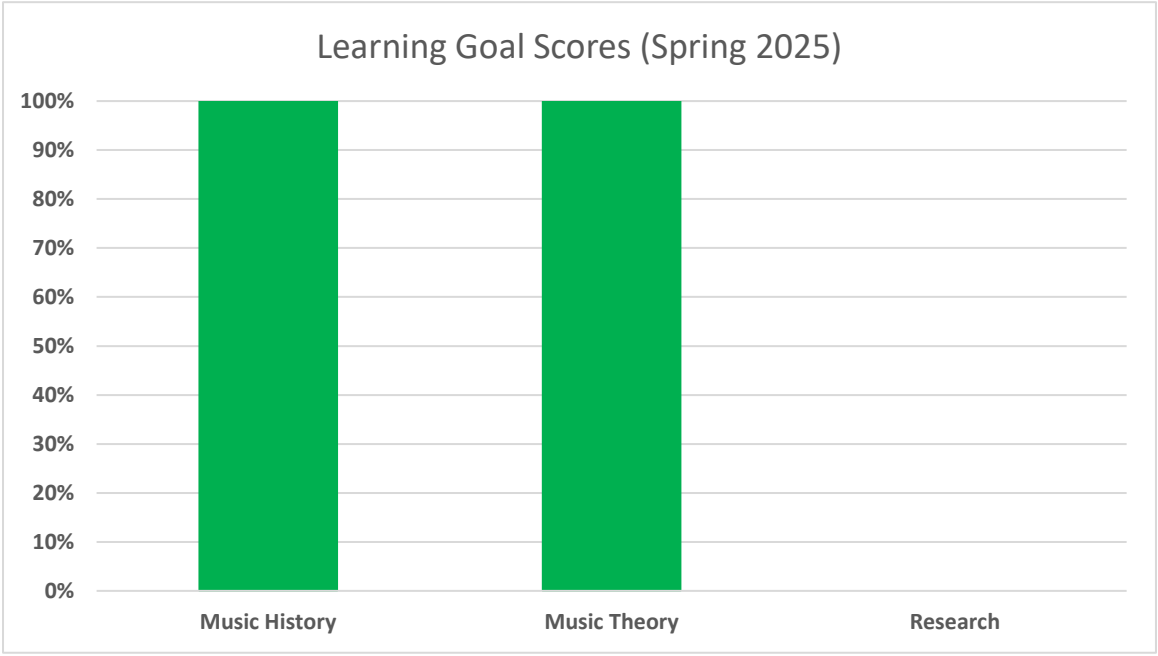
Recorded in: Dissertation Artifact: Dissertation	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Prepare, present, and defend a scholarly document that accurately describes the dissertation composition process and historical influences.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												





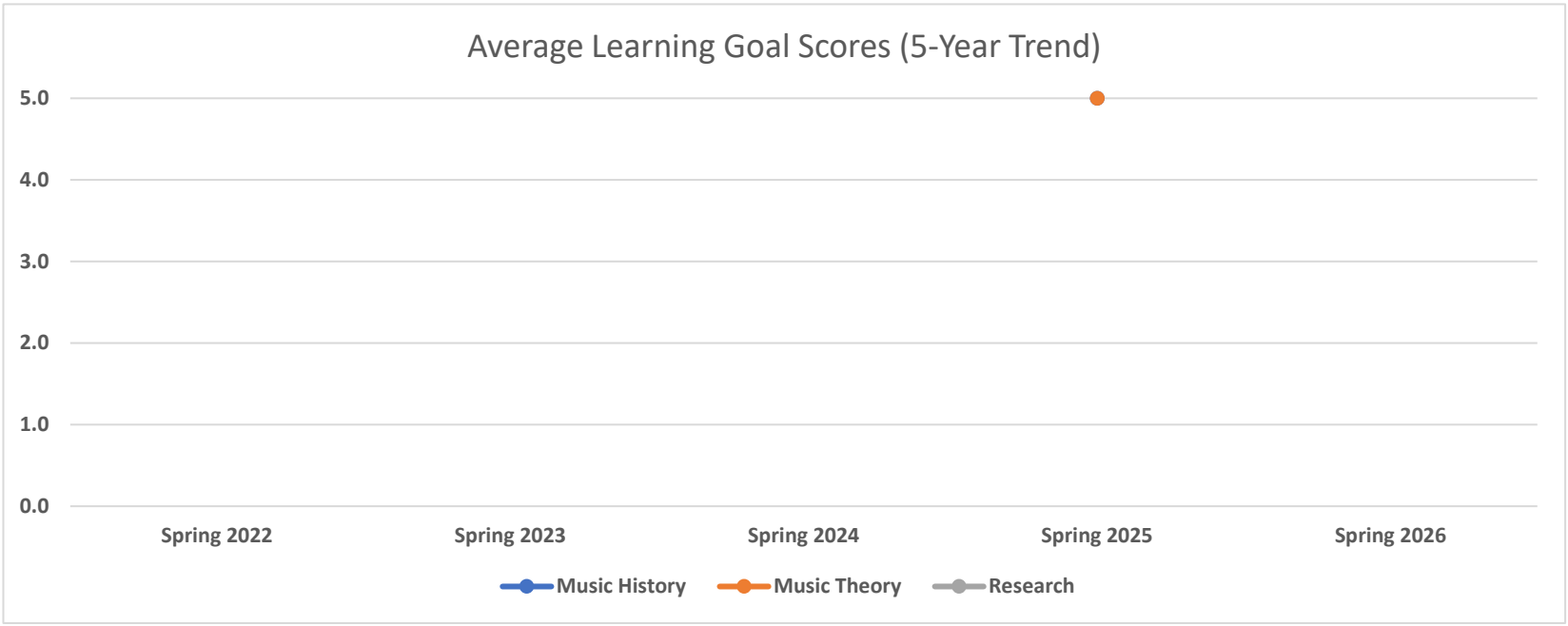
DMA Music History and Literature (Spring 2025)

	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%	1	100.0%	1	**5.0**
Music Theory	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Research	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



DMA Music History and Literature (5-Year Trend)

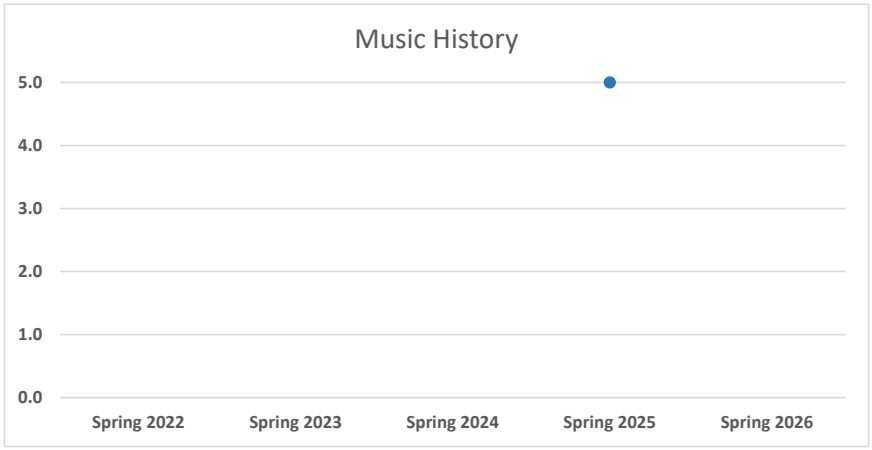
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Music History				5.0	
Music Theory				5.0	
Research					

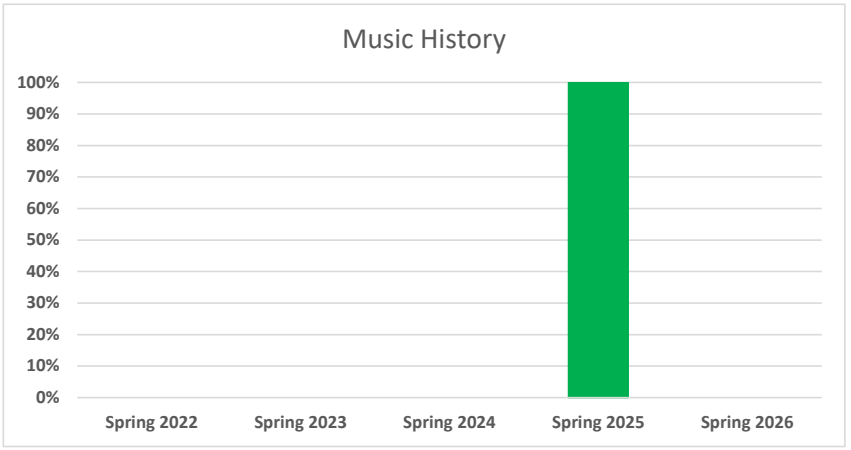


* The Music History learning goal measures two portions of the comprehensive exam. The score listed here is the combined average score across both portions of the exam. Separate breakdowns for each portion are provided on the following pages.

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

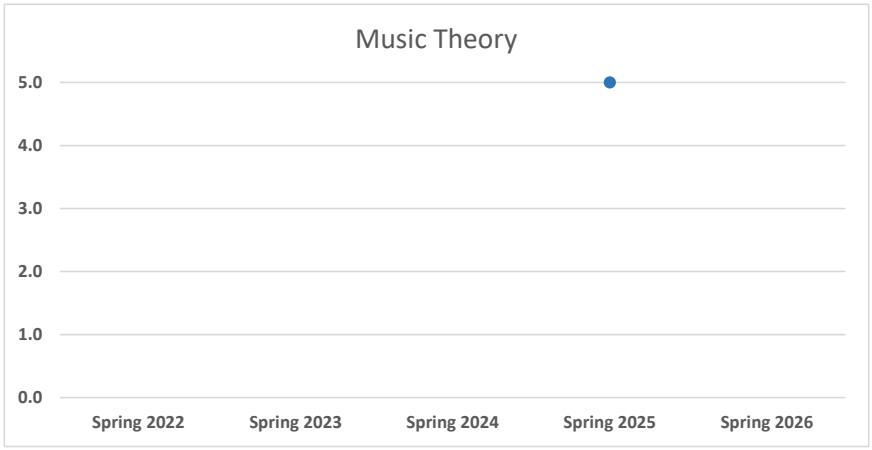
Recorded in: Comprehensive Exam Artifact: History and listening portion of the Comprehensive Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify and describe 20th and 21st-century musical styles, with a particular emphasis on jazz/commercial music, including knowledge of influential artists, compositions, trends, and events.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2026												

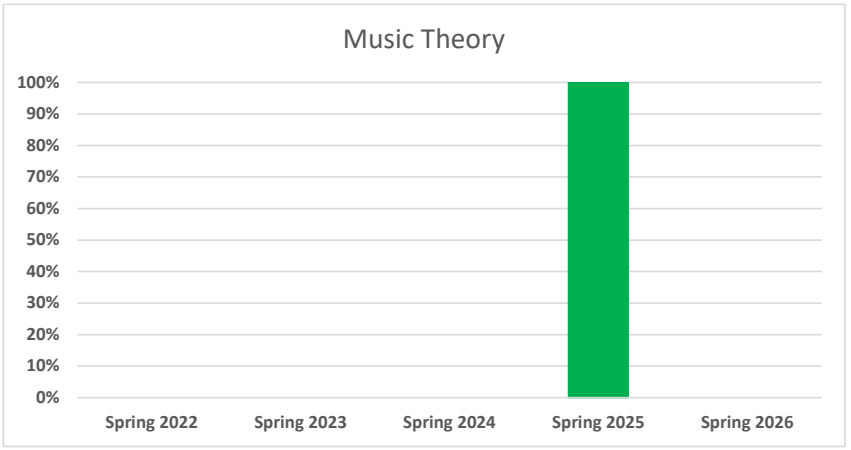




Learning Goal: Music Theory - Music Theory/Analysis portion of the Comprehensive Exam (DMA Music History and Literature Program)

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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Spring 2026												

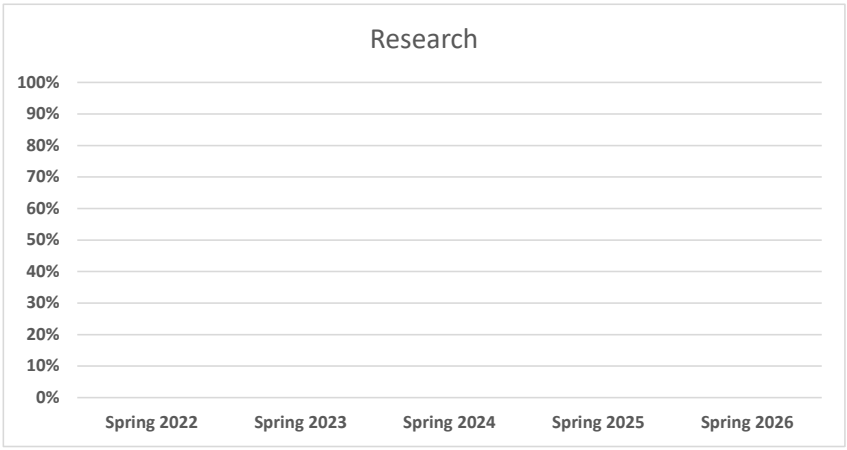




Learning Goal: Research (DMA Music History and Literature Program)

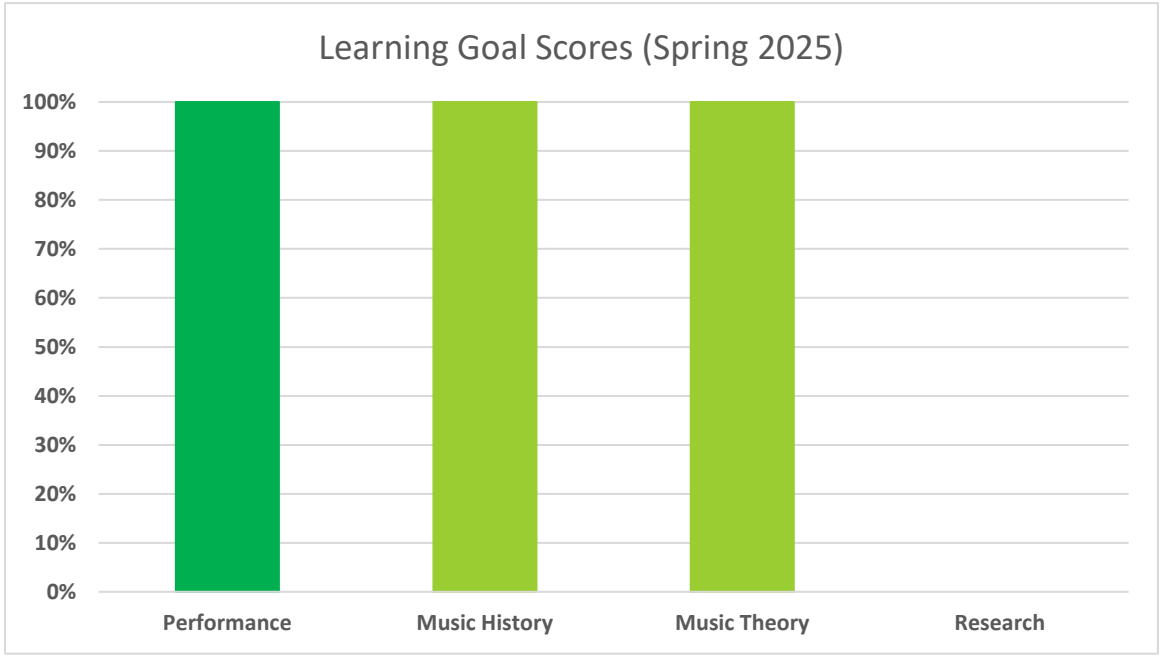
Recorded in: Dissertation Artifact: Dissertation	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Prepare, present, and defend a scholarly dissertation that makes an original contribution to the field of knowledge in music history and literature.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												





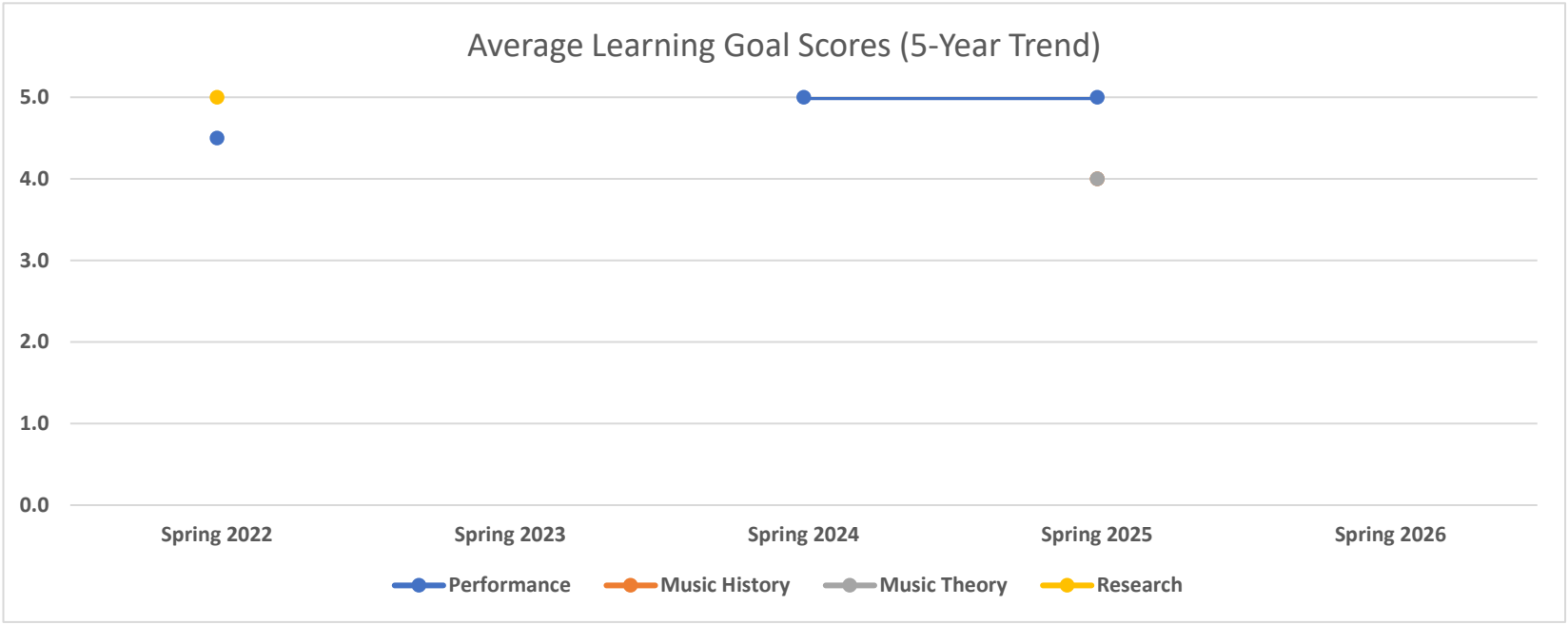
DMA Music Performance (Spring 2025)

	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%	2	100.0%	2	**5.0**
Music History	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Music Theory	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Research	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



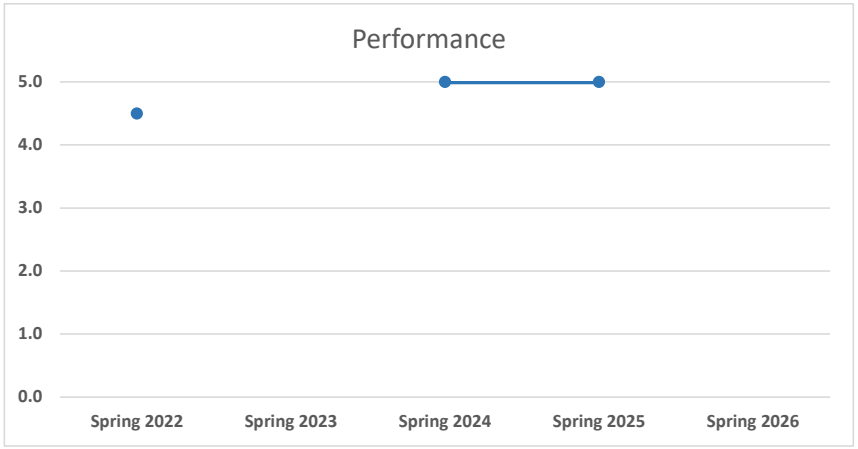
DMA Music Performance (5-Year Trend)

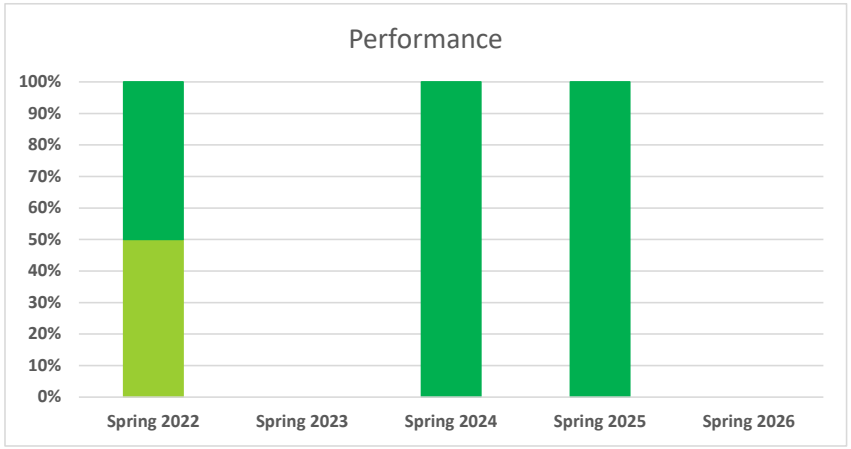
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Performance	4.5		5.0	5.0	
Music History				4.0	
Music Theory				4.0	
Research	5.0				



Learning Goal: Performance (DMA Music Performance Program)

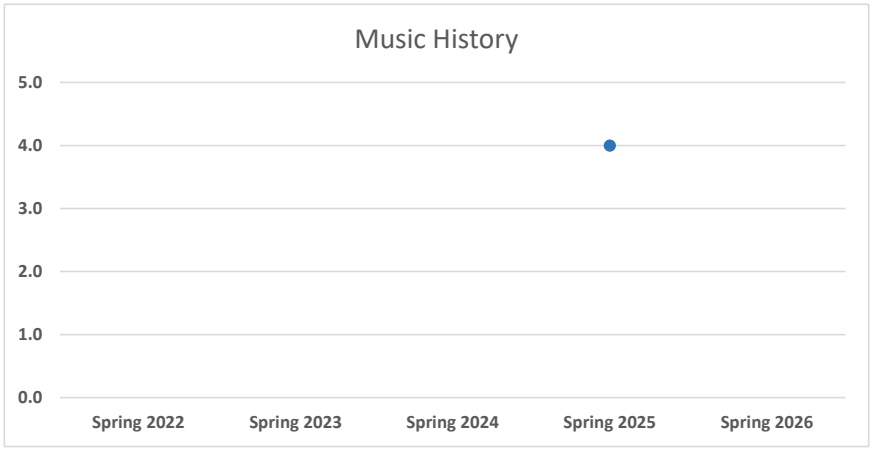
Recorded in: Three Recitals Artifact: Three Recitals		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the knowledge, skills, and dispositions necessary to perform musical works at an advanced level, characterized by accurate stylistic treatment and artistry while communicating a personal musical aesthetic.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	2	50.0%	2	50.0%	4	**4.5**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	4	100.0%	4	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Spring 2026												

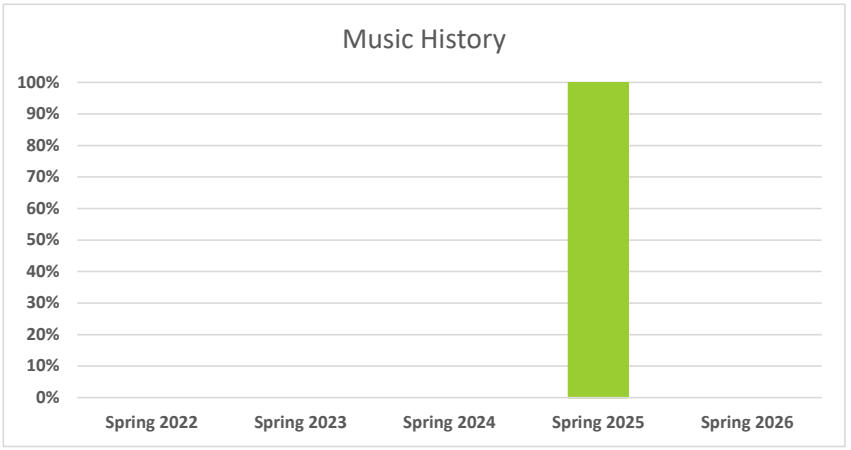




Learning Goal: Music History - History and Listening portion of comprehensive exam (DMA Music Performance Program)

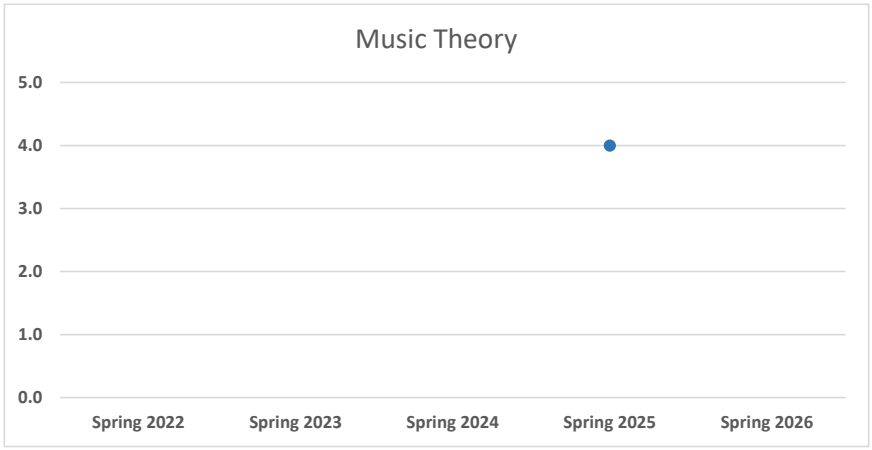
Recorded in: Comprehensive Exam Artifact: History and listening portion of the Comprehensive Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify and describe 20th and 21st-century musical styles, with a particular emphasis on jazz/commercial music, including knowledge of influential artists, compositions, trends, and events.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2026												

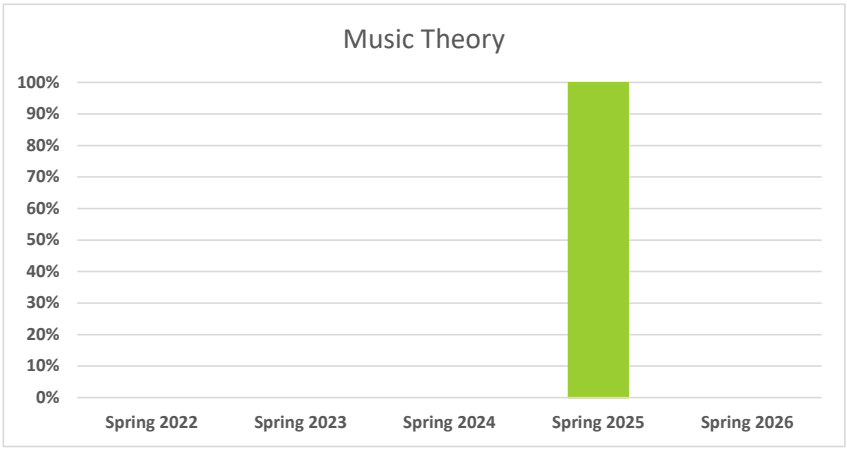




Learning Goal: Music Theory - Music Theory/Analysis portion of the Comprehensive Exam (DMA Musical Performance Program)

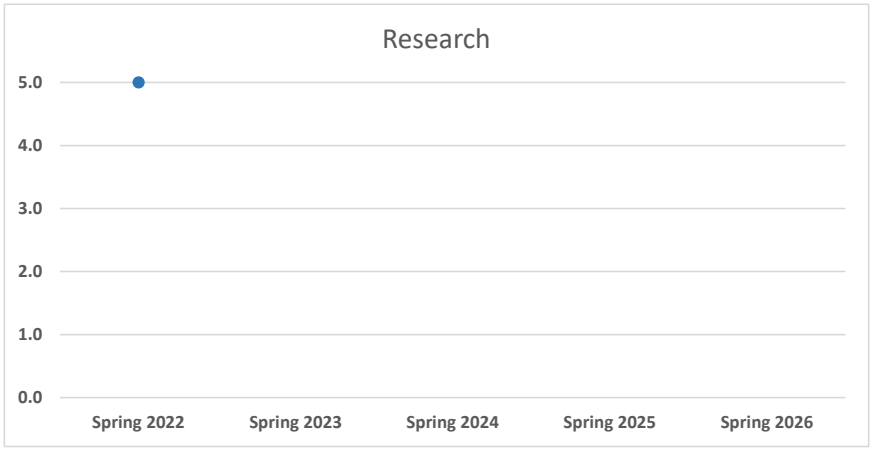
Recorded in: Comprehensive Exam Artifact: Music Theory/Analysis portion of the Comprehensive Exam	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify, construct, and apply analytical techniques to music.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Spring 2026												

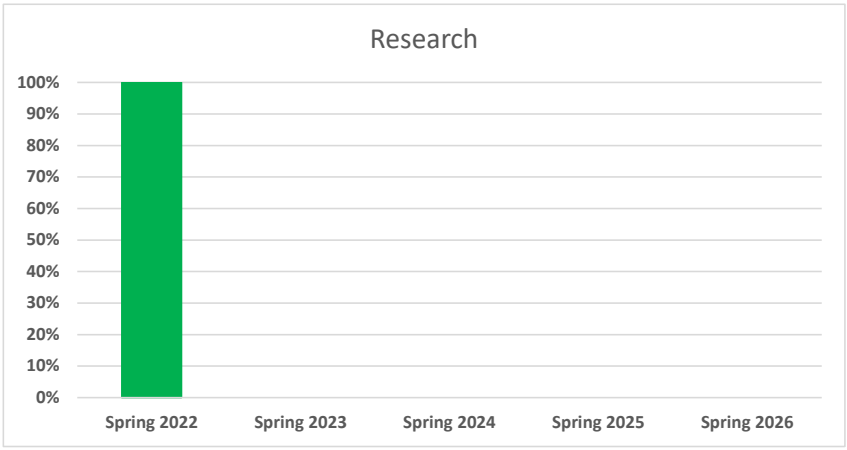




Learning Goal: Research (DMA Musical Performance Program)

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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												



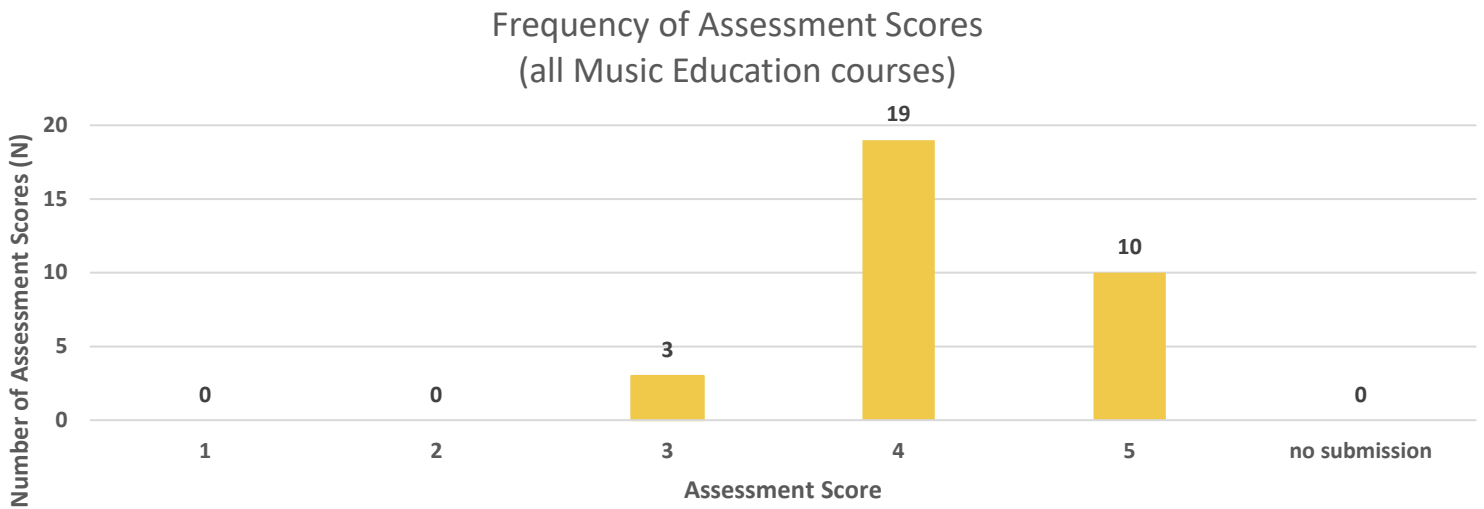


Music Education

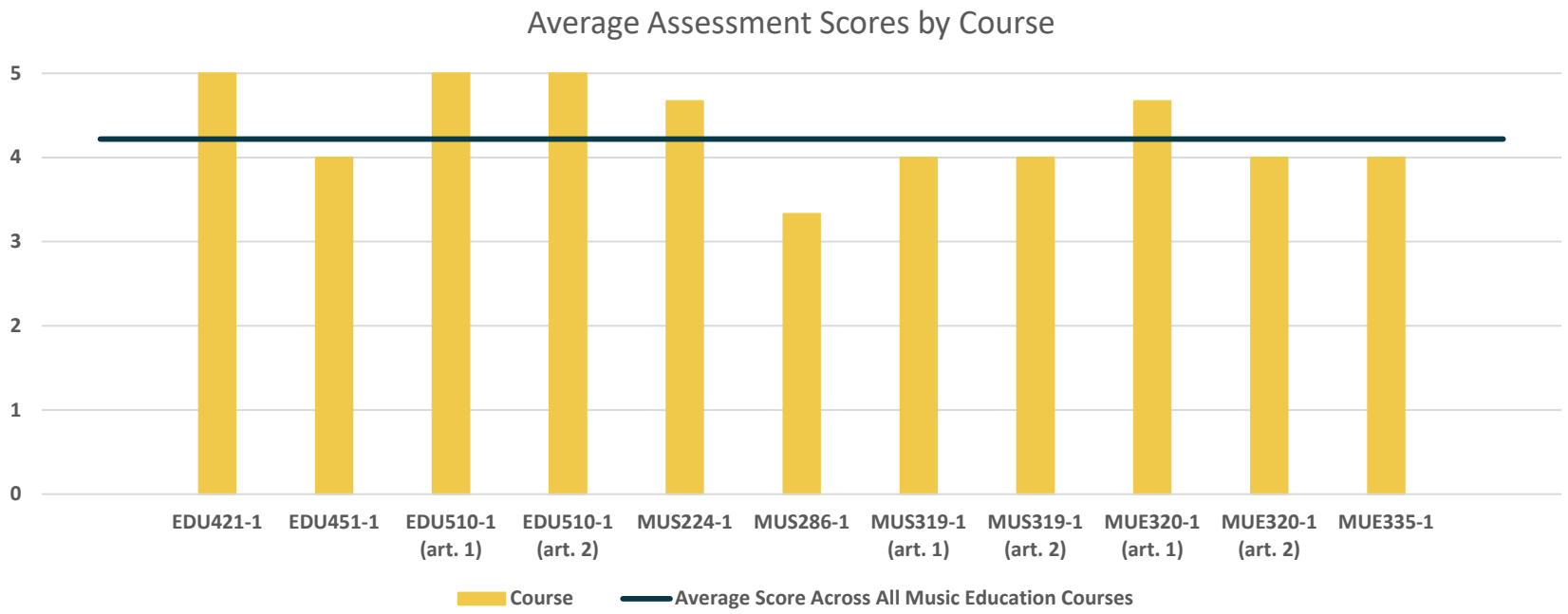
Artifact Scores by Course

SPRING 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Music Education courses)	
SCORE	**N**
1	0
2	0
3	3
4	19
5	10
no submission	0
Total	32
Submissions Scored (Total minus No Submissions)	32
AVERAGE SCORE	**4.22**



AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
EDU421-1	5.00
EDU451-1	4.00
EDU510-1 (art. 1)	5.00
EDU510-1 (art. 2)	5.00
MUS224-1	4.67
MUS286-1	3.33
MUS319-1 (art. 1)	4.00
MUS319-1 (art. 2)	4.00
MUE320-1 (art. 1)	4.67
MUE320-1 (art. 2)	4.00
MUE335-1	4.00
AVERAGE SCORE ACROSS ALL MUSIC EDUCATION COURSES	**4.22**



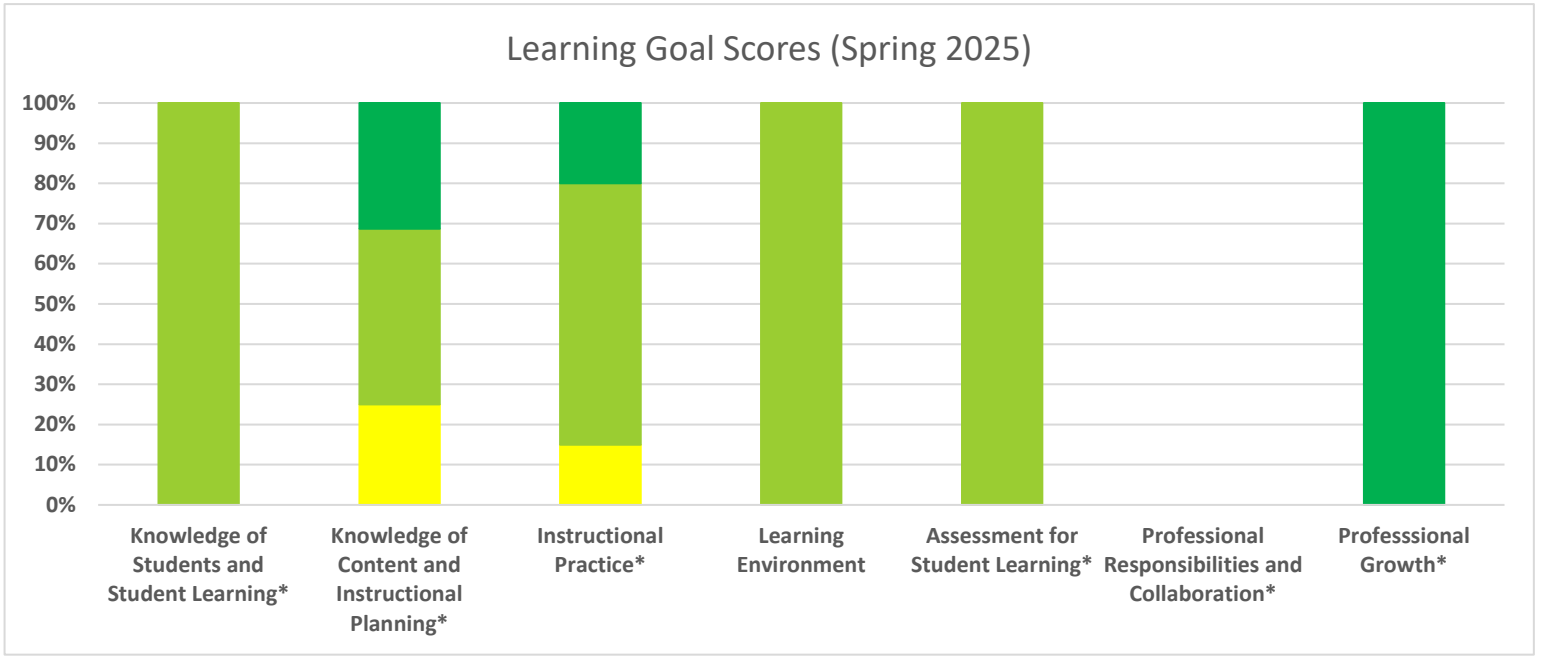
Artifact Scores by Program and Learning Goal

MusB Music Education (Spring 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%	5	100.0%	0	0.0%	5	**4.0**
*Knowledge of Content and Instructional Planning**	0	0.0%	0	0.0%	4	25.0%	7	43.8%	5	31.3%	16	**4.1**
*Instructional Practice**	0	0.0%	0	0.0%	3	15.0%	13	65.0%	4	20.0%	20	**4.1**
Learning Environment	0	0.0%	0	0.0%	0	0.0%	5	100.0%	0	0.0%	5	**4.0**
*Assessment for Student Learning**	0	0.0%	0	0.0%	0	0.0%	8	100.0%	0	0.0%	8	**4.0**
*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%	1	100.0%	1	**5.0**

* 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 (Spring 2025)



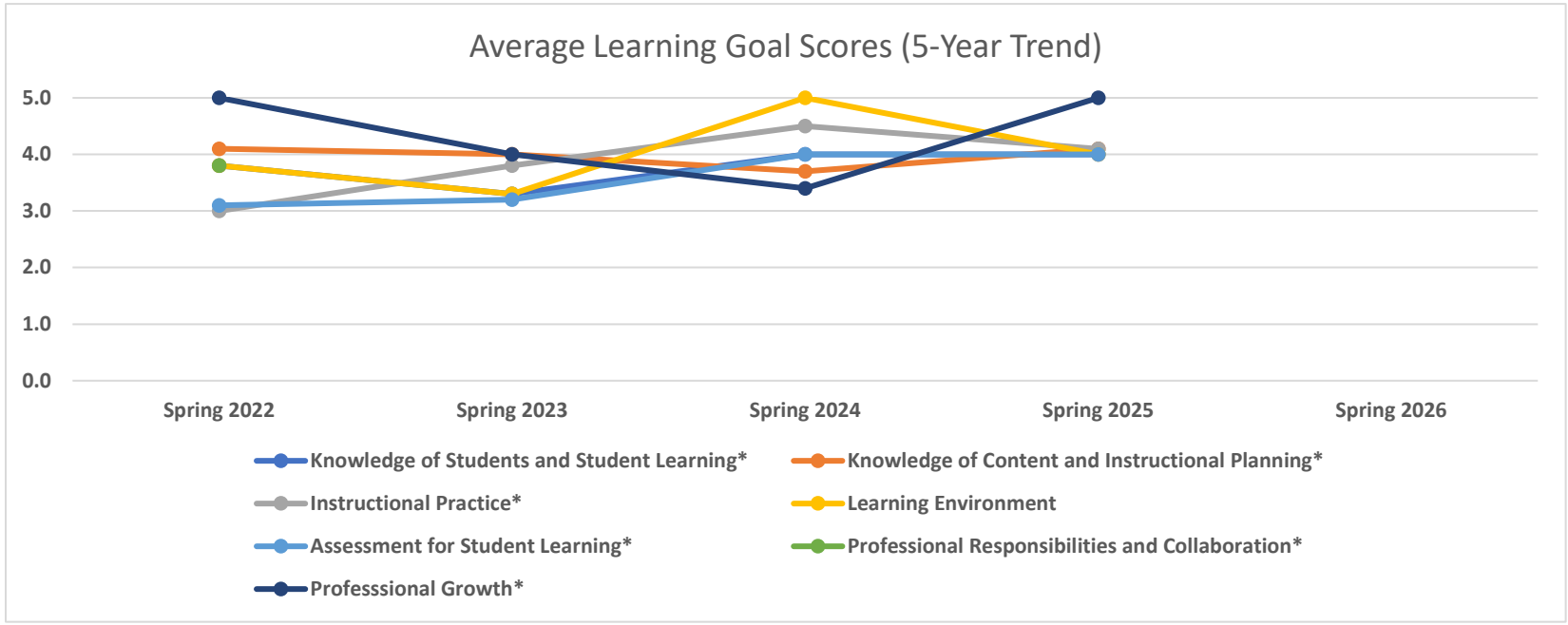
* The Knowledge of Students and Student Learning, Knowledge of Concent and Instructional Planning, Instructional Practice, Assessment for Student Learning, and Professional Growth learning goals all have multiple artifacts collected across multiple courses. The Professional Responsibilities and Collaboration 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	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
*Knowledge of Students and Student Learning**	3.8	3.3	4.0	4.0	
*Knowledge of Content and Instructional Planning**	4.1	4.0	3.7	4.1	
*Instructional Practice**	3.0	3.8	4.5	4.1	
Learning Environment	3.8	3.3	5.0	4.0	
*Assessment for Student Learning**	3.1	3.2	4.0	4.0	
*Professional Responsibilities and Collaboration**	3.8				
*Professsional Growth**	5.0	4.0	3.4	5.0	

* 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.

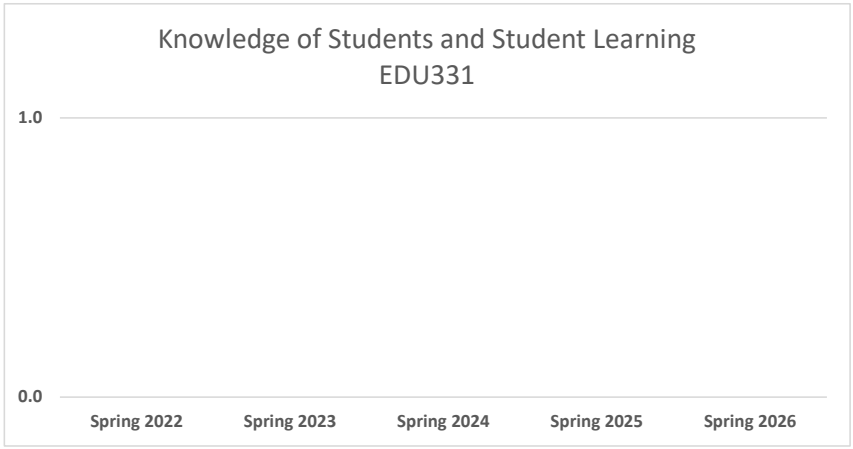
MusB Music Education (5-Year Trend)

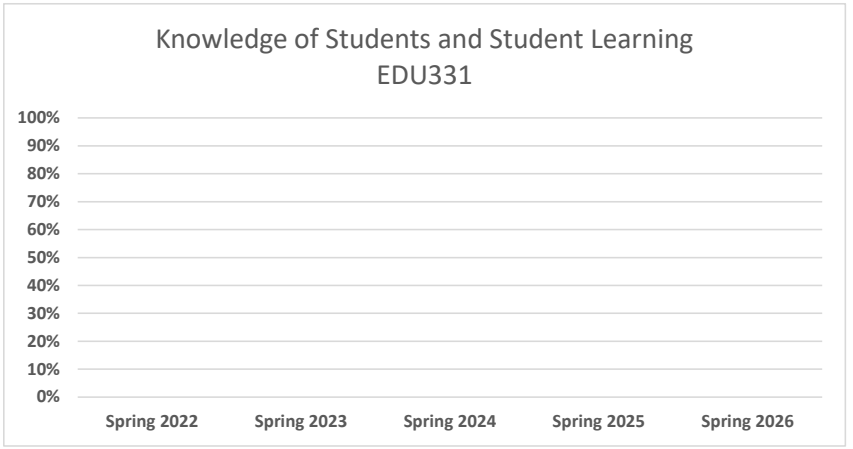


* The Knowledge of Students and Student Learning, Knowledge of Concent and Instructional Planning, Instructional Practice, Assessment for Student Learning, and Professional Growth learning goals all have multiple artifacts collected across multiple courses. The Professional Responsibilities and Collaboration 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)

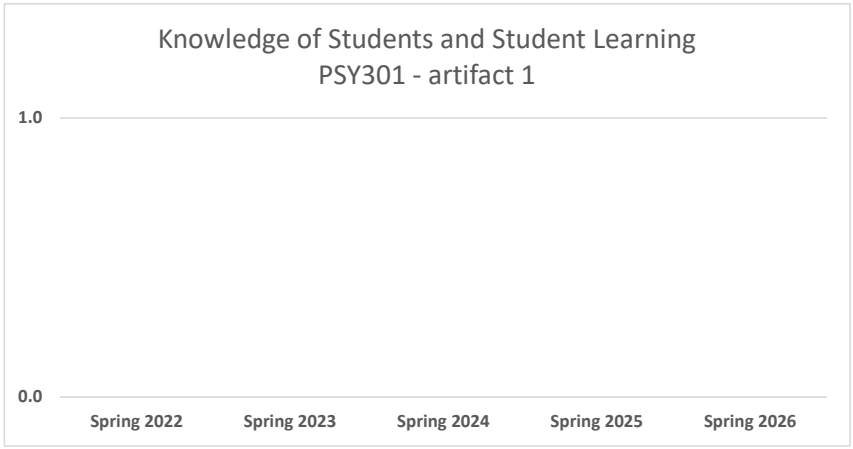
Recorded in: EDU331 - School and Society Artifact: A philosophy of Education		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child development 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

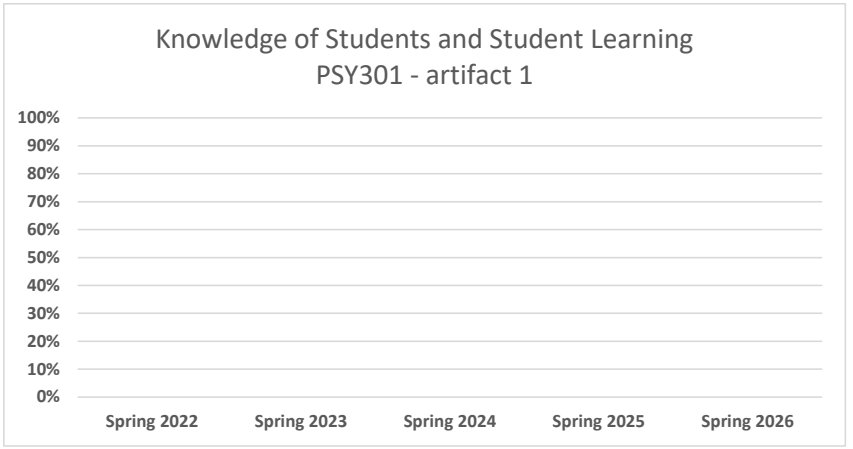




Learning Goal: Knowledge of Students and Student Learning - PSY301 artifact 1 (MusB Music Education Program)

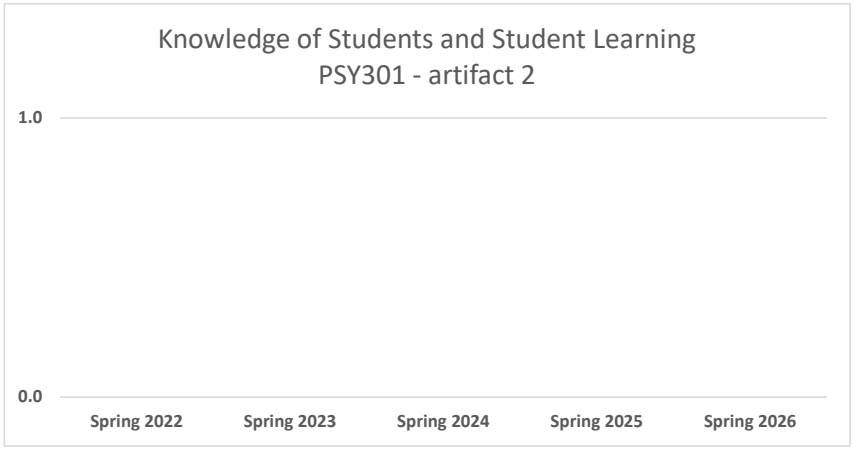
Recorded in: PSY301 - Educational Psychology Artifact: A midsemester exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child development theories 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

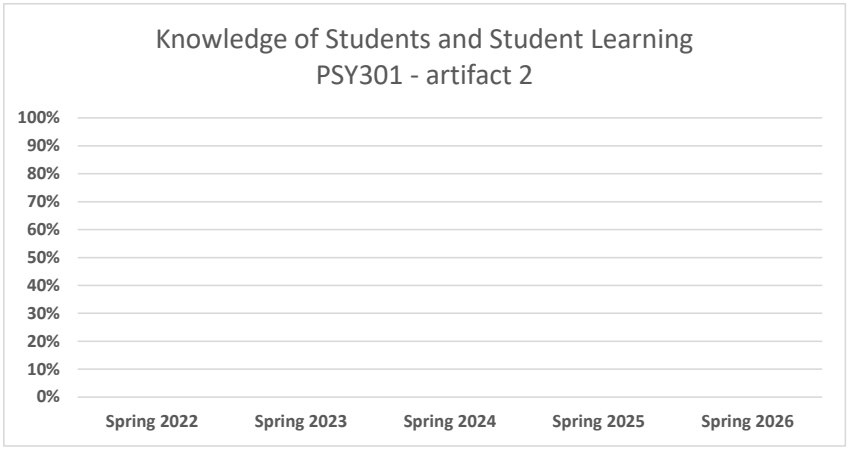




Learning Goal: Knowledge of Students and Student Learning - PSY301 artifact 2 (MusB Music Education Program)

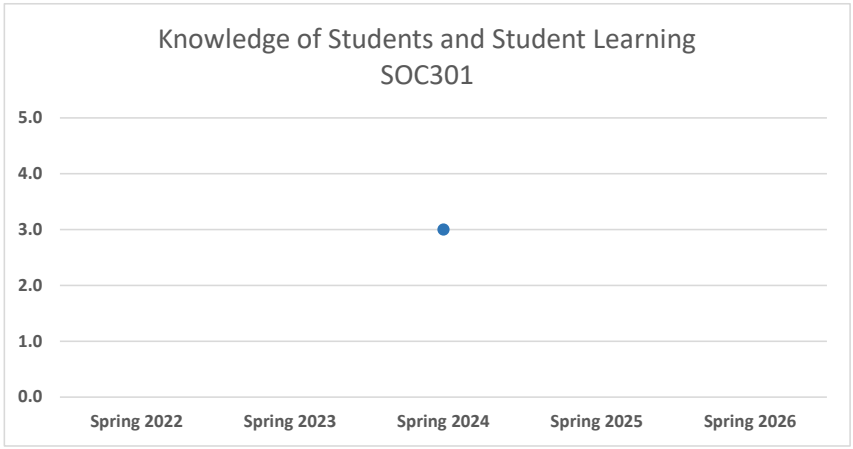
Recorded in: PSY301 - Educational Psychology Artifact: Child development quiz		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child development 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

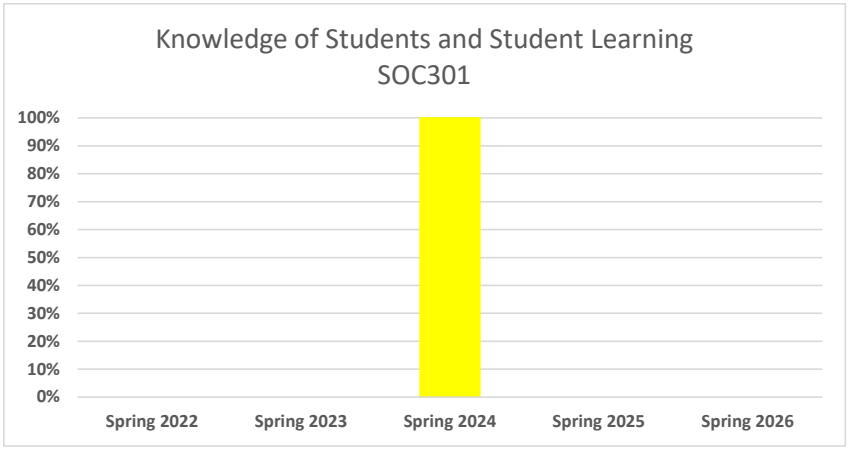




Learning Goal: Knowledge of Students and Student Learning - PSY301 (MusB Music Education Program)

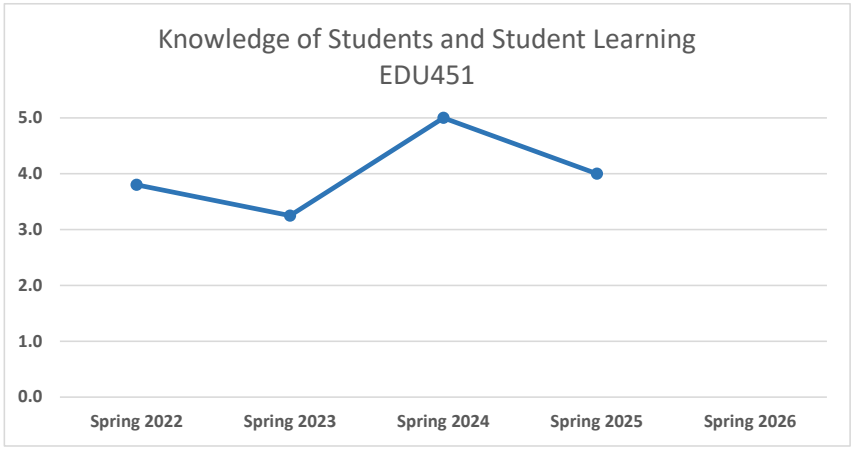
Recorded in: SOC301 - Cultural Diversity Artifact: Reseach paper (SOC301)		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child development theories 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

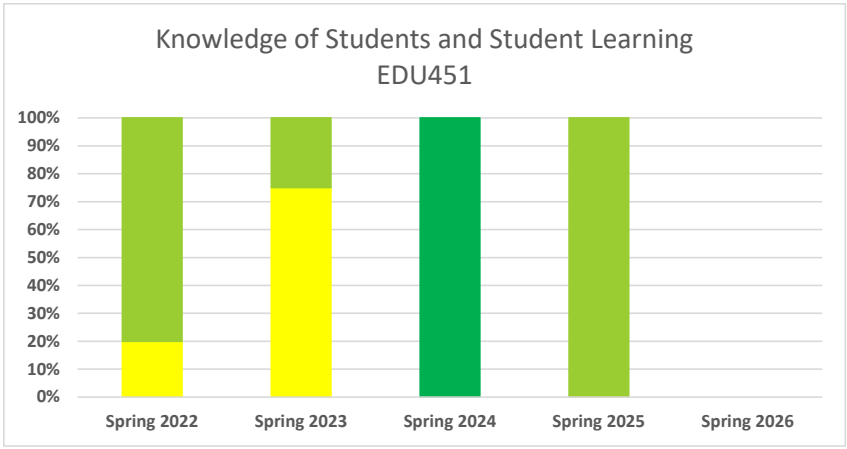




Learning Goal: Knowledge of Students and Student Learning - EDU451 (MusB Music Education Program)

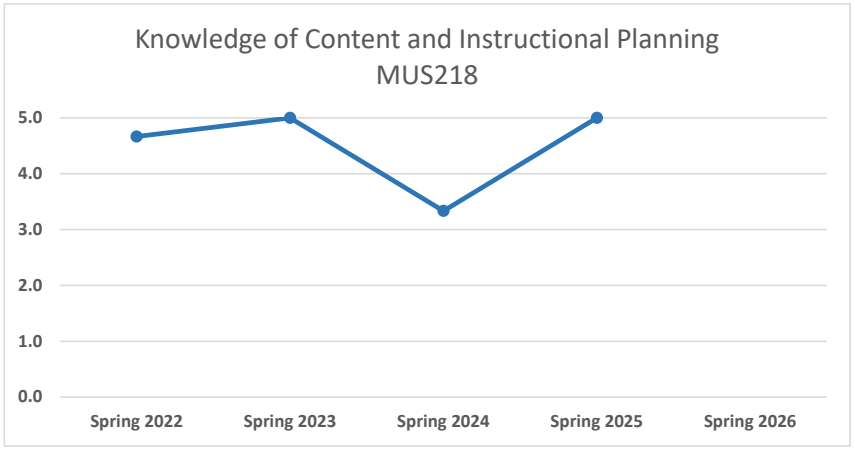
Recorded in: EDU451 - Health and Learning Disabilities Artifact: Two lesson plans (EDU451)		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child 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	
	Spring 2022	0	0.0%	0	0.0%	1	20.0%	4	80.0%	0	0.0%	5	**3.8**
	Spring 2023	0	0.0%	0	0.0%	3	75.0%	1	25.0%	0	0.0%	4	**3.3**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	5	100.0%	0	0.0%	5	**4.0**
	Spring 2026												

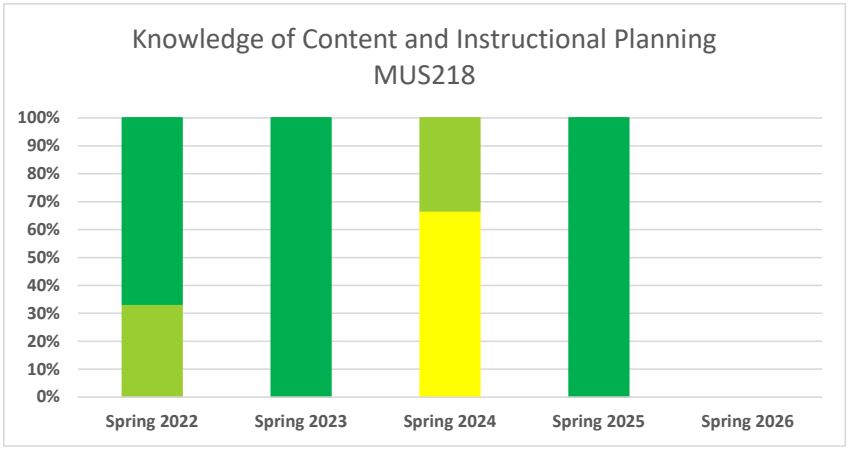




Learning Goal: Knowledge of Content and Instructional Planning - MUS218 (MusB Music Education Program)

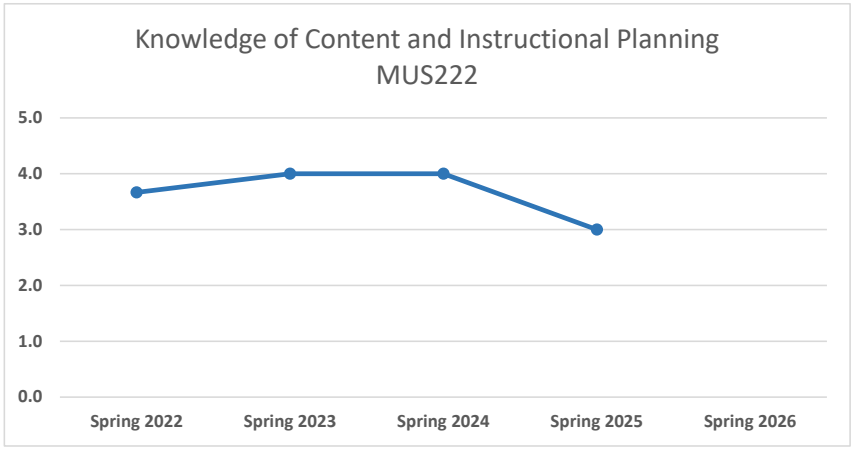
Recorded in: MUS218 - Form and Analysis Artifact: Sonata-Allegro analysis		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2024	0	0.0%	0	0.0%	2	66.7%	1	33.3%	0	0.0%	3	**3.3**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	3	100.0%	3	**5.0**
	Spring 2026												

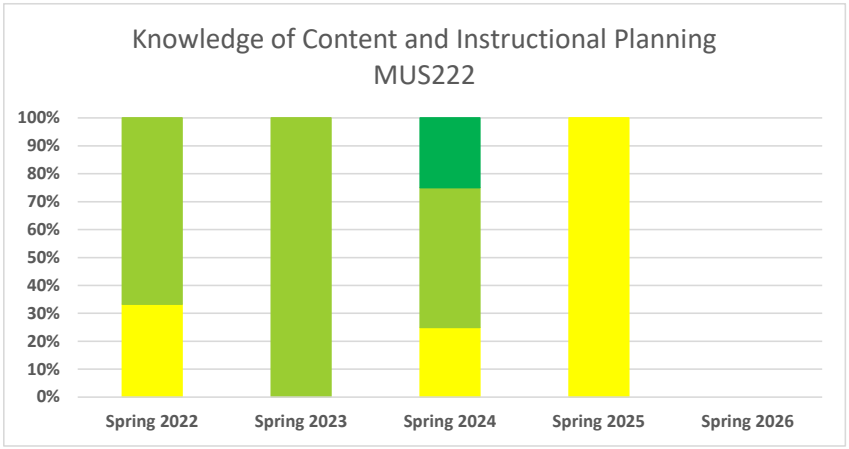




Learning Goal: Knowledge of Content and Instructional Planning - MUS222 (MusB Music Education Program)

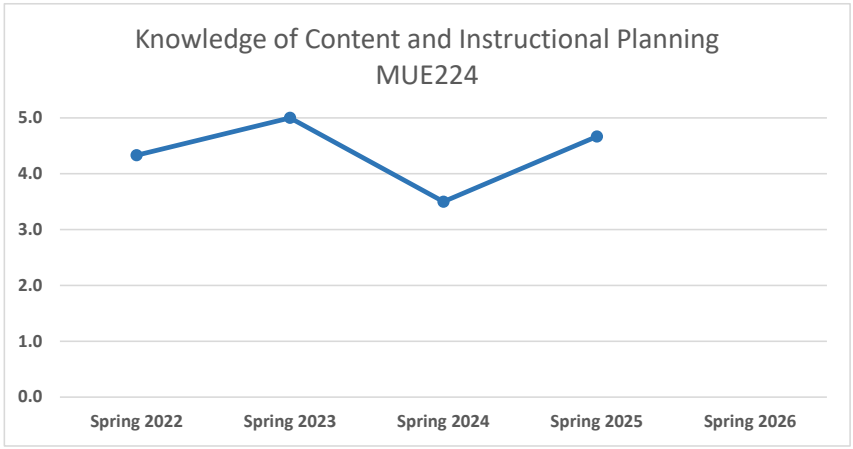
Recorded in: MUS222 - Sight Singing 4 Artifact: Week 10 assessment (video)		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	1	33.3%	2	66.7%	0	0.0%	3	**3.7**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2024	0	0.0%	0	0.0%	1	25.0%	2	50.0%	1	25.0%	4	**4.0**
	Spring 2025	0	0.0%	0	0.0%	2	100.0%	0	0.0%	0	0.0%	2	**3.0**
	Spring 2026												

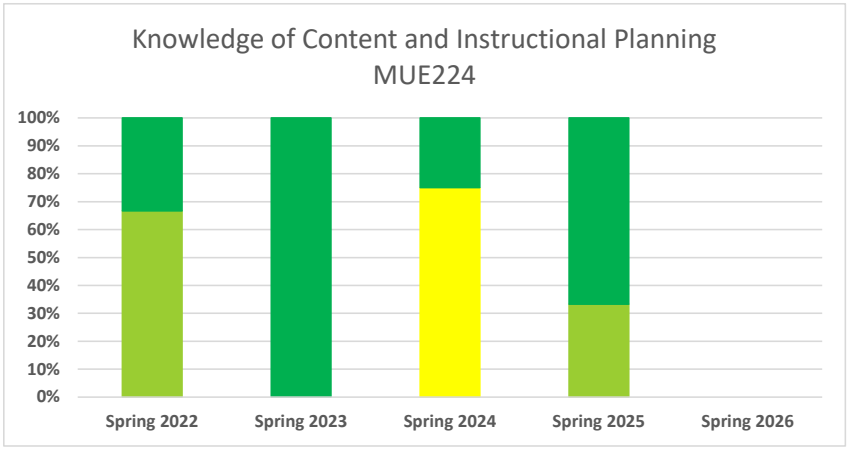




Learning Goal: Knowledge of Content and Instructional Planning - MUE224 (MusB Music Education Program)

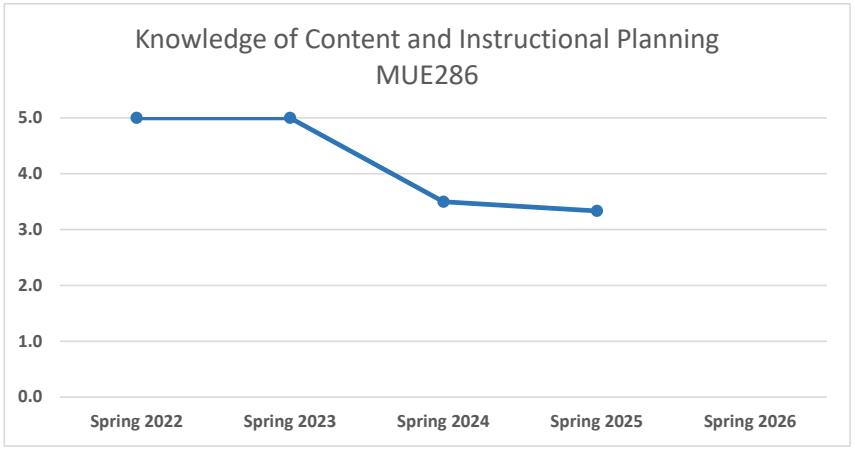
Recorded in: MUE224 - Ear Training 4 Artifact: Week 10 assessment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	2	66.7%	1	33.3%	3	**4.3**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2024	0	0.0%	0	0.0%	3	75.0%	0	0.0%	1	25.0%	4	**3.5**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Spring 2026												

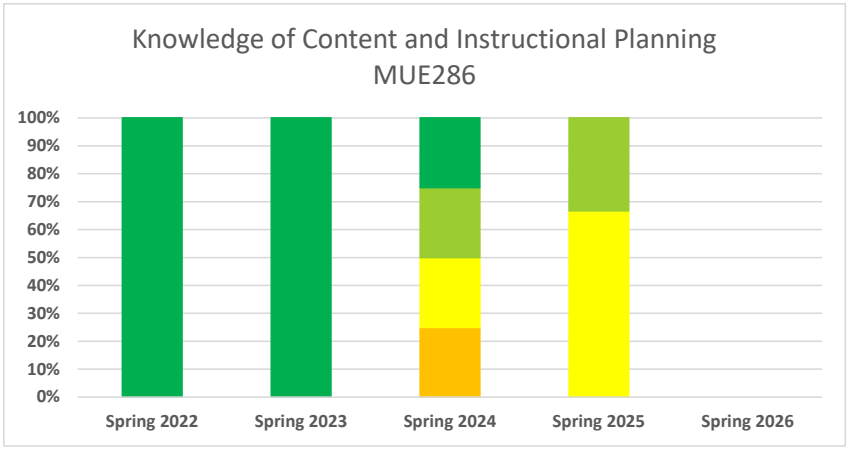




Learning Goal: Knowledge of Content and Instructional Planning - MUE286 (MusB Music Education Program)

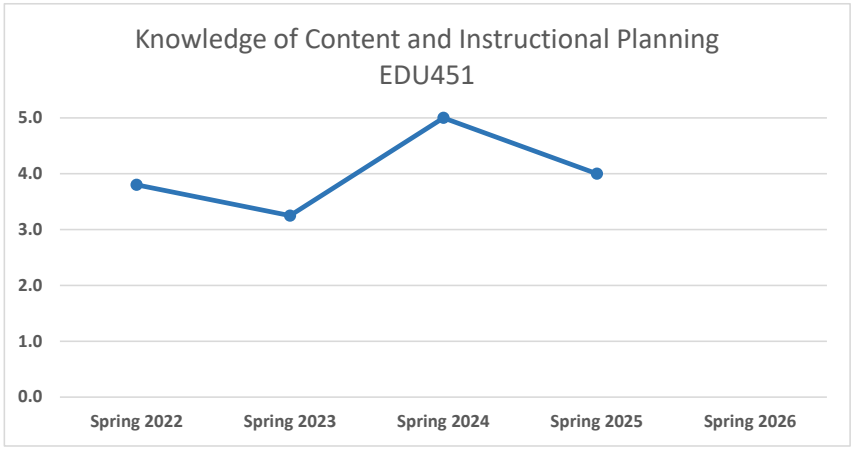
Recorded in: MUE286 - Keyboard Skills 4 Artifact: The Keyboard qualifying exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2024	0	0.0%	1	25.0%	1	25.0%	1	25.0%	1	25.0%	4	**3.5**
	Spring 2025	0	0.0%	0	0.0%	2	66.7%	1	33.3%	0	0.0%	3	**3.3**
	Spring 2026												

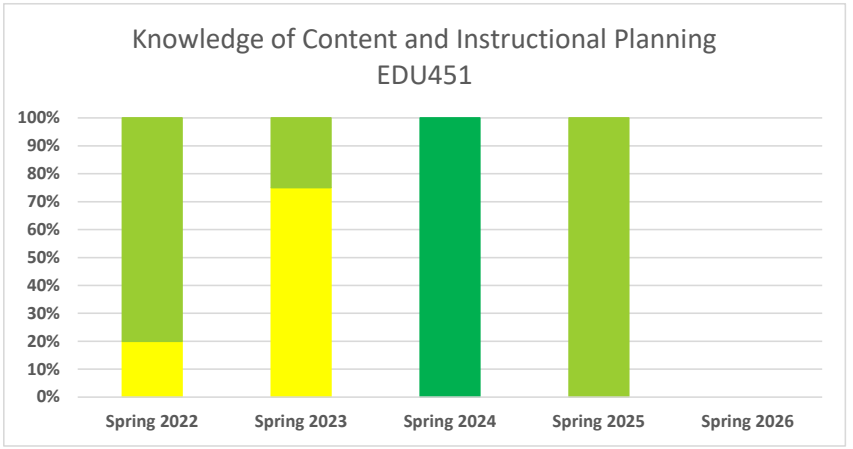




Learning Goal: Knowledge of Content and Instructional Planning - EDU451 (MusB Music Education Program)

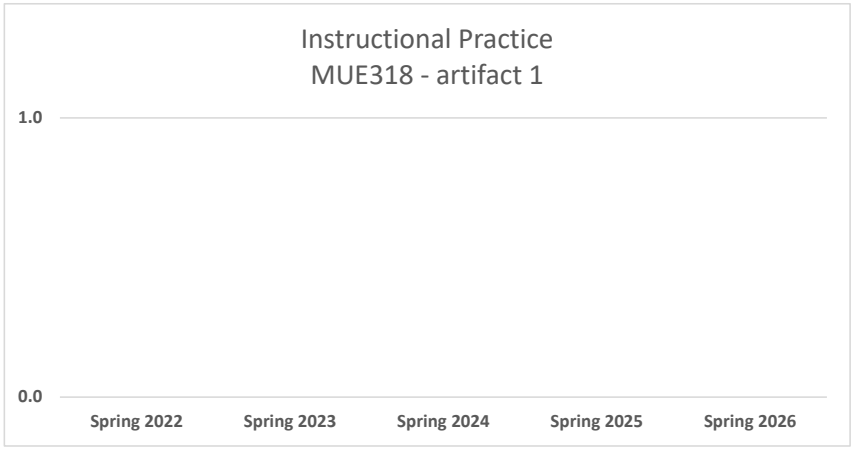
Recorded in: EDU451 - Health and Learning Disabilities Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	1	20.0%	4	80.0%	0	0.0%	5	**3.8**
	Spring 2023	0	0.0%	0	0.0%	3	75.0%	1	25.0%	0	0.0%	4	**3.3**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	5	100.0%	0	0.0%	5	**4.0**
	Spring 2026												

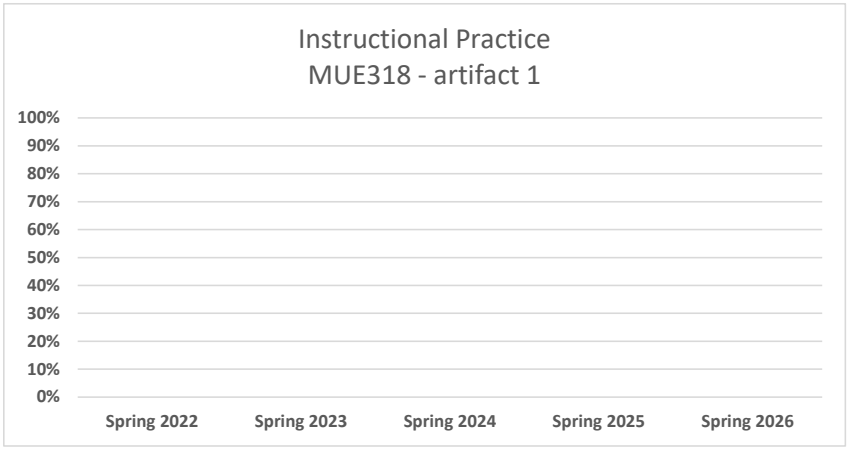




Learning Goal: Instructional Practice - MUE318 artifact 1 (MusB Music Education Program)

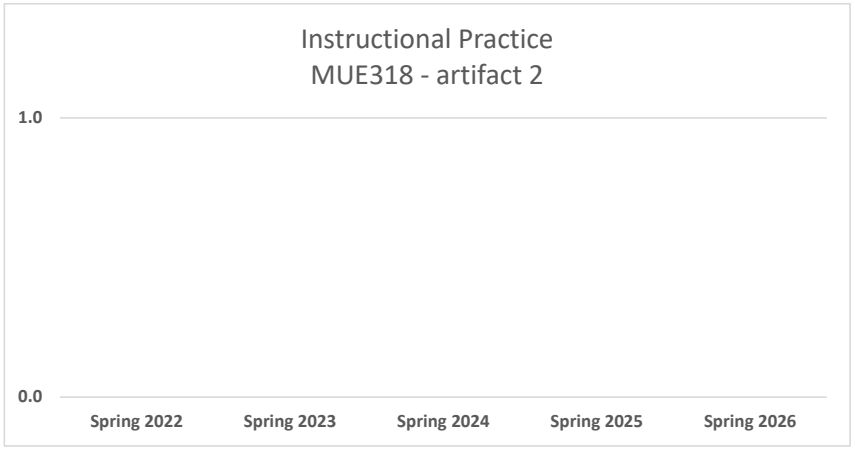
Recorded in: MUE318 - Elementary Music Education Methods Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

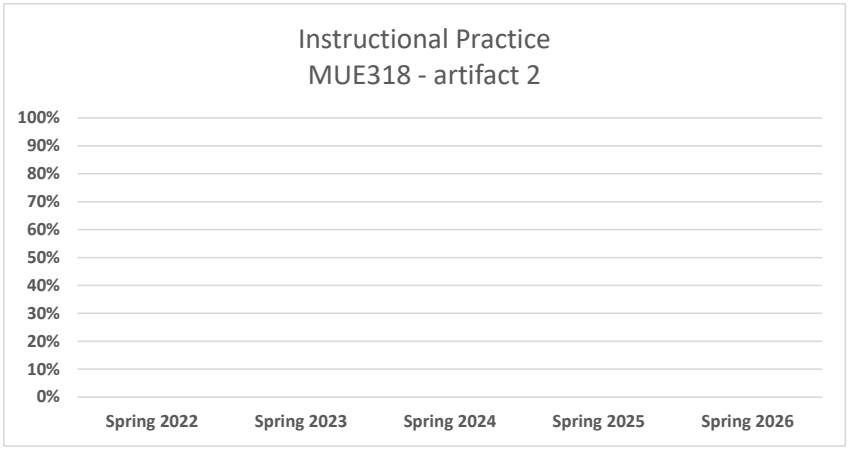




Learning Goal: Instructional Practice - MUE318 artifact 2 (MusB Music Education Program)

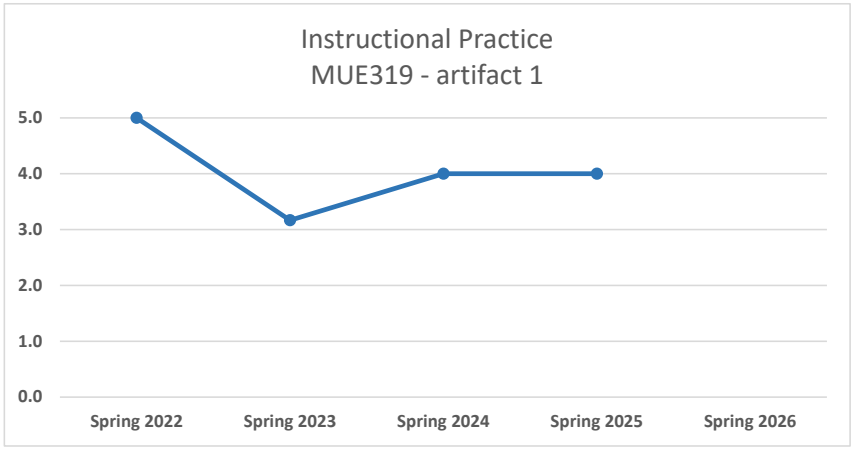
Recorded in: MUE318 - Elementary Music Education Methods Artifact: Teaching demo-video		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

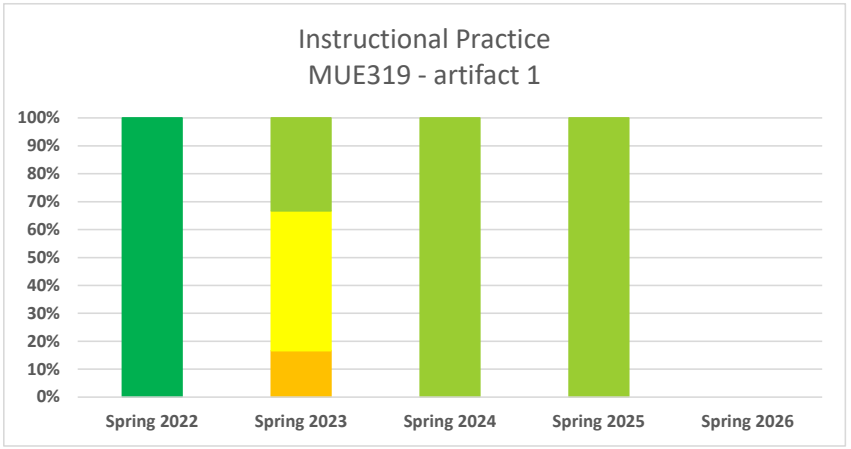




Learning Goal: Instructional Practice - MUE319 artifact 1 (MusB Music Education Program)

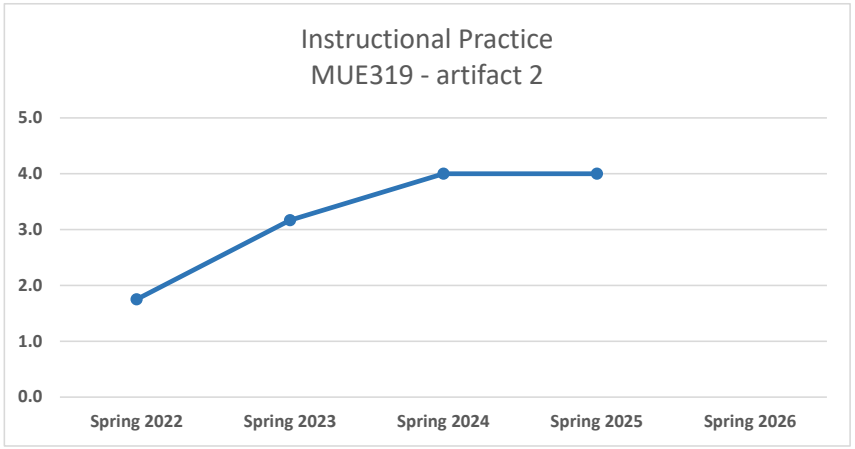
Recorded in: MUE319 - Secondary Music Education Methods Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	3	100.0%	3	**5.0**
	Spring 2023	0	0.0%	1	16.7%	3	50.0%	2	33.3%	0	0.0%	6	**3.2**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	4	100.0%	0	0.0%	4	**4.0**
	Spring 2026												

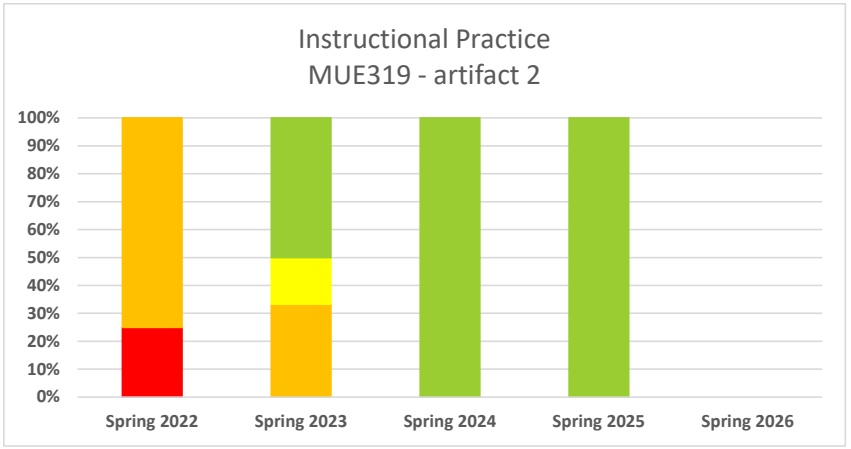




Learning Goal: Instructional Practice - MUE319 artifact 2 (MusB Music Education Program)

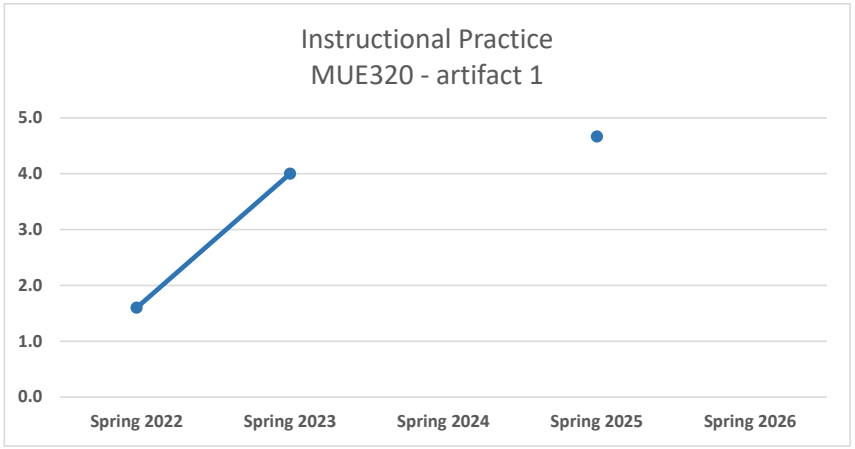
Recorded in: MUE319 - Secondary Music Education Methods Artifact: Teaching demo-video		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote 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	
	Spring 2022	1	25.0%	3	75.0%	0	0.0%	0	0.0%	0	0.0%	4	**1.8**
	Spring 2023	0	0.0%	2	33.3%	1	16.7%	3	50.0%	0	0.0%	6	**3.2**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	4	100.0%	0	0.0%	4	**4.0**
	Spring 2026												

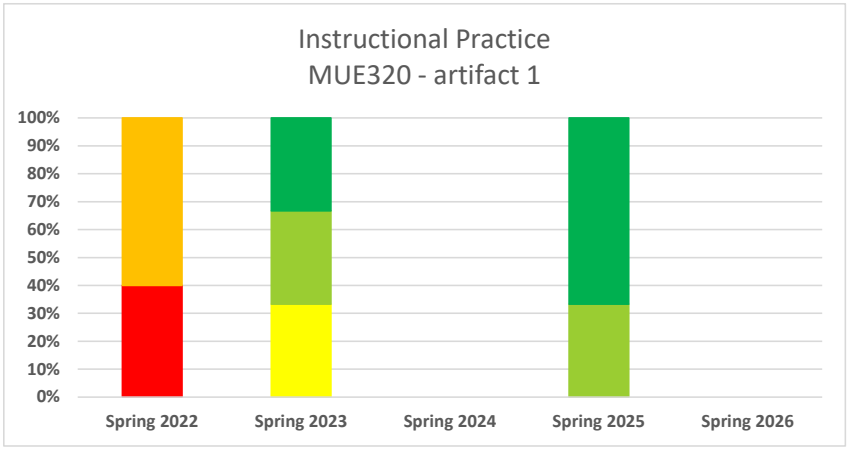




Learning Goal: Instructional Practice - MUE320 artifact 1 (MusB Music Education Program)

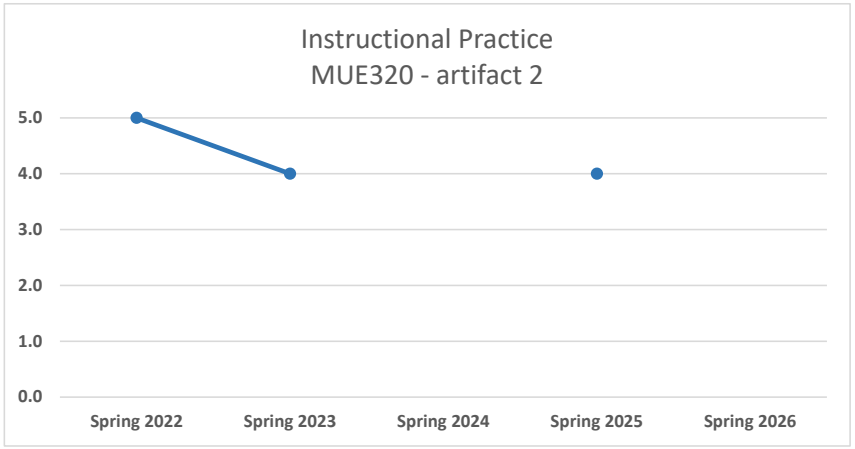
Recorded in: MUE320 - Choral Music Education Methods Artifact: Video of final evaluation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote 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	
	Spring 2022	2	40.0%	3	60.0%	0	0.0%	0	0.0%	0	0.0%	5	**1.6**
	Spring 2023	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
	Spring 2026												

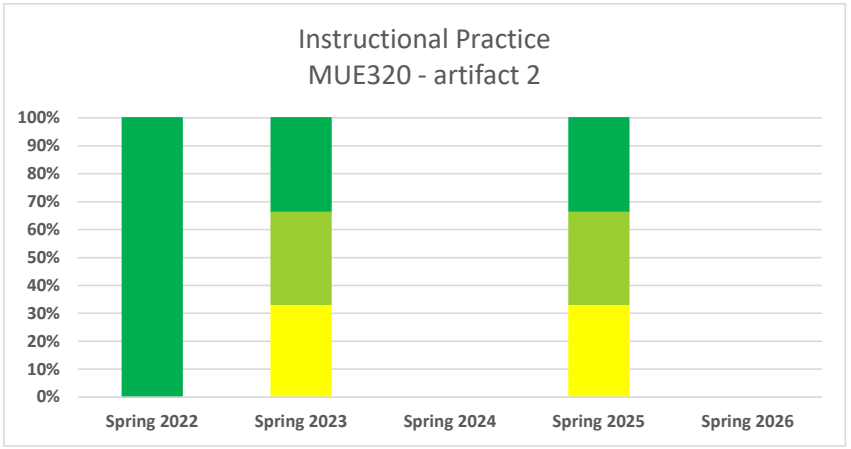




Learning Goal: Instructional Practice - MUE320 artifact 2 (MusB Music Education Program)

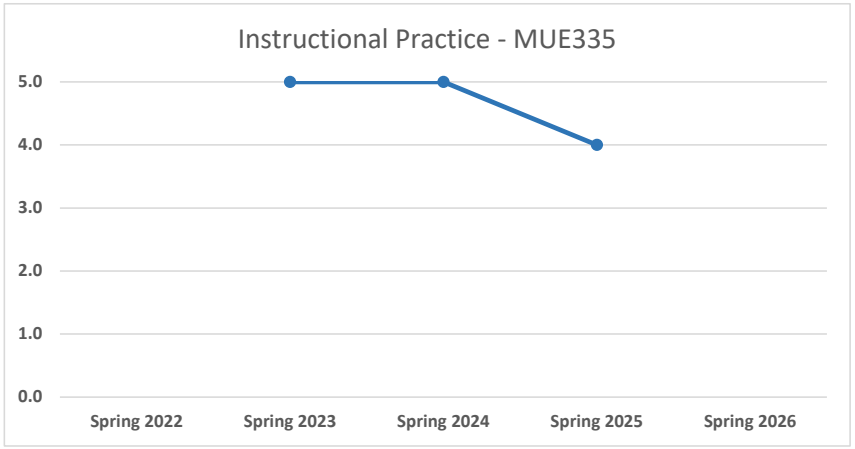
Recorded in: MUE320 - Choral Music Education Methods Artifact: Self-reflection		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	4	100.0%	4	**5.0**
	Spring 2023	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	1	33.3%	1	33.3%	1	33.3%	3	**4.0**
	Spring 2026												

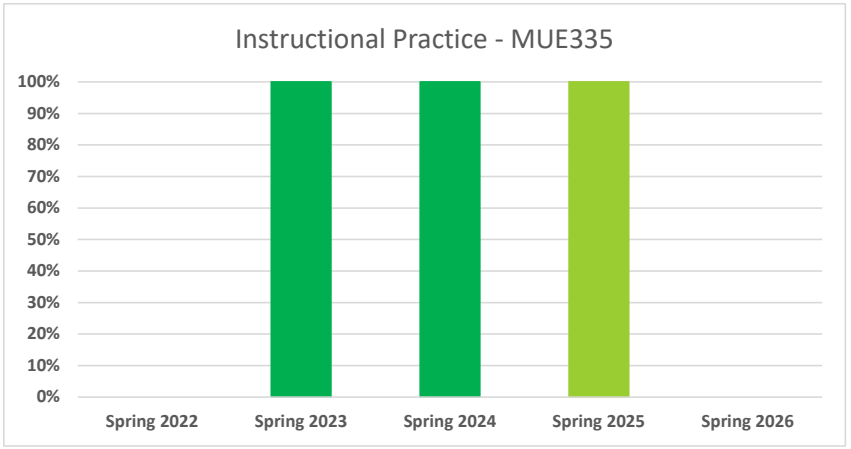




Learning Goal: Instructional Practice - MUE335 (MusB Music Education Program)

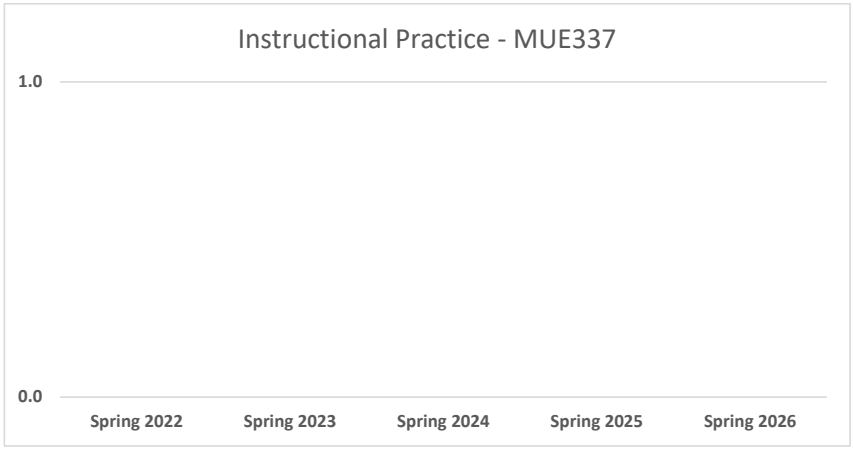
Recorded in: MUE335 - Instrumental Music Education Band I Artifact: Video of final evaluation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	2	100.0%	0	0.0%	2	**4.0**
	Spring 2026												

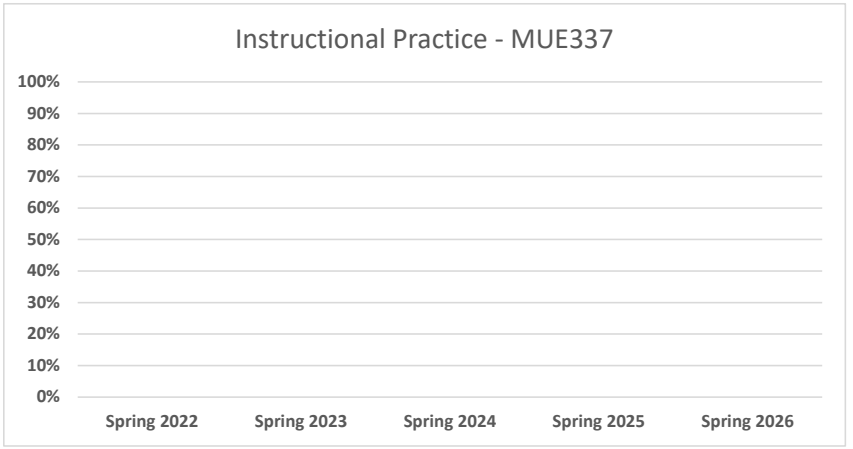




Learning Goal: Instructional Practice - MUE337 (MusB Music Education Program)

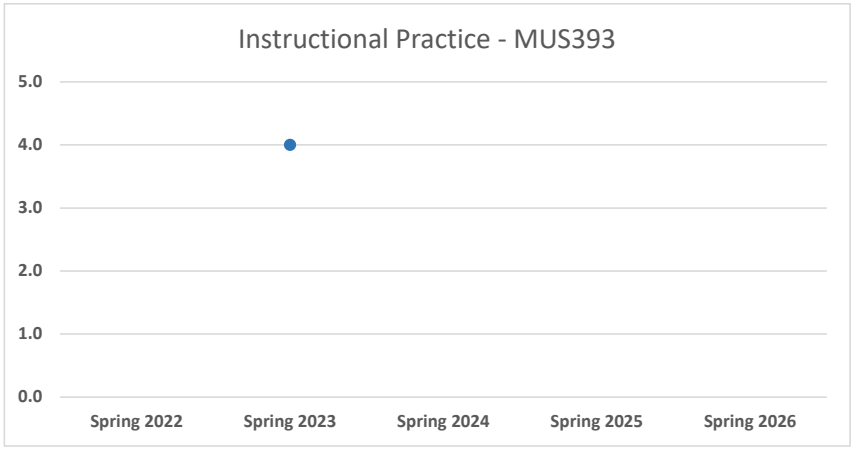
Recorded in: MUE337 - Instrumental Music Education Strings I Artifact: Video of final evaluation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

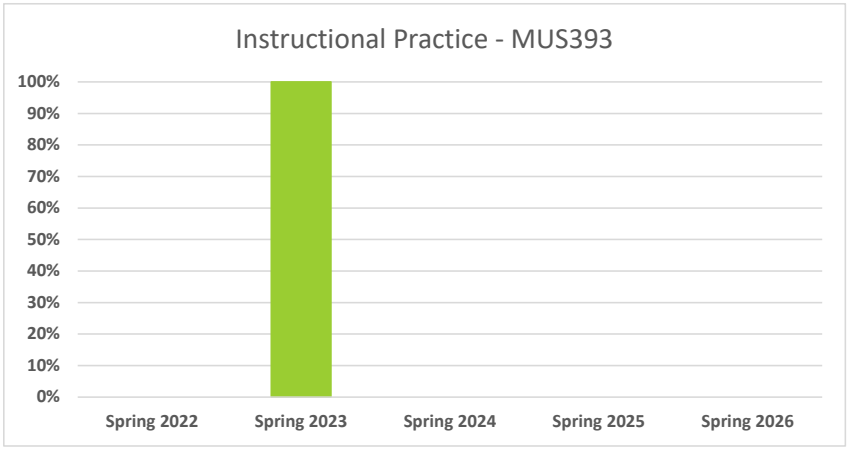




Learning Goal: Instructional Practice - MUS393 (MusB Music Education Program)

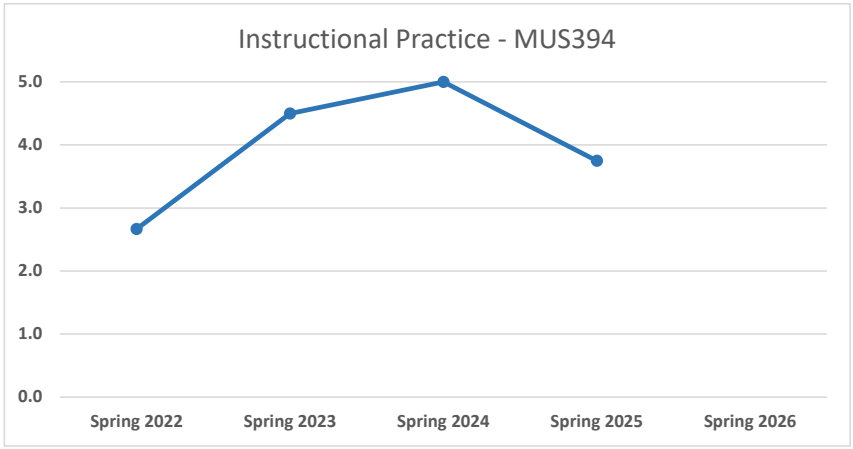
Recorded in: MUS393 - Instrumetnal Conducting Artifact: Video of final evaluation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

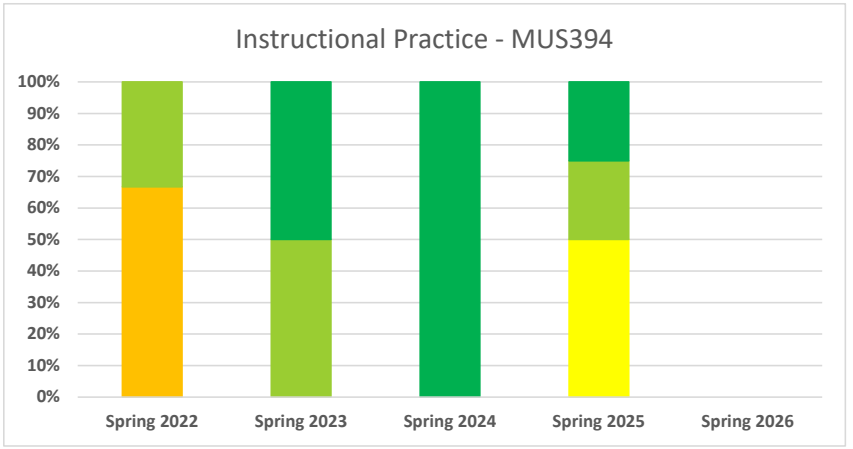




Learning Goal: Instructional Practice - MUS394 (MusB Music Education Program)

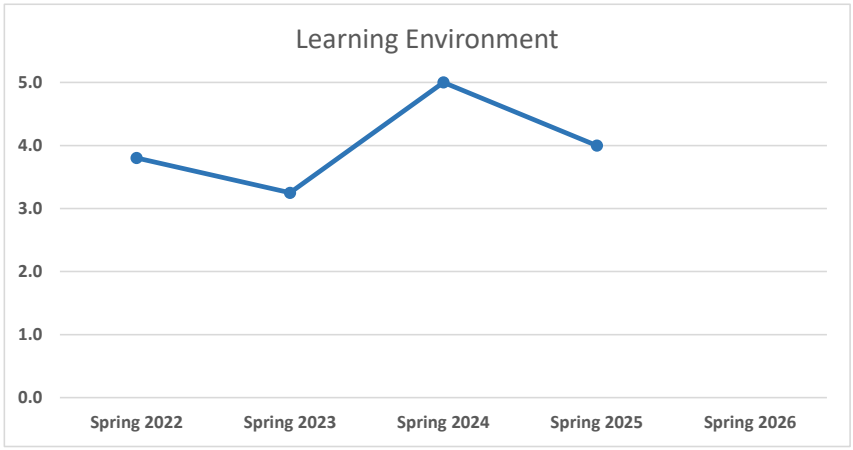
Recorded in: MUS394 - Choral Conducting Artifact: Video of final evaluation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student 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	
	Spring 2022	0	0.0%	4	66.7%	0	0.0%	2	33.3%	0	0.0%	6	**2.7**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	2	50.0%	2	50.0%	4	**4.5**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	2	50.0%	1	25.0%	1	25.0%	4	**3.8**
	Spring 2026												

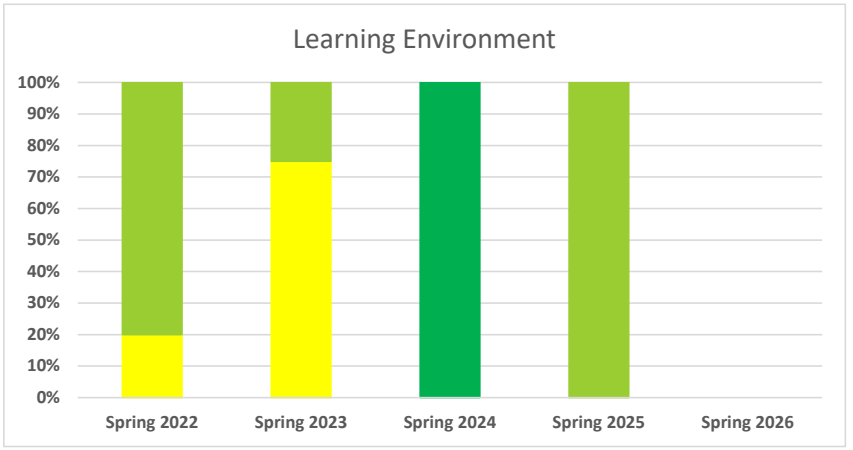




Learning Goal: Learning Environment (MusB Music Education Program)

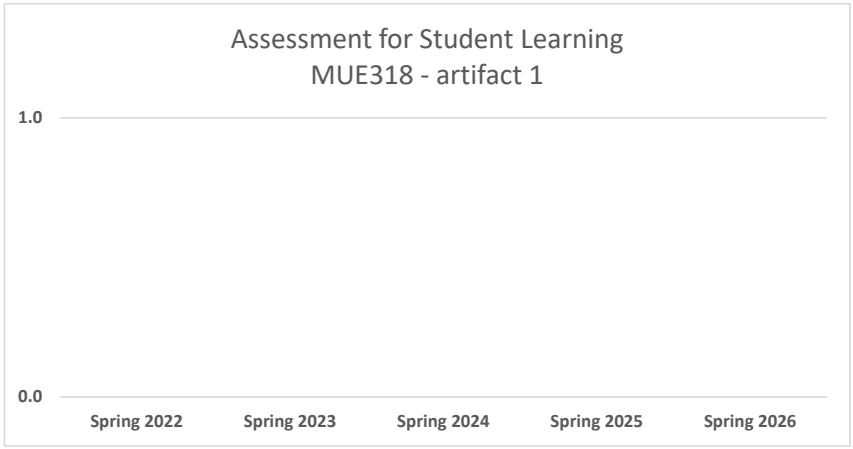
Recorded in: EDU451 - Health and Learning Disabilities Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates demonstrate knowledge of and ability to create an equitable learning environment sensitive to the needs 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	
	Spring 2022	0	0.0%	0	0.0%	1	20.0%	4	80.0%	0	0.0%	5	**3.8**
	Spring 2023	0	0.0%	0	0.0%	3	75.0%	1	25.0%	0	0.0%	4	**3.3**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	5	100.0%	0	0.0%	5	**4.0**
	Spring 2026												

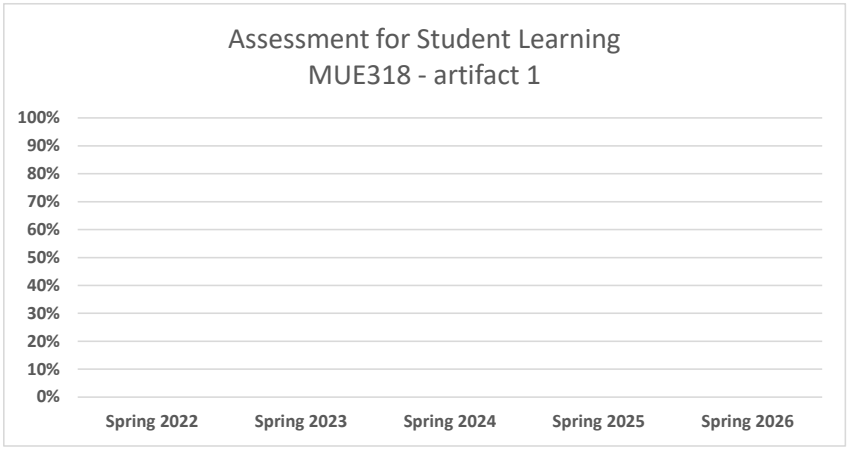




Learning Goal: Assessment for Student Learning - MUE318 artifact 1 (MusB Music Education Program)

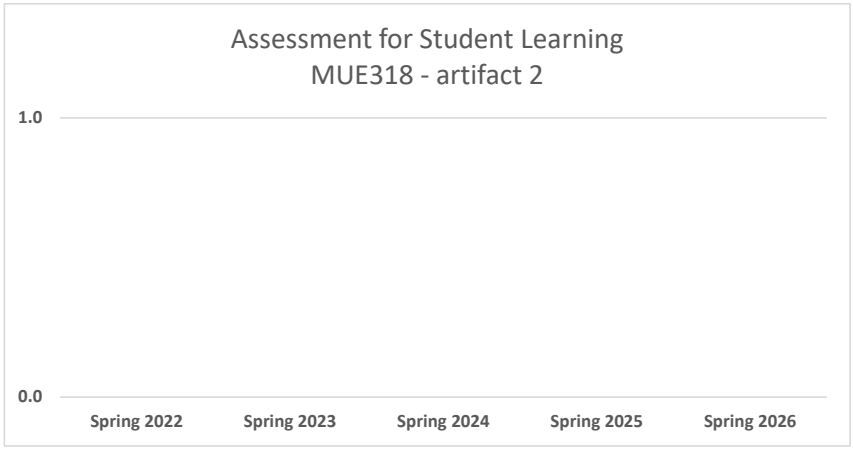
Recorded in: MUE318 - Elementary Music Education Methods Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates can create multiple and valid measures to evaluate, assess, and document student learning. Candidates can analyze and interpret assessment data to direct and differentiate instruction.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

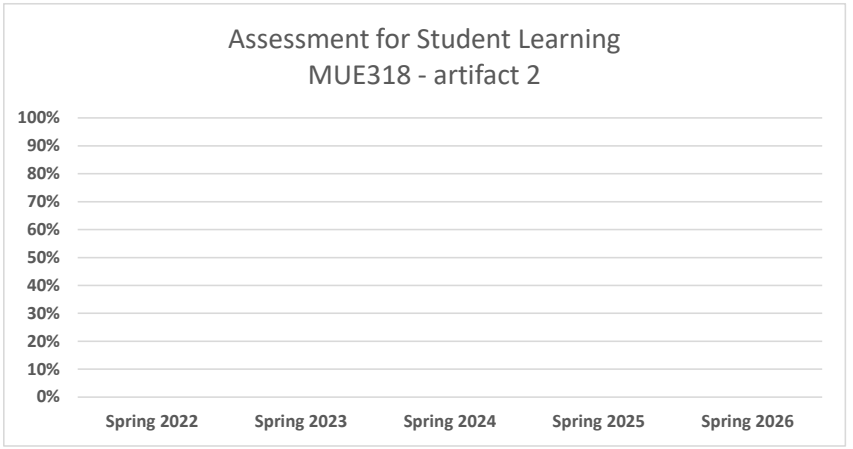




Learning Goal: Assessment for Student Learning - MUE318 artifact 2 (MusB Music Education Program)

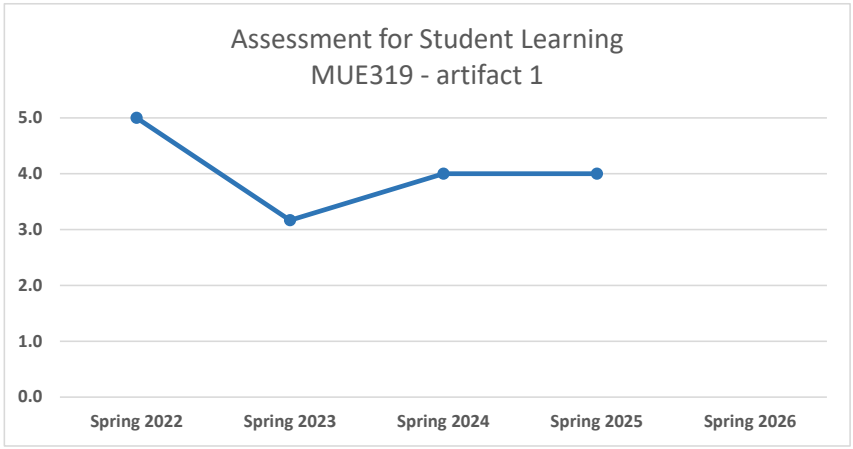
Recorded in: MUE318 - Elementary Music Education Methods Artifact: Teaching demo-video		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates can create multiple and valid measures to evaluate, assess, and document student learning. Candidates can analyze and interpret assessment data to direct and differentiate instruction.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

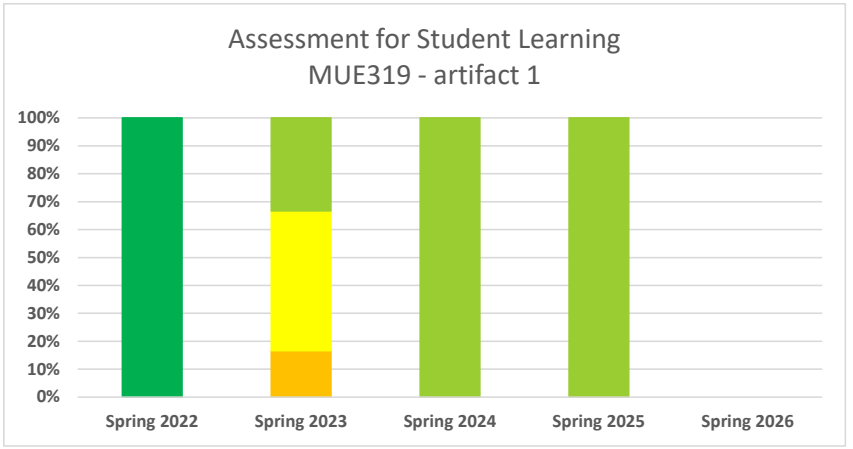




Learning Goal: Assessment for Student Learning - MUE319 artifact 1 (MusB Music Education Program)

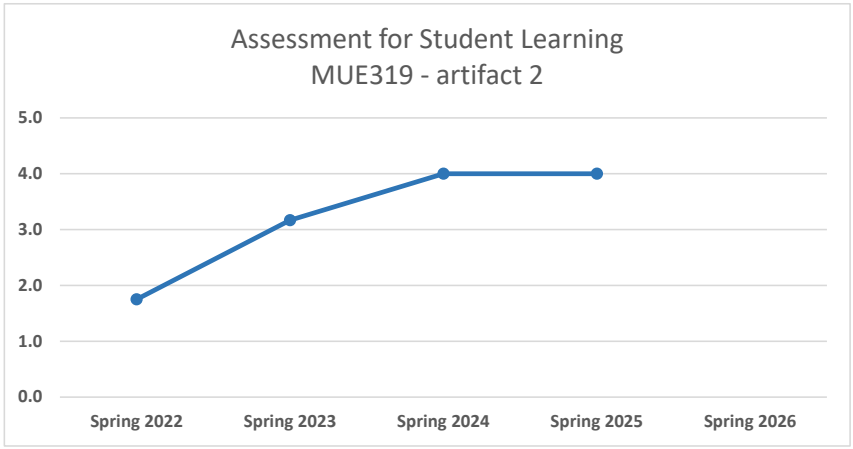
Recorded in: MUE319 - Secondary Music Education Methods Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates can create multiple and valid measures to evaluate, assess, and document student learning. Candidates can analyze and interpret assessment data to direct and differentiate instruction.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	3	100.0%	3	**5.0**
	Spring 2023	0	0.0%	1	16.7%	3	50.0%	2	33.3%	0	0.0%	6	**3.2**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	4	100.0%	0	0.0%	4	**4.0**
	Spring 2026												

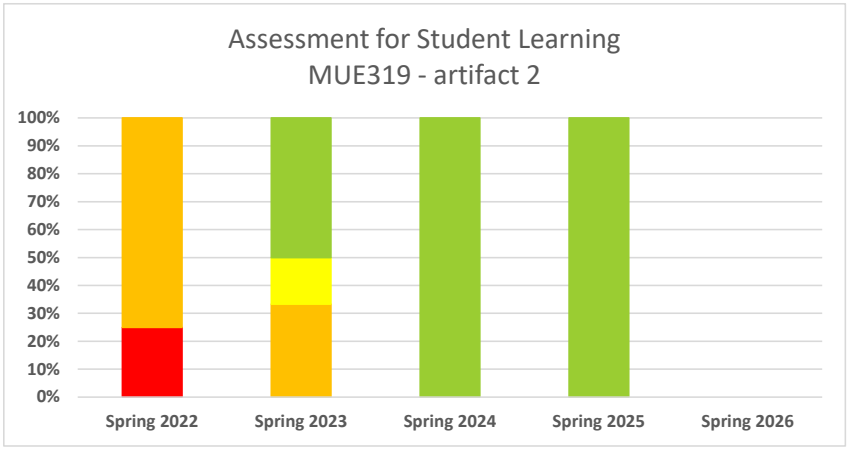




Learning Goal: Assessment for Student Learning - MUE319 artifact 2 (MusB Music Education Program)

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	
	Spring 2022	1	25.0%	3	75.0%	0	0.0%	0	0.0%	0	0.0%	4	**1.8**
	Spring 2023	0	0.0%	2	33.3%	1	16.7%	3	50.0%	0	0.0%	6	**3.2**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	4	100.0%	0	0.0%	4	**4.0**
	Spring 2026												





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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												





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

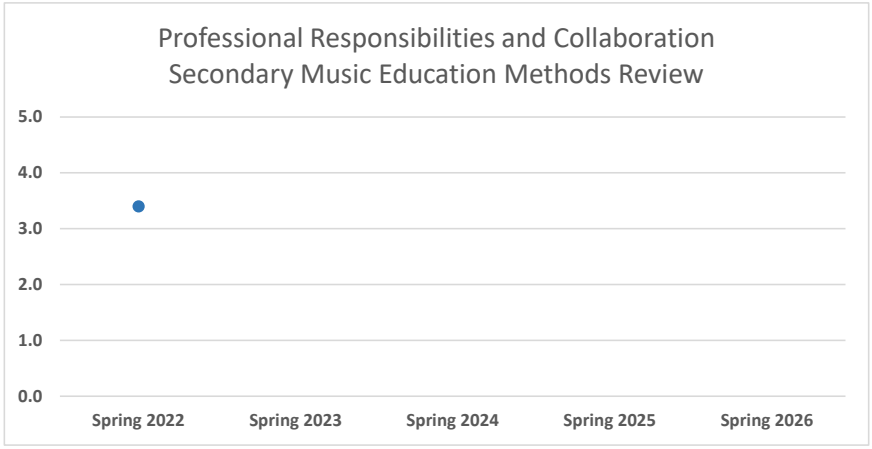
Recorded in: Four-step Critical Dispositions Review that takes place once each year in the program by multiple reviewers Artifact: Sophomore Review (by core teachers and 2nd semester English professor)	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average 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	
Spring 2022	0	0.0%	0	0.0%	1	25.0%	3	75.0%	0	0.0%	4	**3.8**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

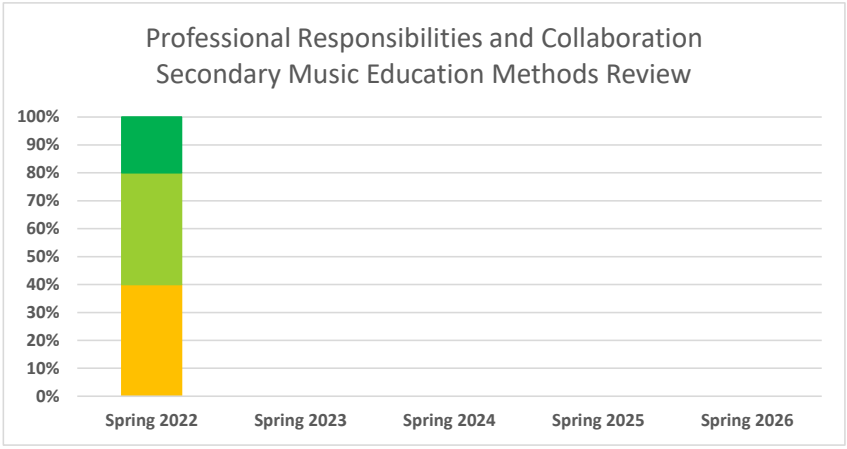




Learning Goal: Professional Responsibilities and Collaboration - Critical Dispositions Review, junior year (MusB Music Education Program)

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	
Spring 2022	0	0.0%	2	40.0%	0	0.0%	2	40.0%	1	20.0%	5	**3.4**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												





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

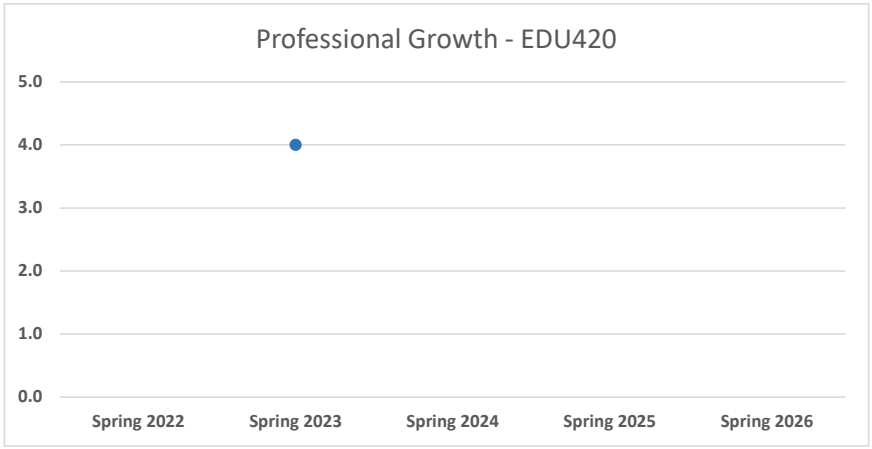
Recorded in: Four-step Critical Dispositions Review that takes place once each year in the program by multiple reviewers Artifact: Both student teaching placements (by cooperating teachers)	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates 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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

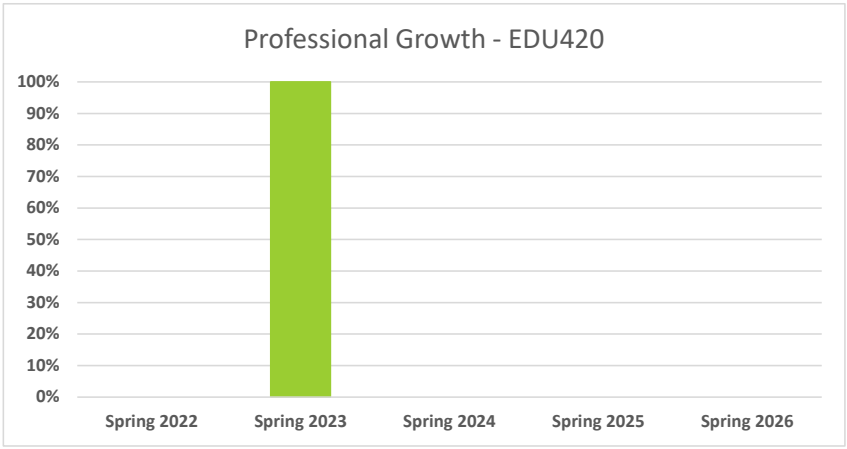




Learning Goal: Professional Growth - EDU420 (MusB Music Education Program)

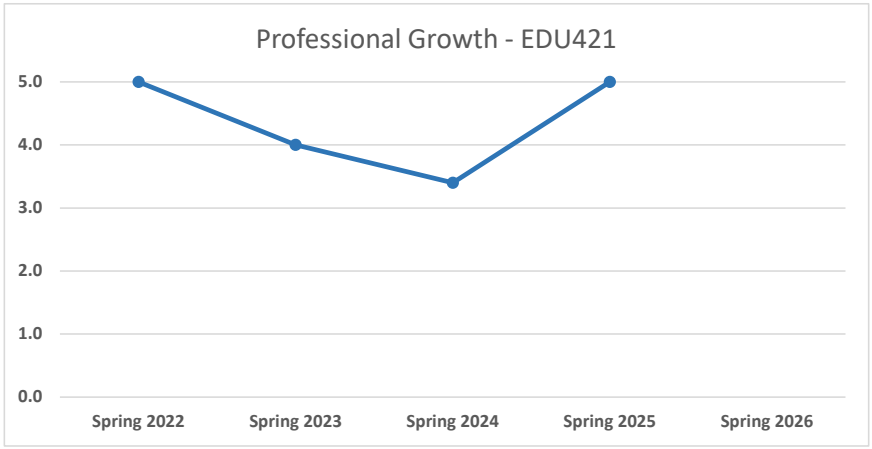
Recorded in: EDU420 - Teaching Practicum Artifact: Reflective assignment		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates engage in self-reflection to improve teaching methods, strategies, and assessment and take advantage of all learning opportunities to further their personal development as an educator.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

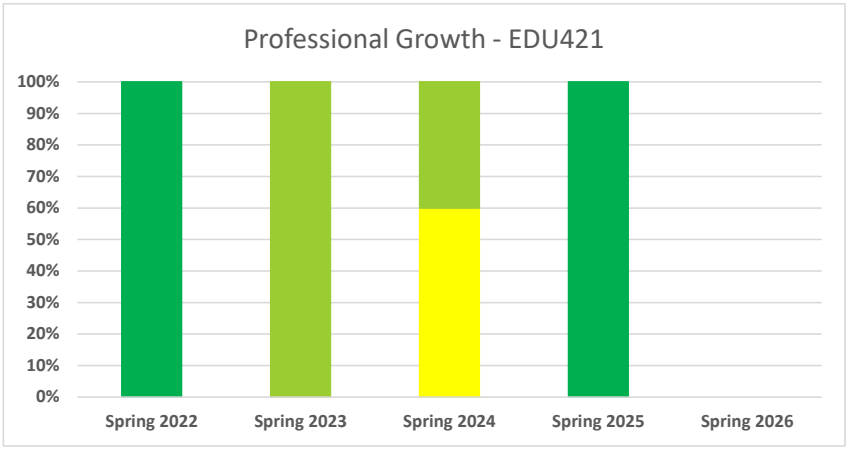




Learning Goal: Professional Growth - EDU421 (MusB Music Education Program)

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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	3	100.0%	0	0.0%	3	**4.0**
	Spring 2024	0	0.0%	0	0.0%	3	60.0%	2	40.0%	0	0.0%	5	**3.4**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2026												



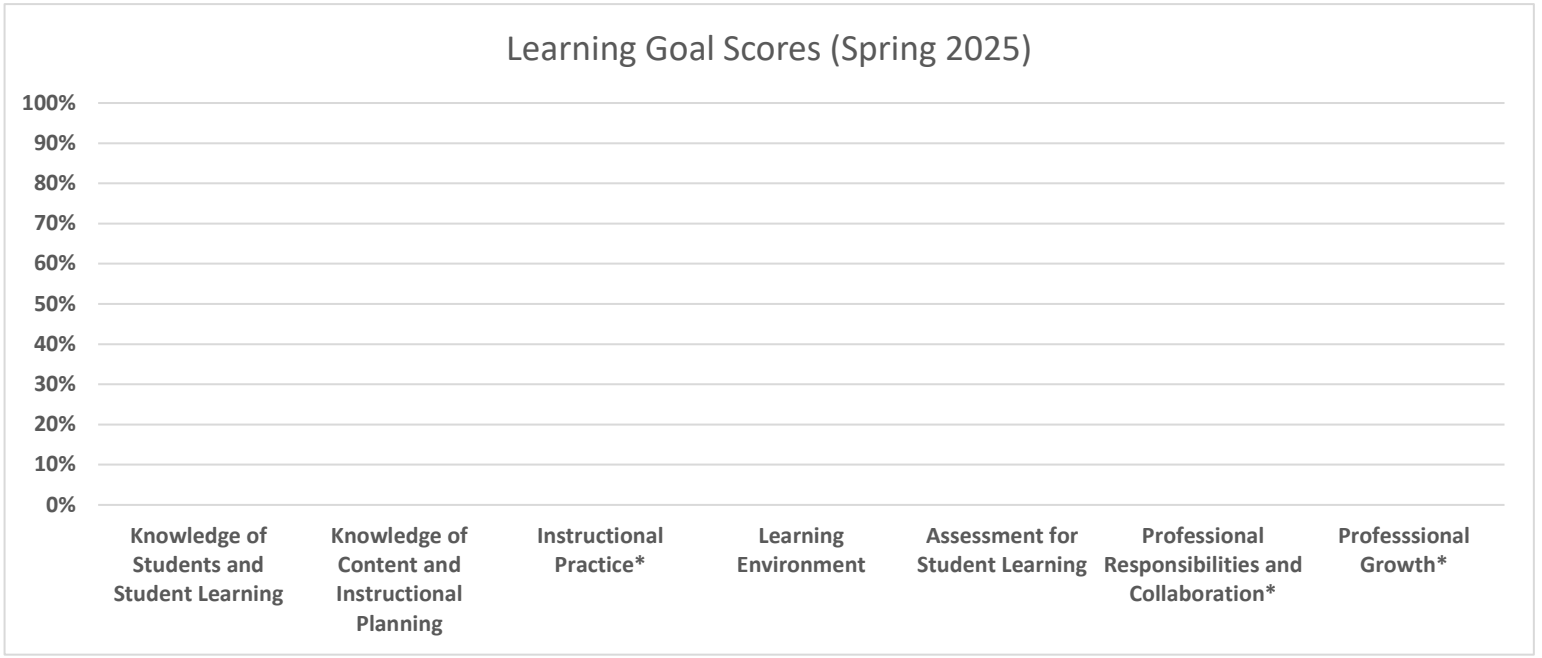


MAT Music Education (Spring 2025)

	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	

* 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 (Spring 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	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Knowledge of Students and Student Learning					
Knowledge of Content and Instructional Planning					
*Instructional Practice**					
Learning Environment					
Assessment for Student Learning					
*Professional Responsibilities and Collaboration**					
*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.

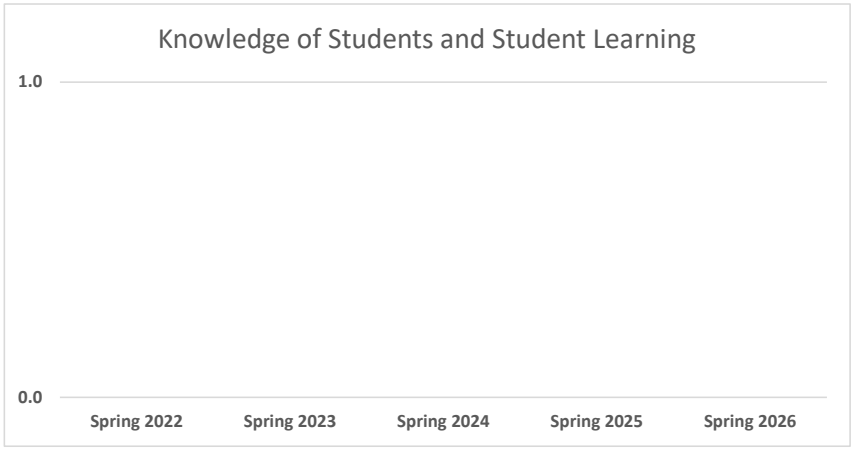
MAT Music Education (5-Year Trend)

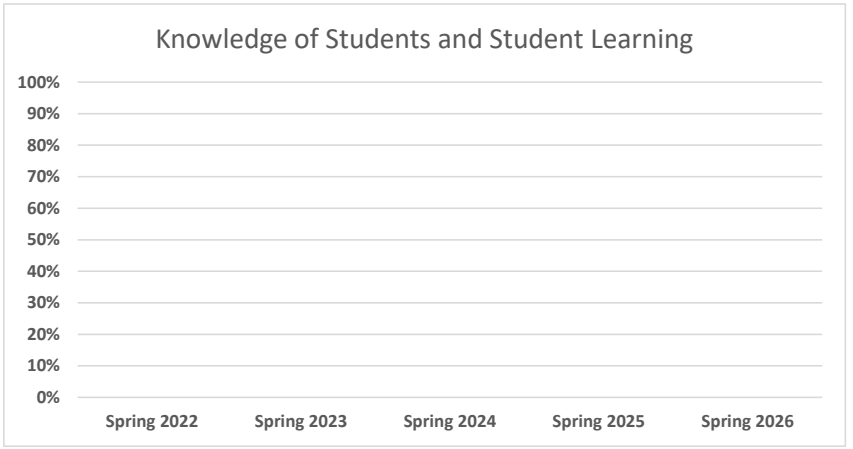


* The Instructional Practice, Professional Responsibilities and Collaboration, and Professional Growth learning goals each have multiple artifacts. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided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

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

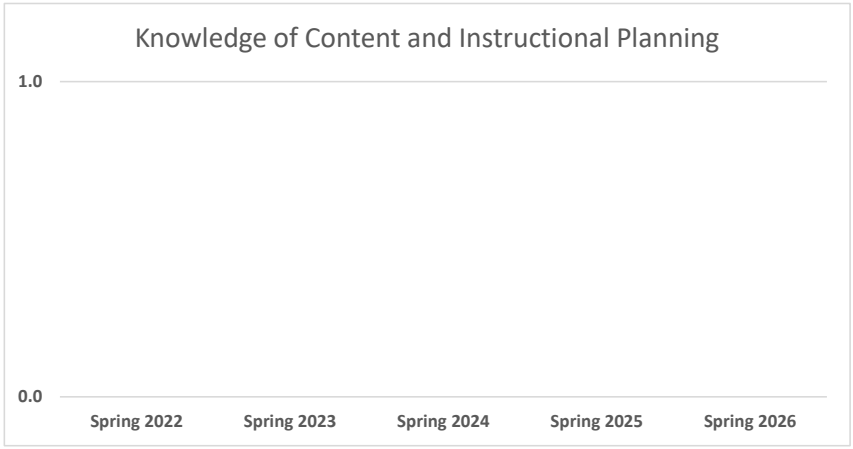
Recorded in: MUE519A - Music in the Secondary School Artifact: Special Education Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child development 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	
	Spring 2022												
	Spring 2023												
	Spring 2024												
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

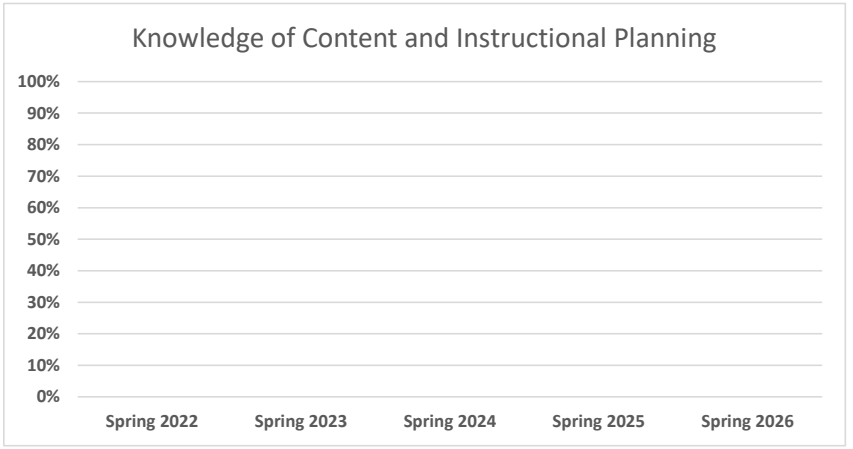




Learning Goal: Knowledge of Content and Instructional Planning (MAT Music Education Program)

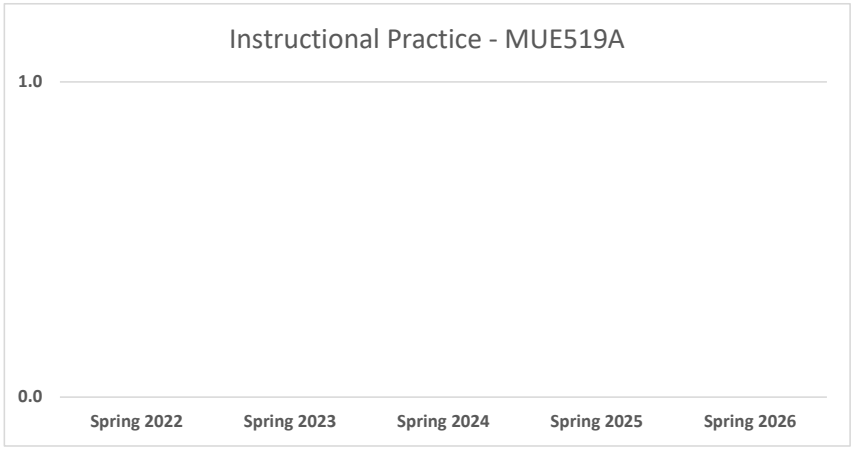
Recorded in: MUE518A - Music In the Elementary School Artifact: Final Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022												
	Spring 2023												
	Spring 2024												
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

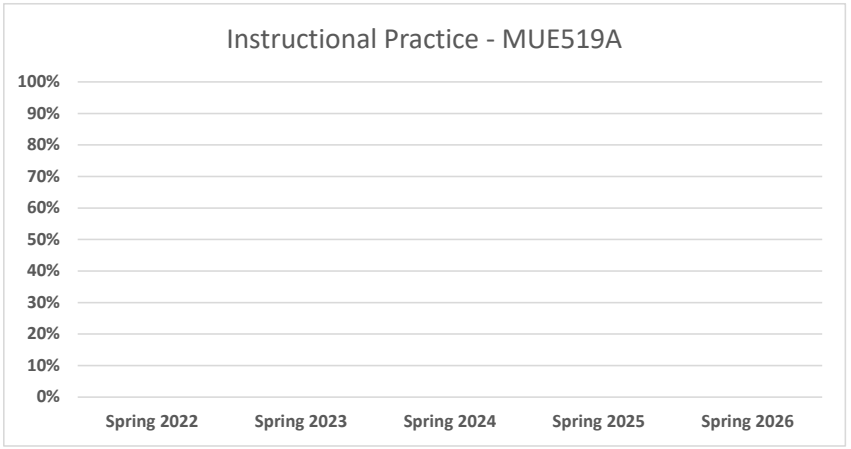




Learning Goal: Instructional Practice - MUE519A (MAT Music Education Program)

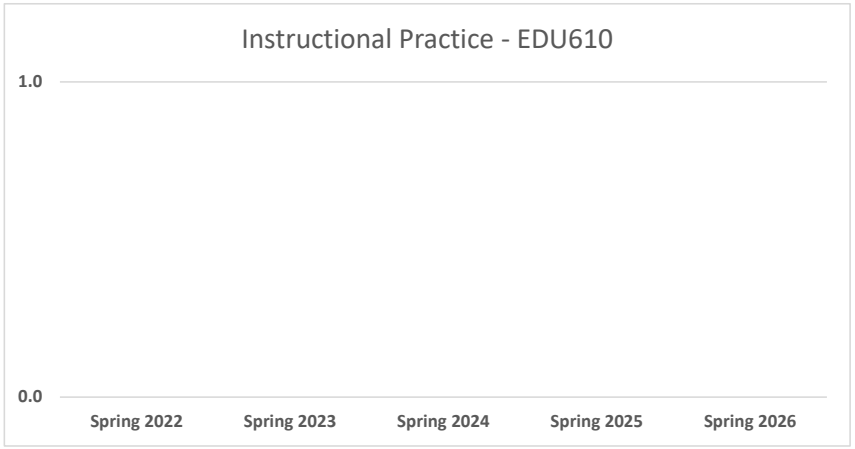
Recorded in: MUE519A - Music in the Secondary School Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student 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	
	Spring 2022												
	Spring 2023												
	Spring 2024												
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

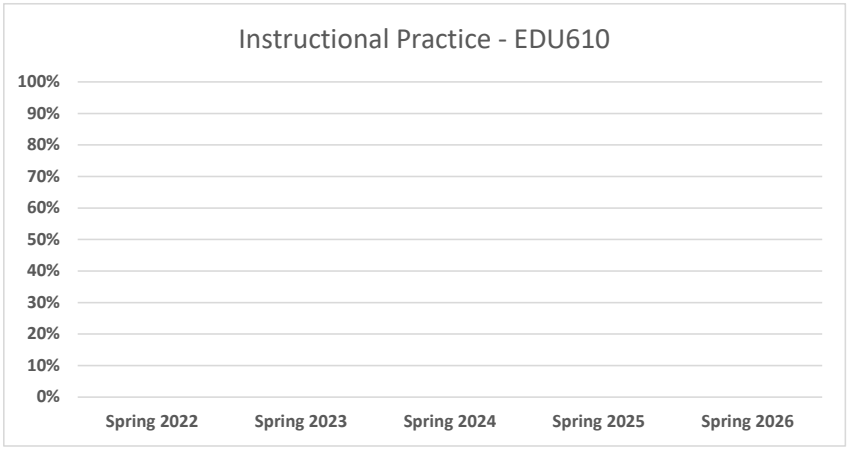




Learning Goal: Instructional Practice - EDU610 (MAT Music Education Program)

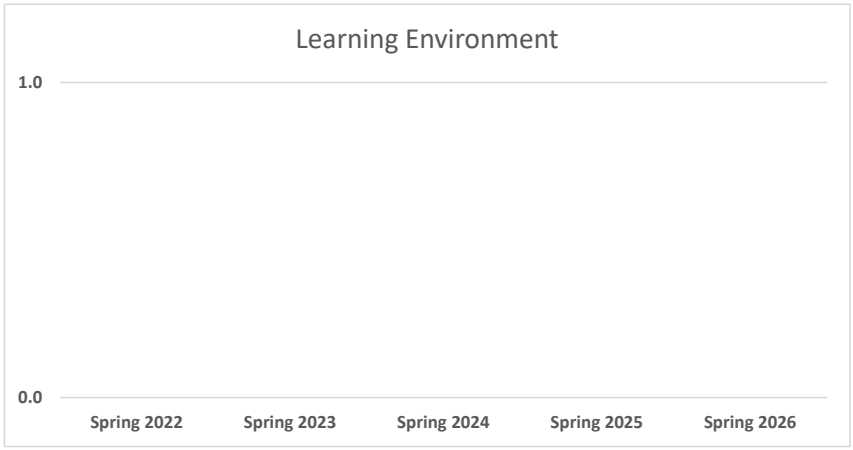
Recorded in: EDU610 - Music Education Technology Artifact: Mid-term presentation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student 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	
	Spring 2022												
	Spring 2023												
	Spring 2024												
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

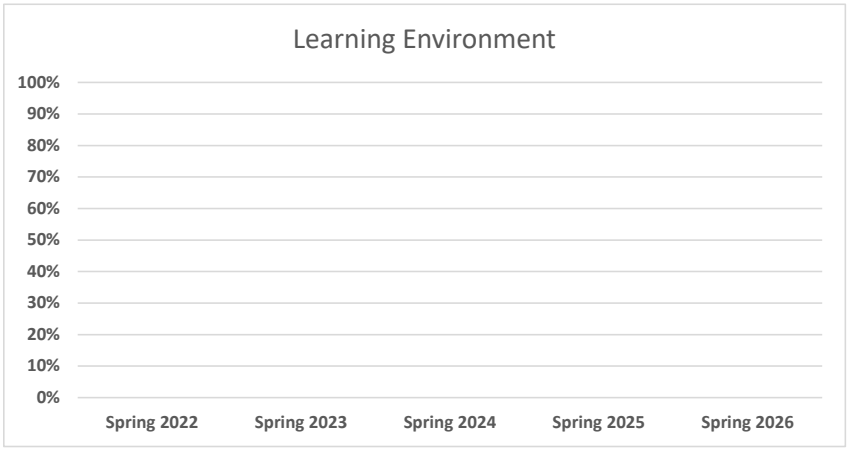




Learning Goal: Learning Environment (MAT Music Education Program)

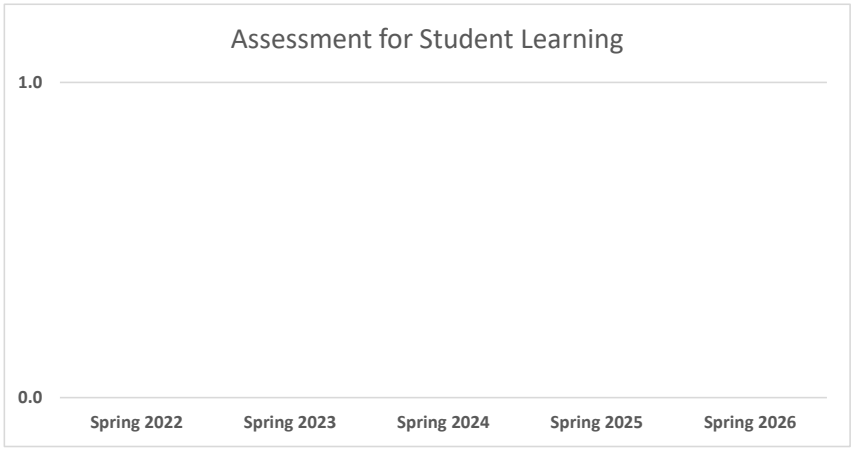
Recorded in: MUE519A - Music in the Secondary School Artifact: Special Education Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates demonstrate knowledge of and ability to create an equitable learning environment sensitive to the 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	
	Spring 2022												
	Spring 2023												
	Spring 2024												
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

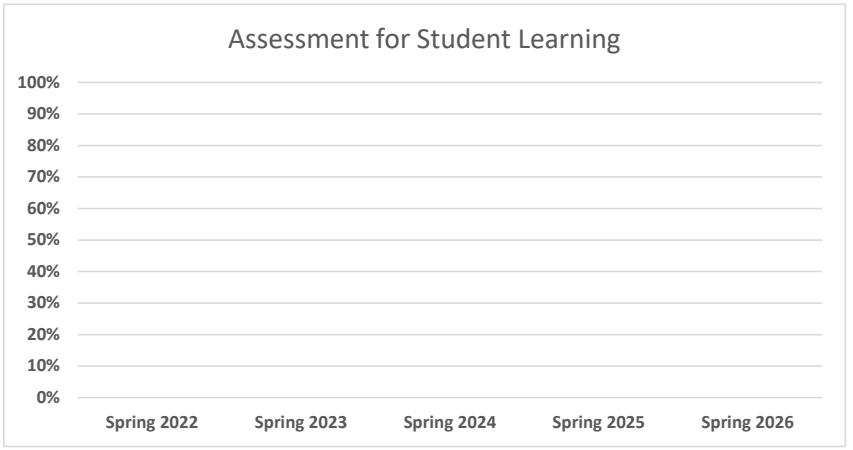




Learning Goal: Assessment for Student Learning (MAT Music Education Program)

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	
	Spring 2022												
	Spring 2023												
	Spring 2024												
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





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

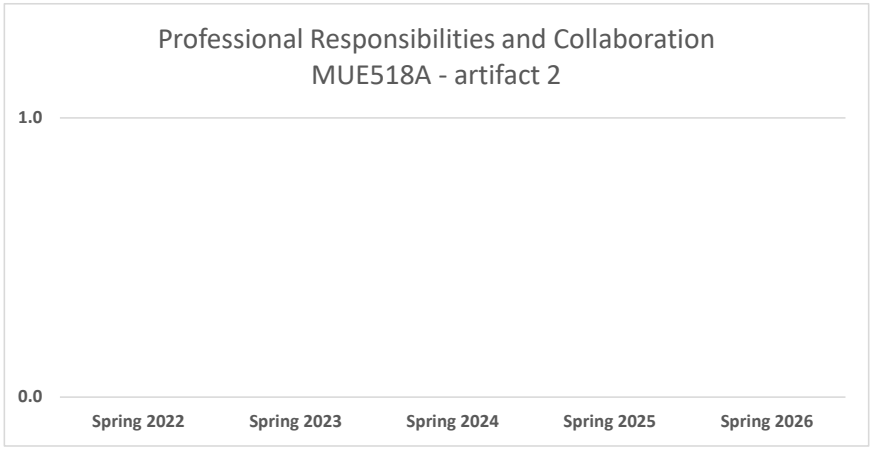
Recorded in: MUE518A - Music in the Elementary School Artifact: Dispositions Survey returned from current employers		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates practice shared inquiry with colleagues, administrators, parents, and others in the community to foster the well-being of students.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022												
	Spring 2023												
	Spring 2024												
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





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	
	Spring 2022												
	Spring 2023												
	Spring 2024												
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

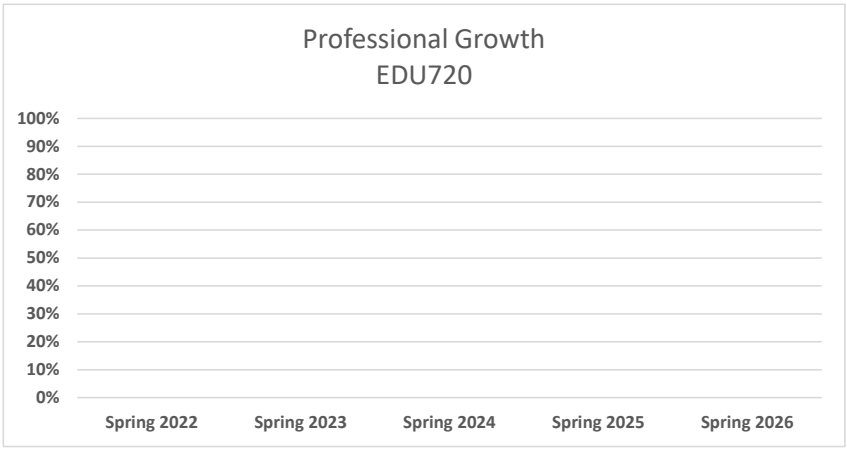




Learning Goal: Professional Growth - EDU720 (MAT Music Education Program)

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	
	Spring 2022												
	Spring 2023												
	Spring 2024												
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

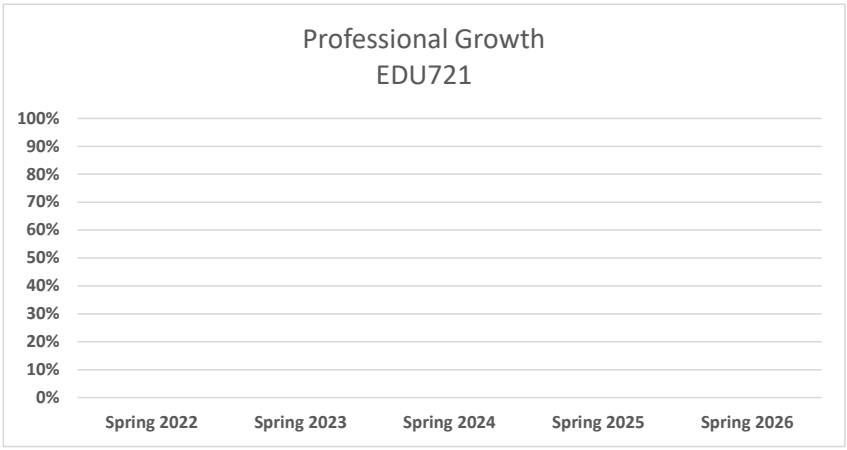




Learning Goal: Professional Growth - EDU721 (MAT Music Education Program)

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	
	Spring 2022												
	Spring 2023												
	Spring 2024												
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





MM Music Education (Spring 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%	1	100.0%	1	**5.0**
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%	1	100.0%	1	**5.0**
Learning Environment	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Assessment for Student Learning	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
*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, 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.

MM Music Education (Spring 2025)



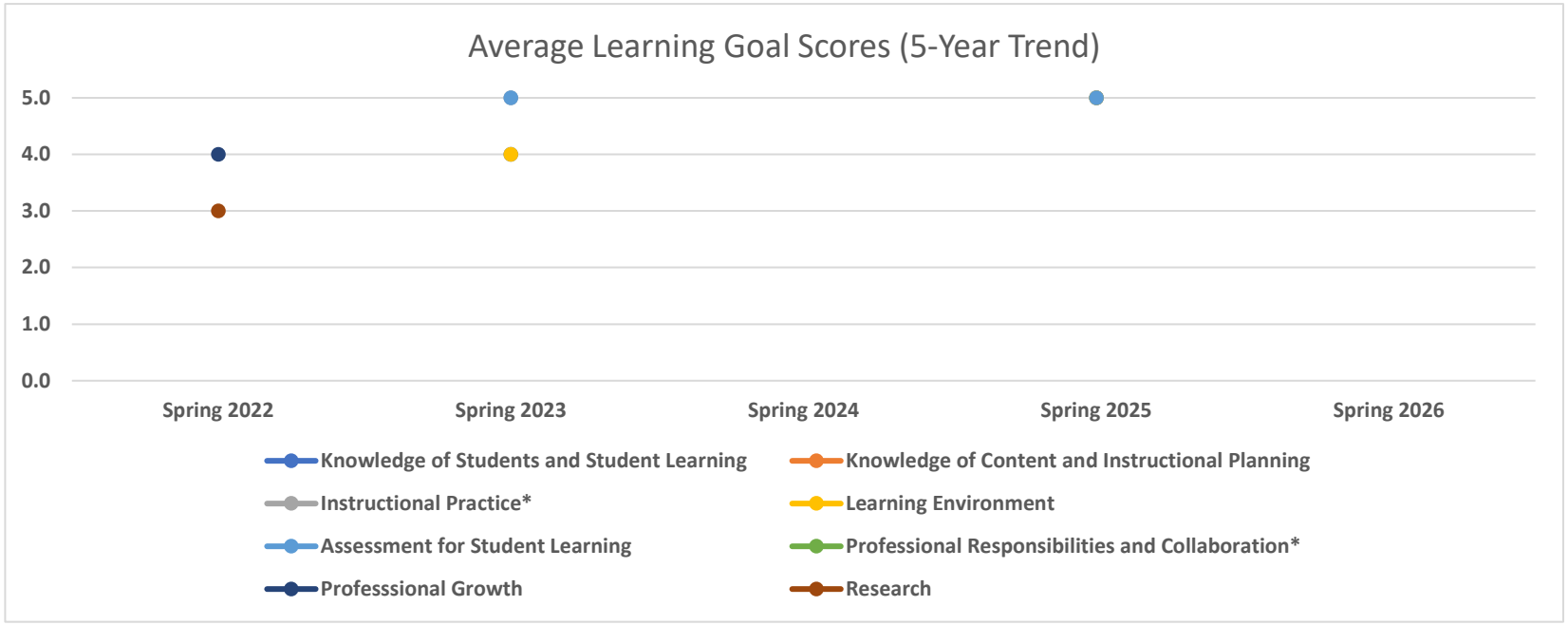
* The Instructional Practice, Professional Responsibilities and Collaboration, and Professional Growth learning goals each have multiple artifacts. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided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

MM Music Education (5-Year Trend)

	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Knowledge of Students and Student Learning		4.0		5.0	
Knowledge of Content and Instructional Planning					
*Instructional Practice**		5.0		5.0	
Learning Environment		4.0		5.0	
Assessment for Student Learning		5.0		5.0	
*Professional Responsibilities and Collaboration**					
Professsional Growth	4.0				
Research	3.0				

* 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.

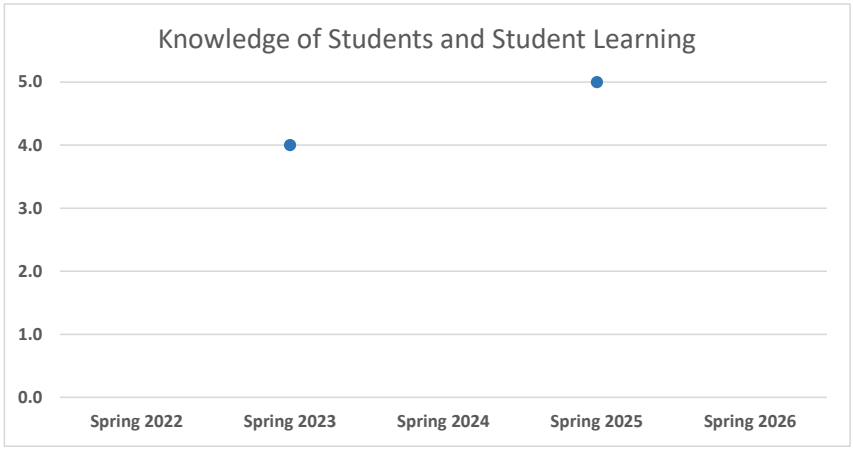
MM Music Education (5-Year Trend)

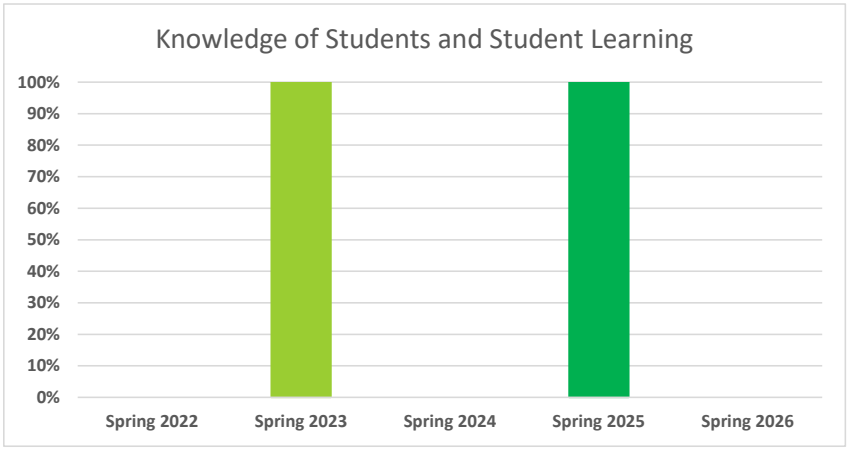


* The Instructional Practice and Professional Responsibilities and Collaboration learning goals both have multiple artifacts. The score listed here is the combined average score across all artifacts for each listed learning goal. Separate breakdowns for each artifact are provided on the following pages.

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

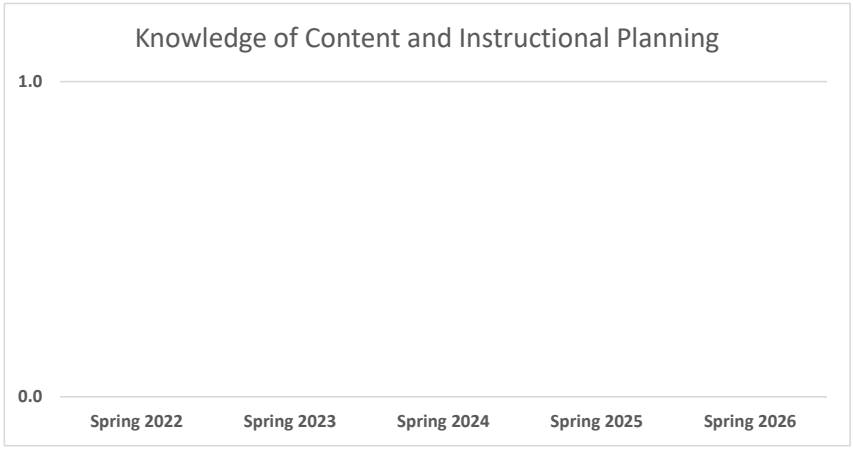
Recorded in: EDU510 - Music in the Secondary School Artifact: Special Education Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Promote the well-being of all students by understanding cognitive, physical, and social-emotional child development 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2026												

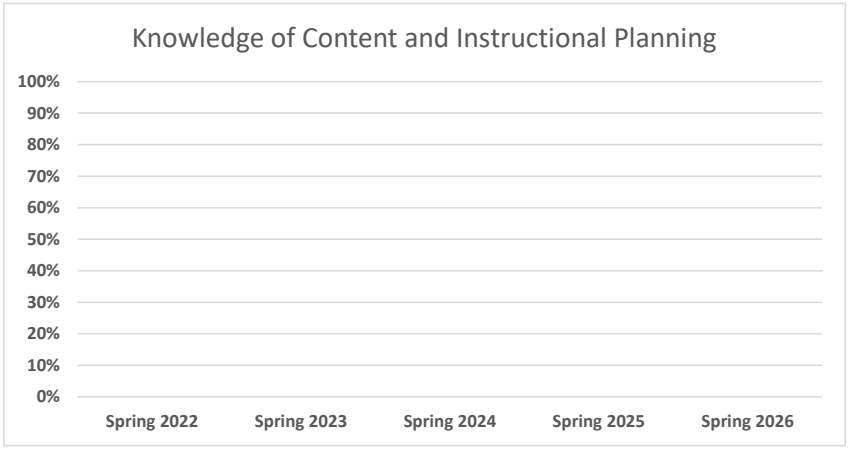




Learning Goal: Knowledge of Content and Instructional Planning (MM Music Education Program)

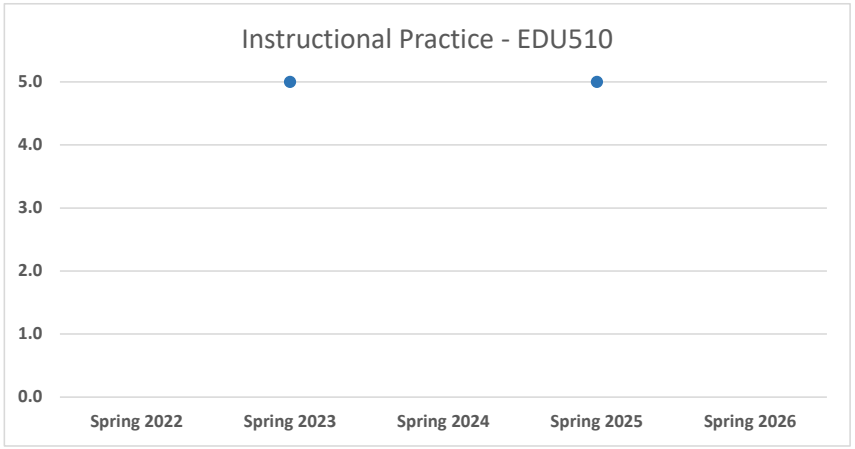
Recorded in: EDU542 - Music In the Elementary School Artifact: Final Project		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates display an in-depth knowledge of the disciplines they teach and are themselves adept in these subjects, which include the knowledge, skills, and dispositions established for students pursuing a program in Music Education.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

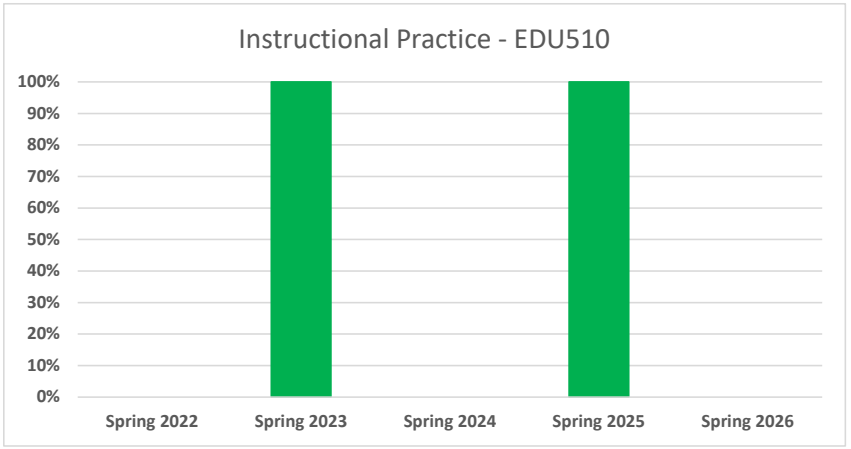




Learning Goal: Instructional Practice - EDU510 (MM Music Education Program)

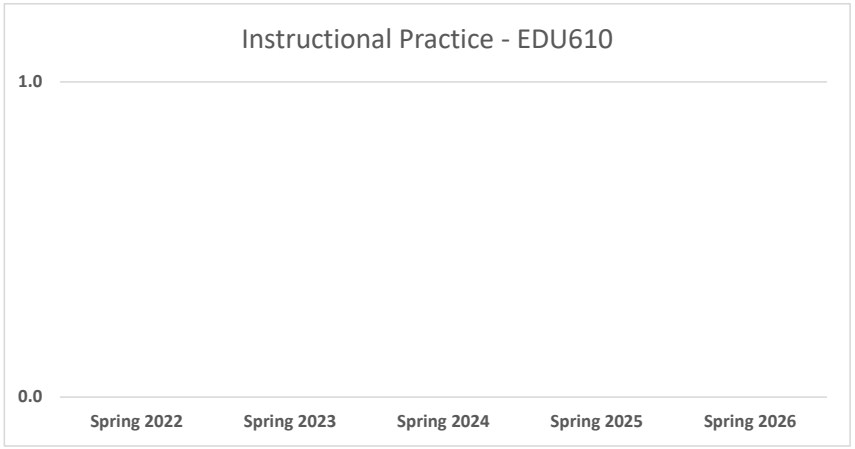
Recorded in: EDU510 - Music in the Secondary School Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2026												

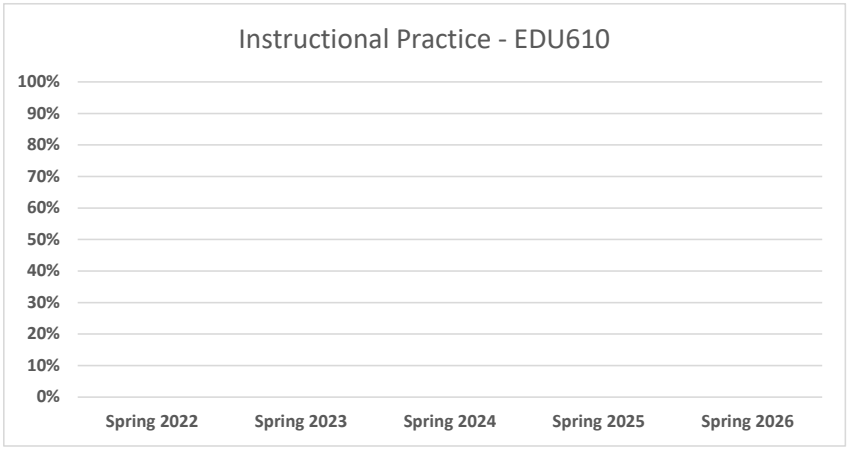




Learning Goal: Instructional Practice - EDU610 (MM Music Education Program)

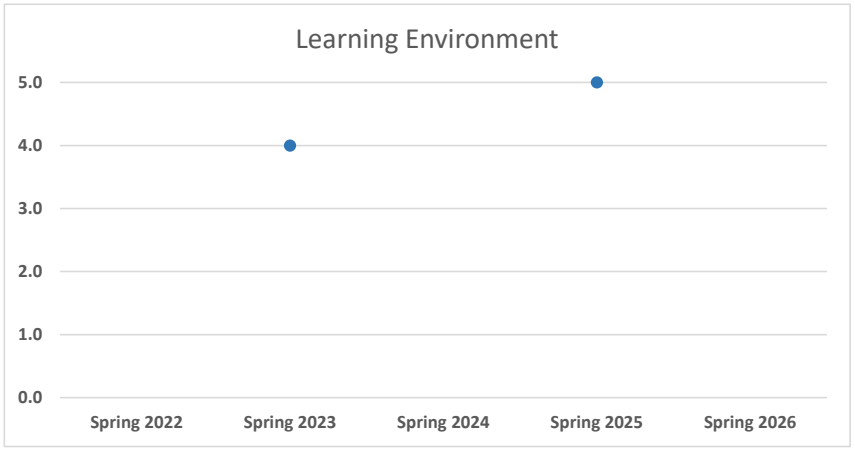
Recorded in: EDU610 - Music Education Technology Artifact: Mid-term presentation		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates select, design, and use a variety of appropriate instructional processes and strategies to promote student 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

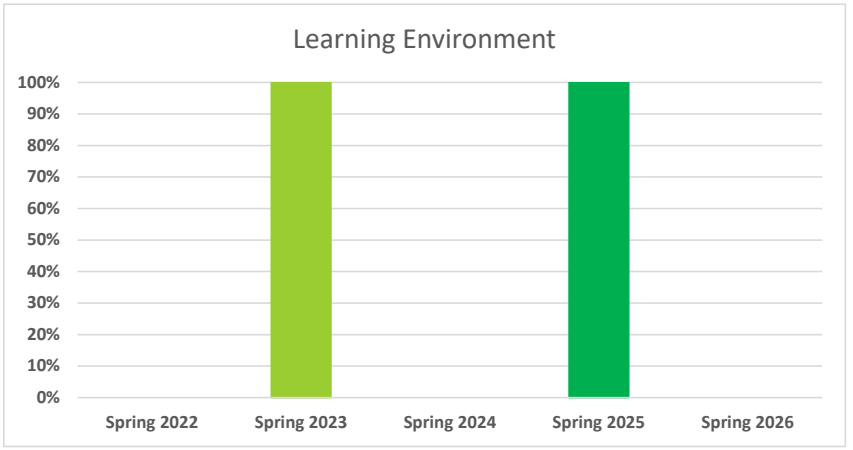




Learning Goal: Learning Environment (MM Music Education Program)

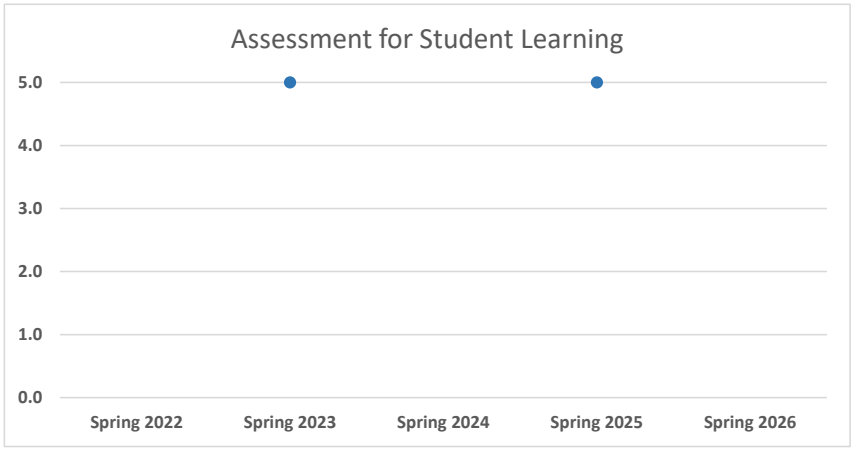
Recorded in: EDU510 - Music in the Secondary School Artifact: Special Education Paper		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates demonstrate knowledge of and ability to create an equitable learning environment sensitive to the 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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2026												

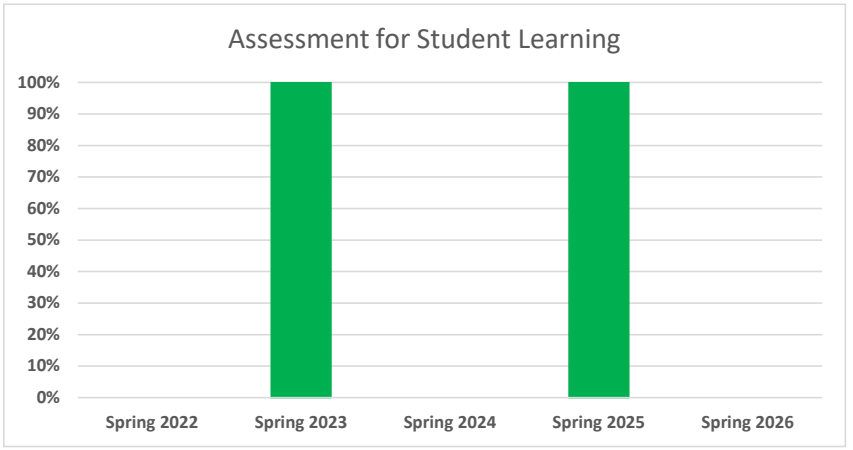




Learning Goal: Assessment for Student Learning (MM Music Education Program)

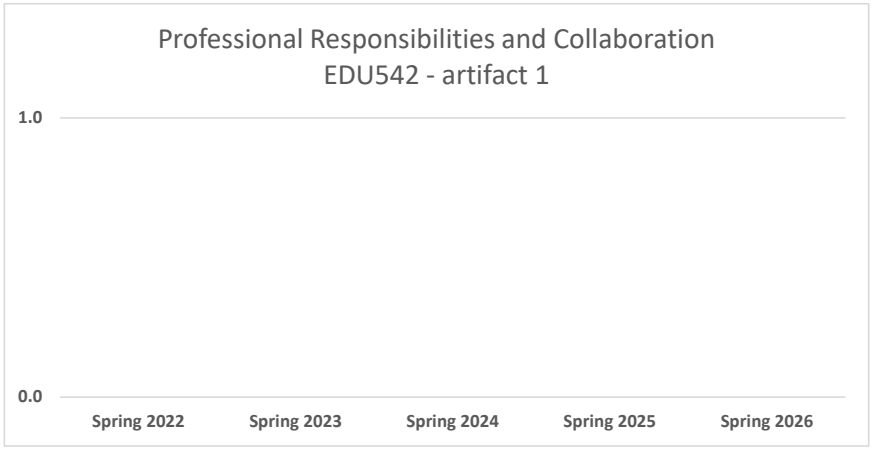
Recorded in: EDU510 - Music in the Secondary School Artifact: Two lesson plans		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates can create multiple and valid measures to evaluate, assess, and document student learning. Candidates can analyze and interpret assessment data to direct and differentiate instruction.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2026												

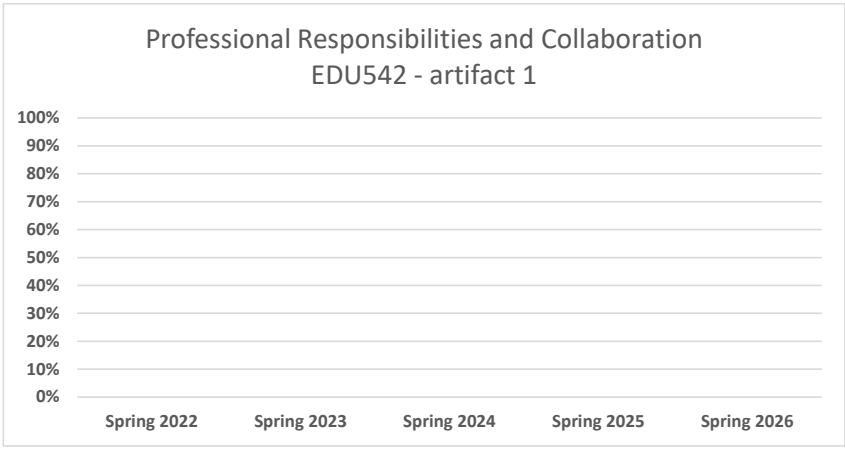




Learning Goal: Professional Responsibilities and Collaboration - EDU542 artifact 1 (MM Music Education Program)

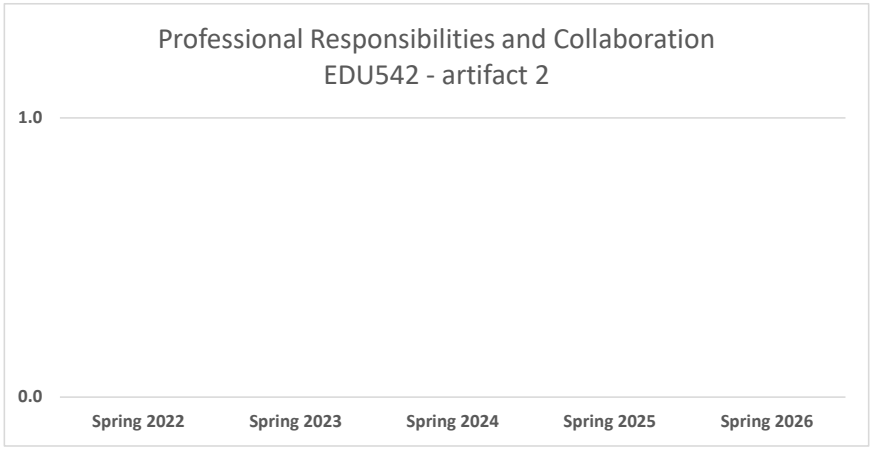
Recorded in: EDU542 - Music in the Elementary School Artifact: Dispositions Survey returned from current employers		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates practice shared inquiry with colleagues, administrators, parents, and others in the community to foster the well-being of students.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

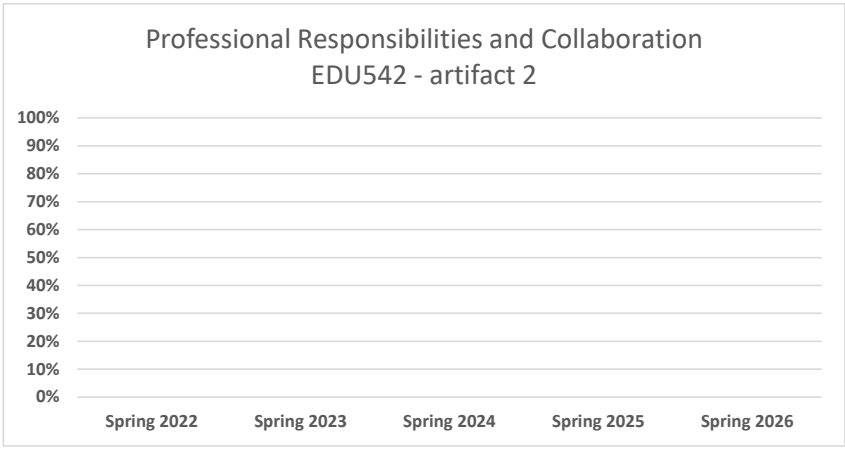




Learning Goal: Professional Responsibilities and Collaboration - EDU542 artifact 2 (MM Music Education Program)

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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												





Learning Goal: Professional Growth (MM Music Education Program)

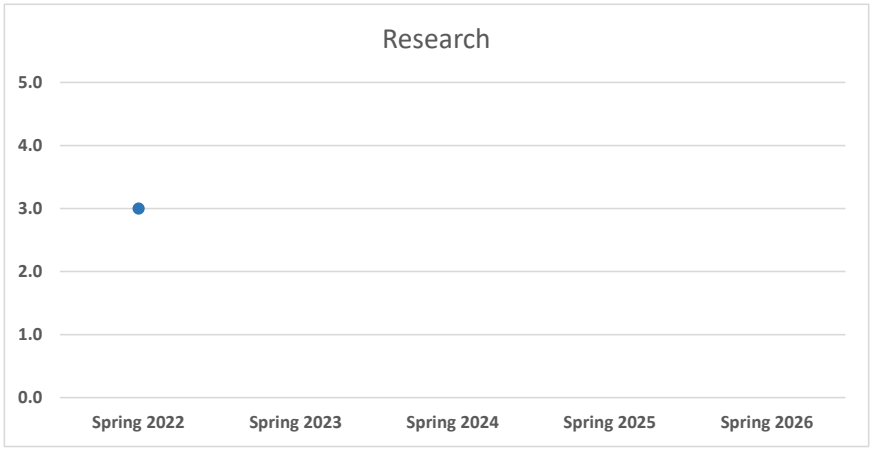
Recorded in: EDU553 - Project Seminar 2 Artifact: Essay / Reflection document		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Candidates engage in self-reflection to improve teaching methods, strategies, and assessment and take advantage of all learning opportunities to further their personal development as an educator.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

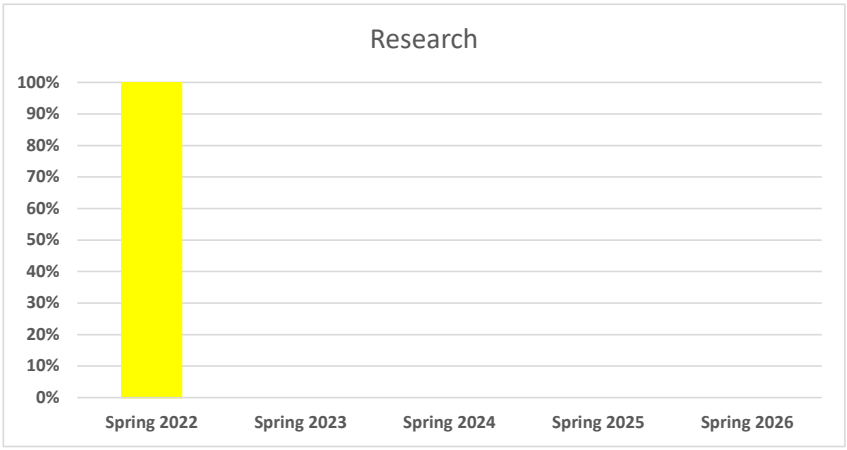




Learning Goal: Research (MM Music Education Program)

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	
	Spring 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





DMA Music Education (Spring 2025)

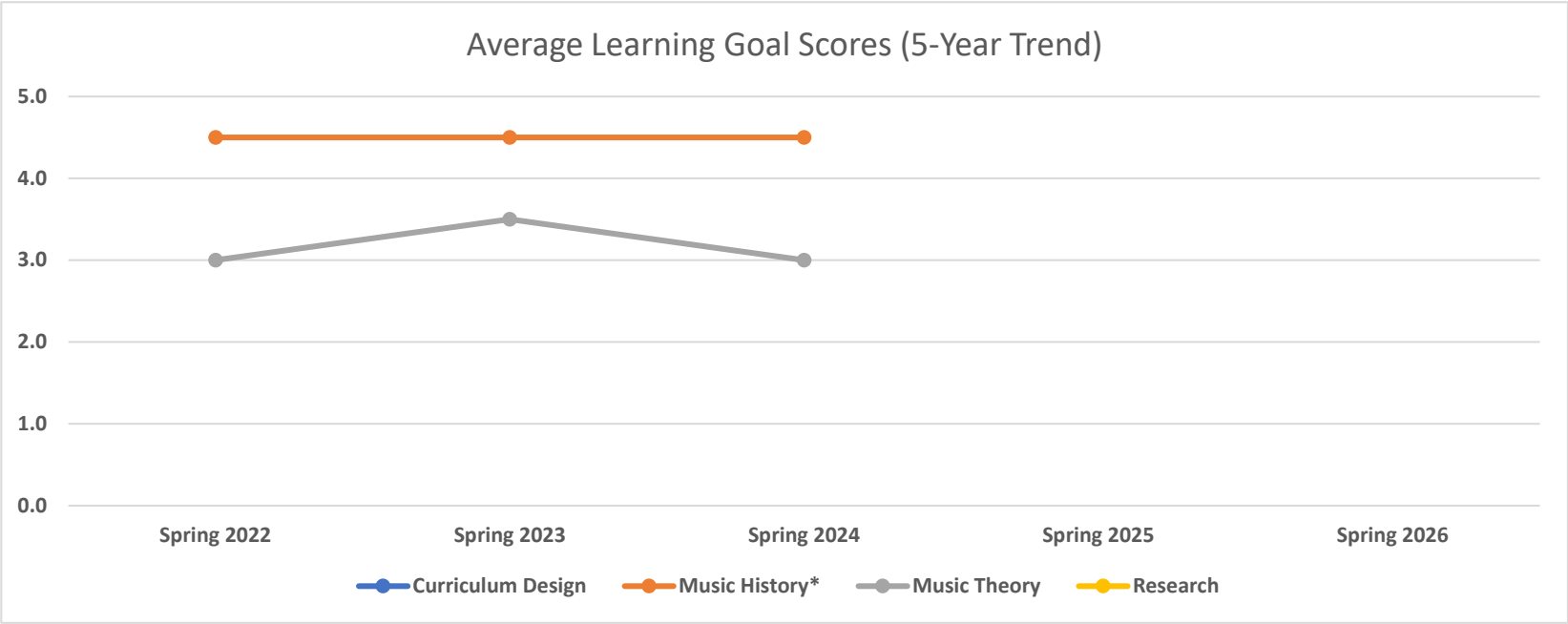
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Curriculum Design	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
*Music History**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Music Theory	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%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

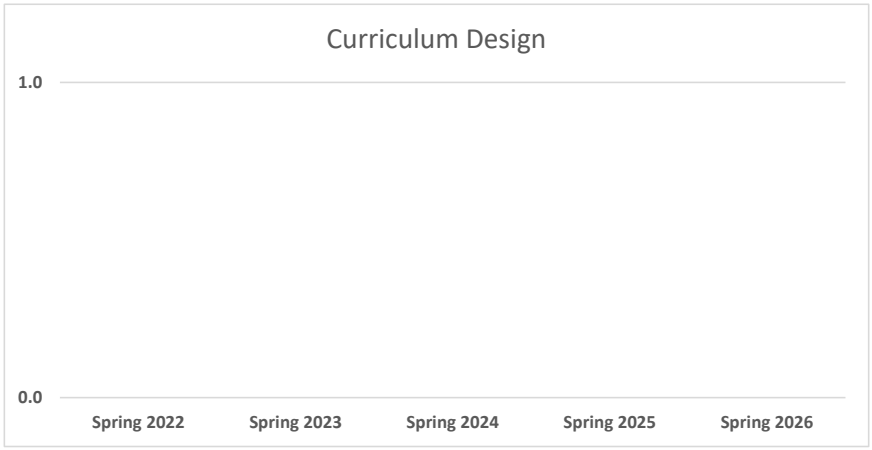
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Curriculum Design					
*Music History**	4.5	4.5	4.5		
Music Theory	3.0	3.5	3.0		
Research					

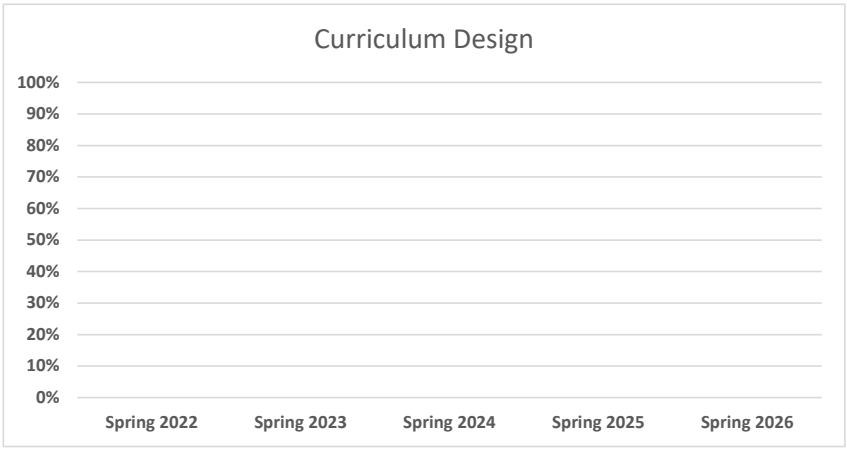


* The Music History learning goal measures two portions of the comprehensive exam. The score listed here is the combined average score across both portions of the exam. Separate breakdowns for each portion are provided on the following pages.

Learning Goal: Curriculum Design (DMA Music Education Program)

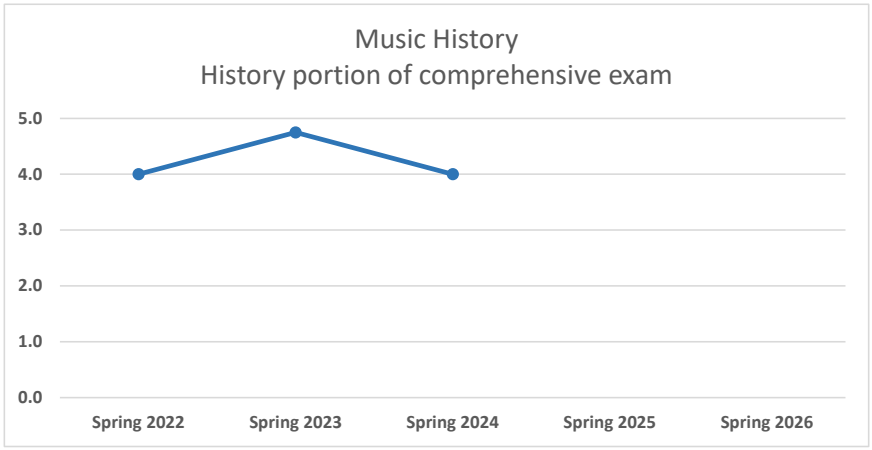
Recorded in: EDU613 - Music Education Curriculum Design Artifact: Final Project - Develop a Music Curriculum	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to create a Curriculum that could be implemented in a school district, community program, or college.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

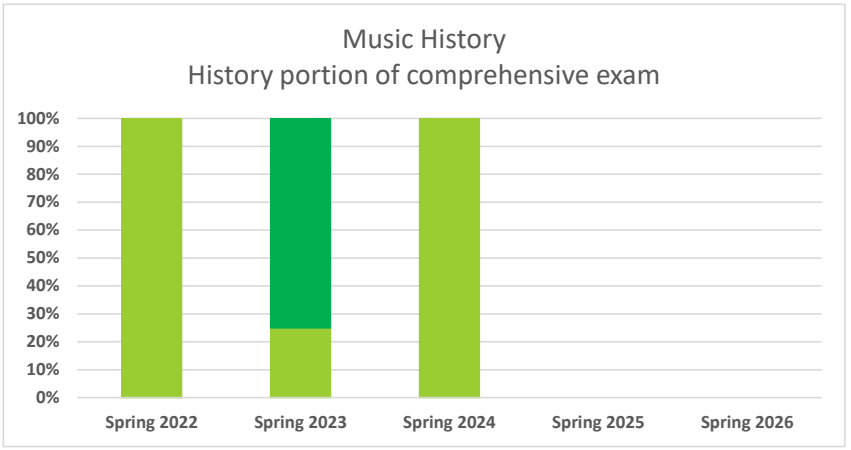




Learning Goal: Music History - History portion of comprehensive exam (DMA Music Education Program)

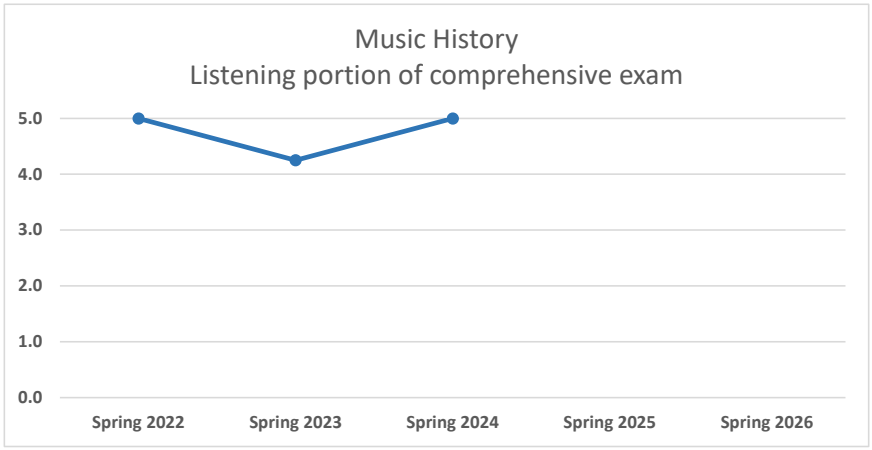
Recorded in: Comprehensive Exam Artifact: History portion of the Comprehensive Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify and describe 20th and 21st musical styles, with a particular emphasis on jazz/commercial music, including knowledge of influential artists, compositions, trends, and events.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0.5	25.0%	1.5	75.0%	2	**4.8**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

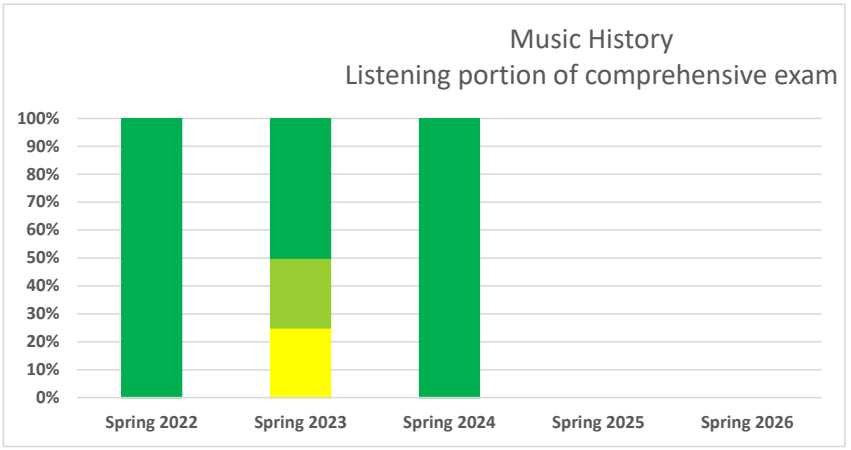




Learning Goal: Music History - Listening portion of comprehensive exam (DMA Music Education Program)

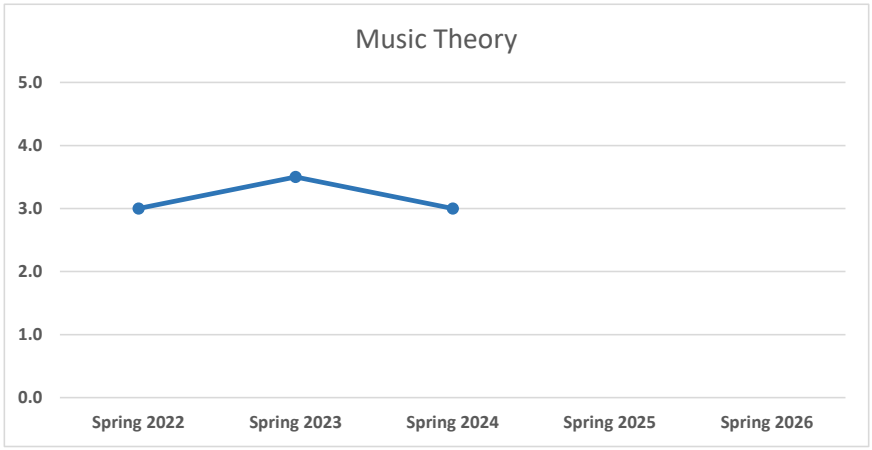
Recorded in: Comprehensive Exam Artifact: Listening portion of the Comprehensive Exam		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Student demonstrates the ability to identify and describe 20th and 21st musical styles, with a particular emphasis on jazz/commercial music, including knowledge of influential artists, compositions, trends, and events.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2023	0	0.0%	0	0.0%	0.5	25.0%	0.5	25.0%	1	50.0%	2	**4.3**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

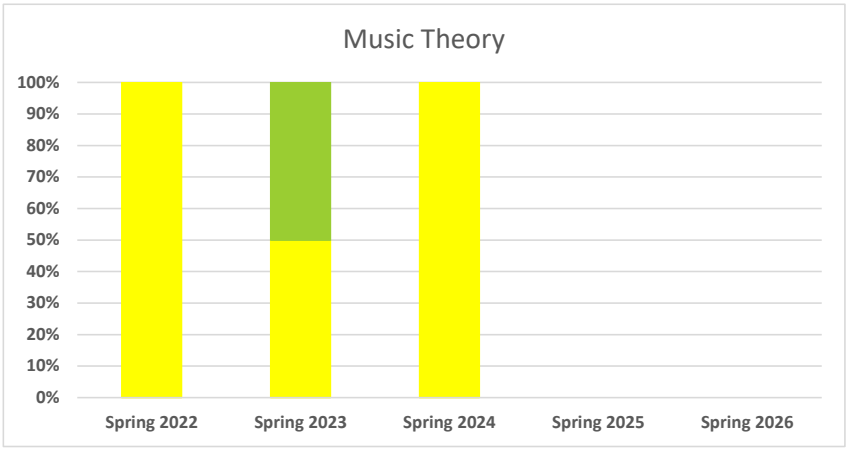




Learning Goal: Music Theory (DMA Music Education Program)

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	
Spring 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
Spring 2023	0	0.0%	0	0.0%	1	50.0%	1	50.0%	0	0.0%	2	**3.5**
Spring 2024	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

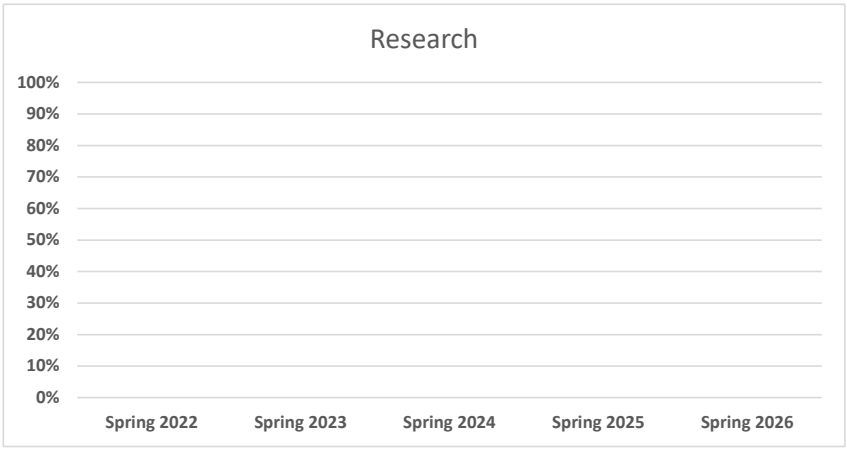




Learning Goal: Research (DMA Music Education Program)

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	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												



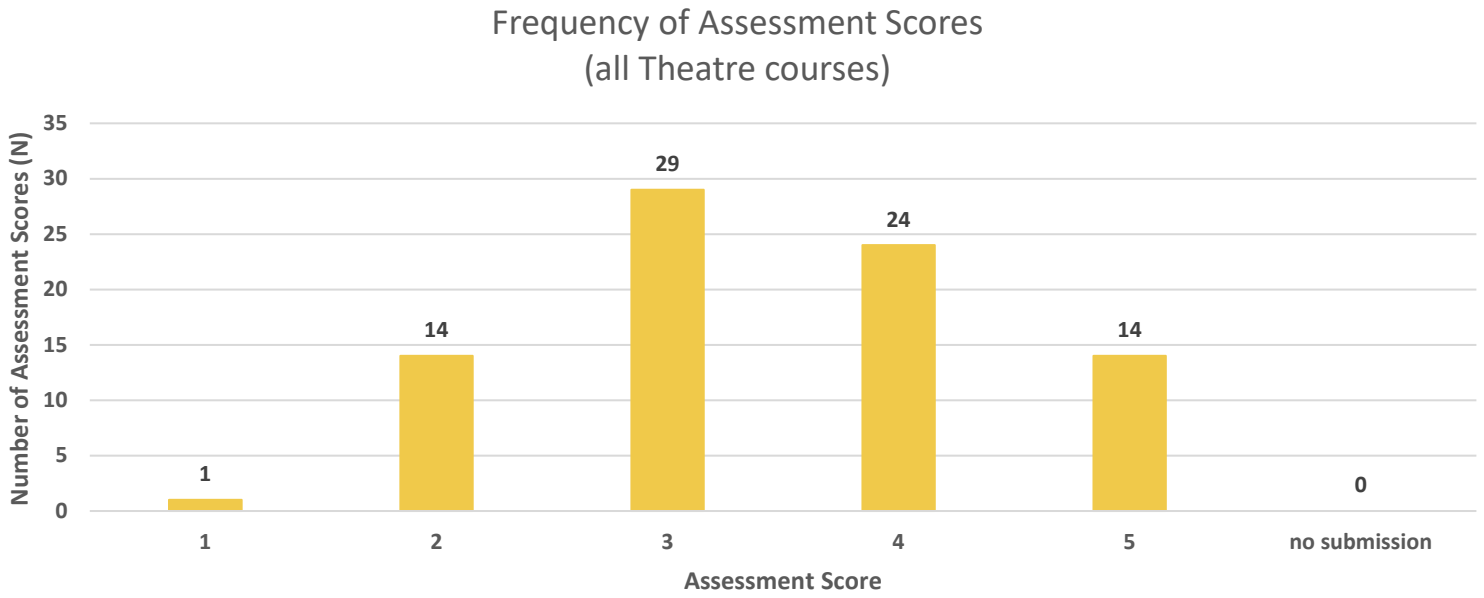


Theatre Arts

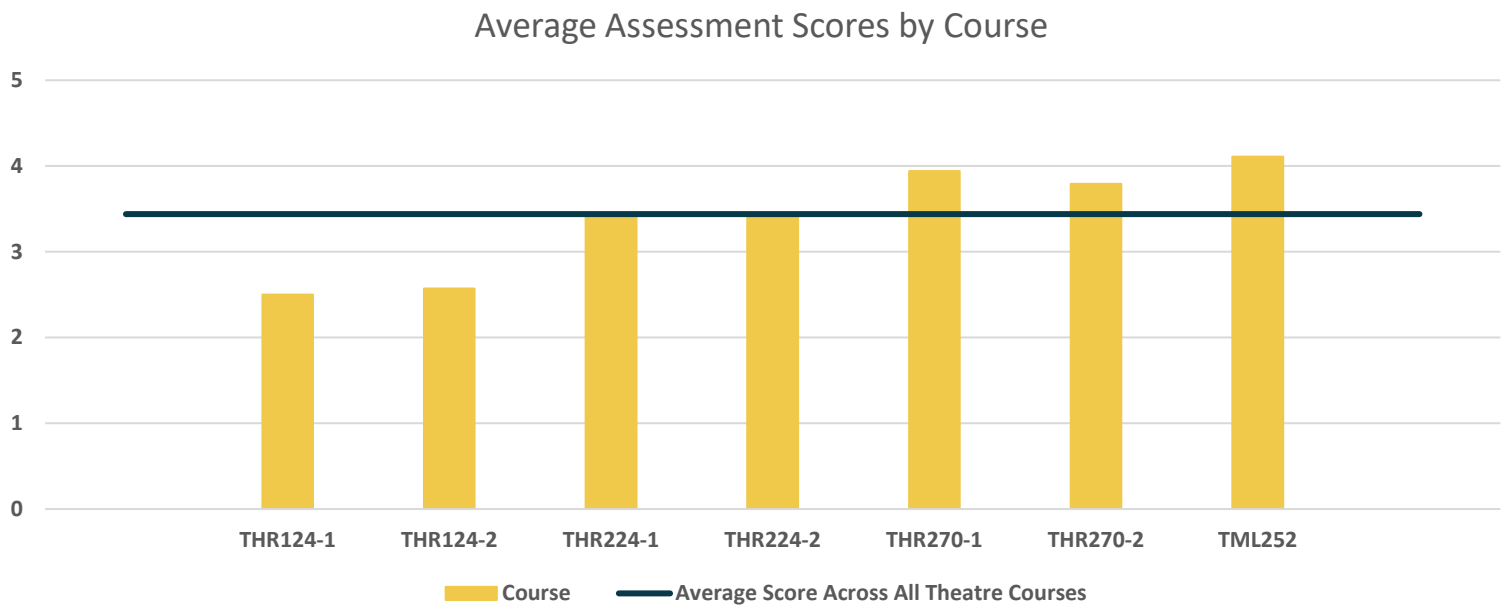
Artifact Scores by Course

SPRING 2025 STUDENT LEARNING ASSESSMENT SUMMARY

FREQUENCY DISTRIBUTION TABLE (assessment scores across all Theatre courses)	
SCORE	**N**
1	1
2	14
3	29
4	24
5	14
no submission	0
Total	82
Submissions Scored (Total minus No Submissions)	82
AVERAGE SCORE	**3.44**



AVERAGE ASSESSMENT SCORES BY COURSE	
COURSE	**AVERAGE ASSESSMENT SCORE**
THR124-1	2.50
THR124-2	2.57
THR224-1	3.43
THR224-2	3.40
THR270-1	3.94
THR270-2	3.79
TML252	4.11
AVERAGE SCORE ACROSS ALL THEATRE COURSES	**3.44**



Artifact Scores by Program and Learning Goal

BFA Theatre Arts, Core Courses (Spring 2025)

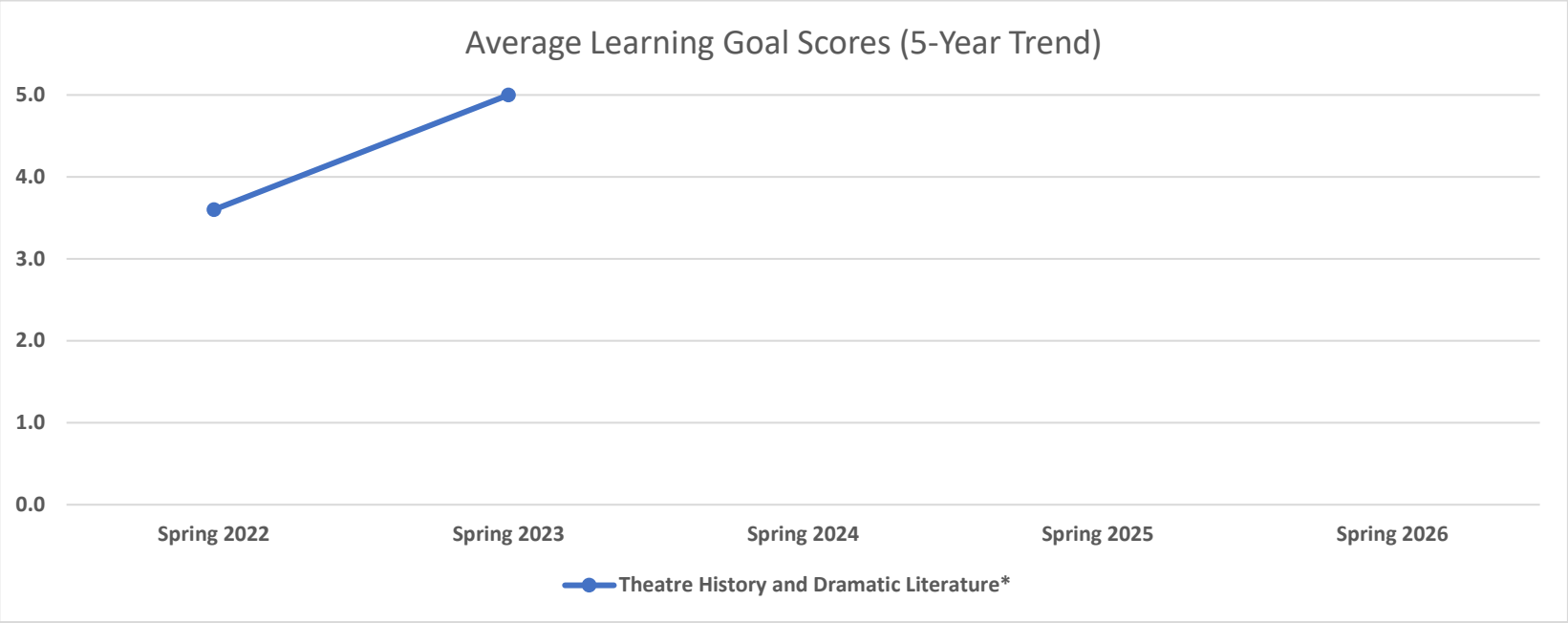
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
*Theatre History and Dramatic Literature**	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	



* 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.

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

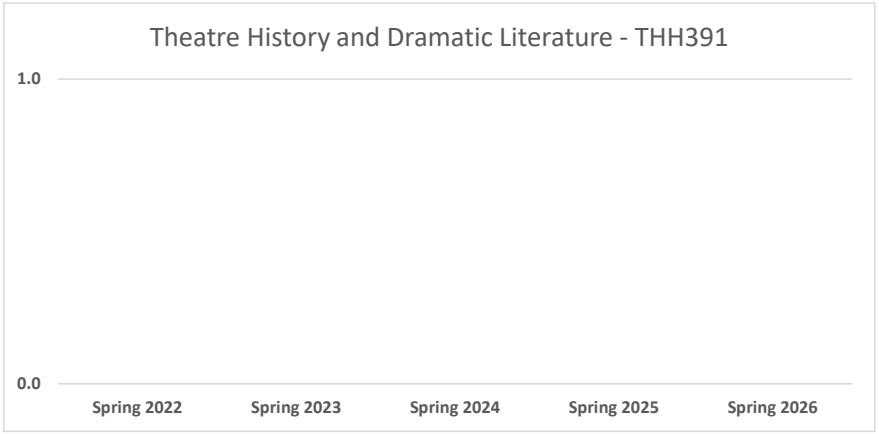
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
*Theatre History and Dramatic Literature**	3.6	5.0			

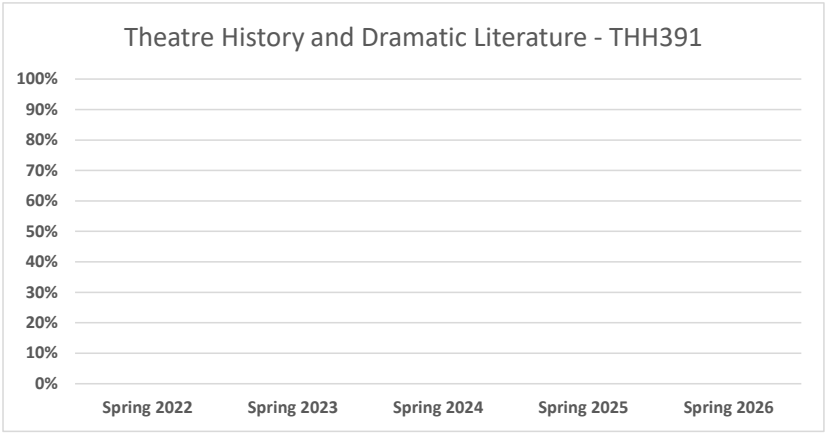


* The Theatre History and Dramatic Literature learning goal can be assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following pages.

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

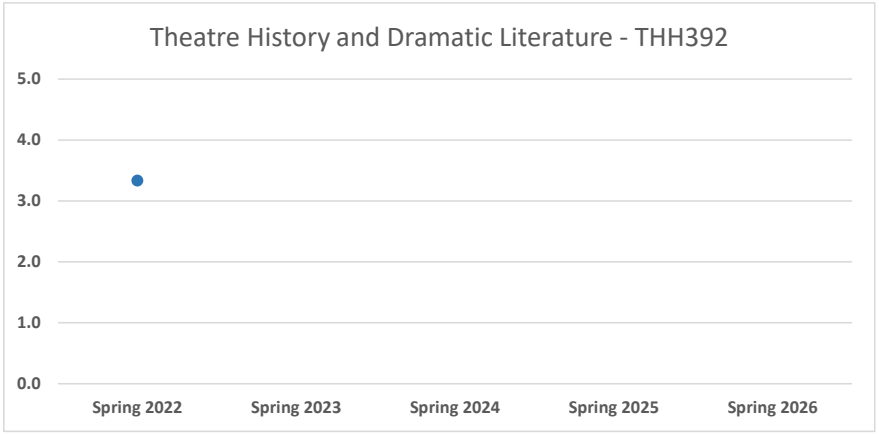
Recorded in: THH 391 - Theatre History Before 1900 Artifact: Feedback in essay writing		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

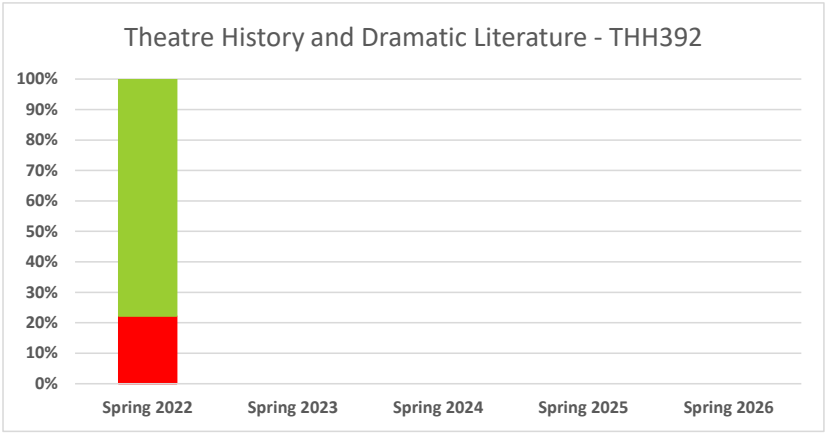




Learning Goal: Theatre History and Dramatic Literature - THH392 (BFA Theatre Arts Program, Core Courses)

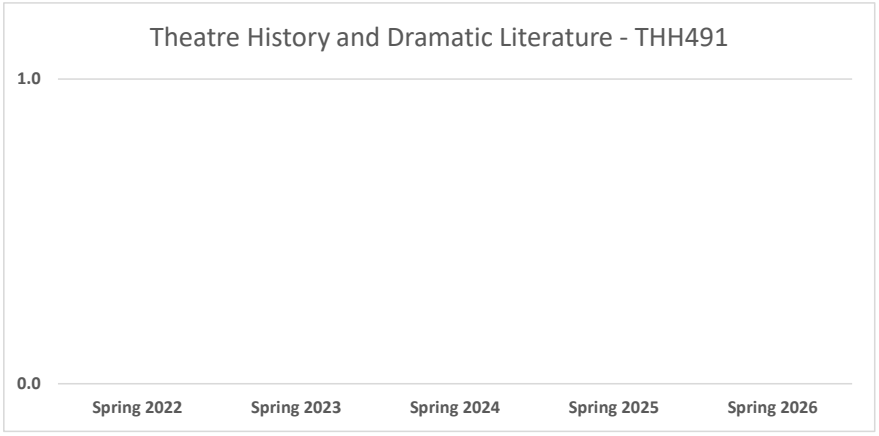
Recorded in: THH 392 - Theatre History After 1900 Artifact: Feedback in essay writing		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	2	22.2%	0	0.0%	0	0.0%	7	77.8%	0	0.0%	9	**3.3**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

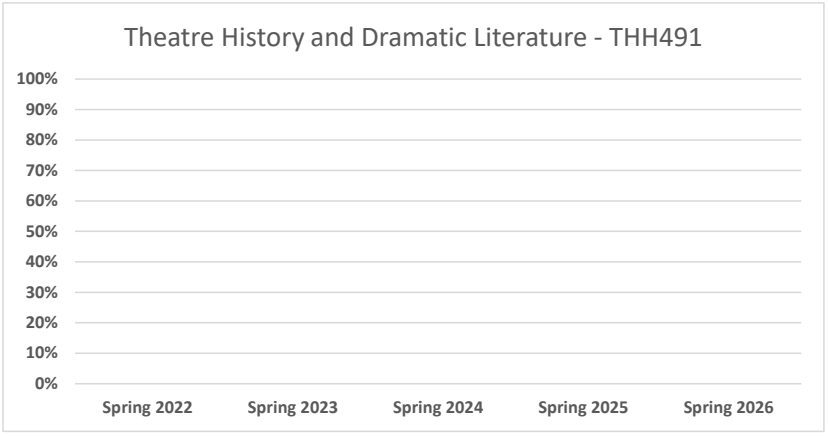




Learning Goal: Theatre History and Dramatic Literature - THH491 (BFA Theatre Arts Program, Core Courses)

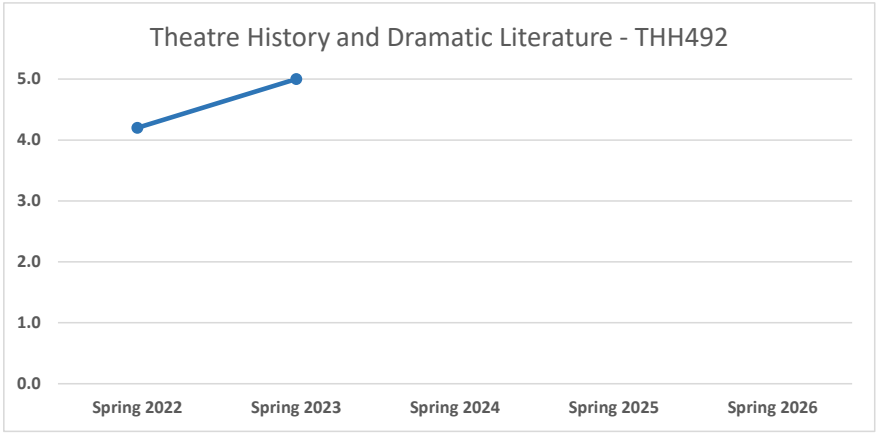
Recorded in: THH491 - Golden Age of American Musicals Artifact: Feedback in essay writing		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												

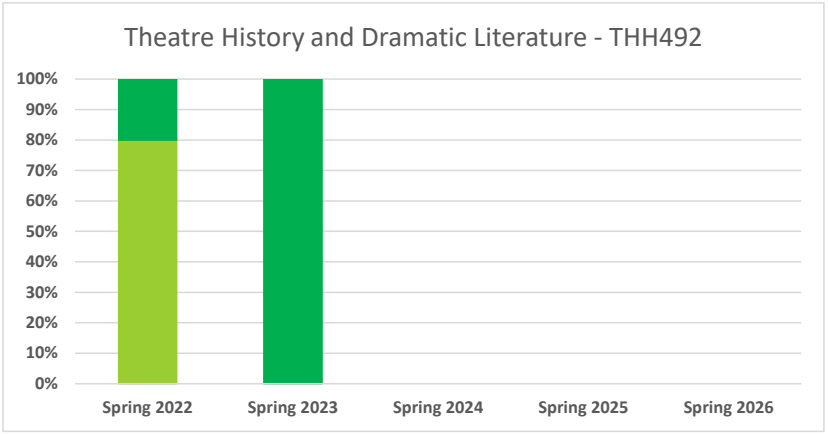




Learning Goal: Theatre History and Dramatic Literature - THH492 (BFA Theatre Arts Program, Core Courses)

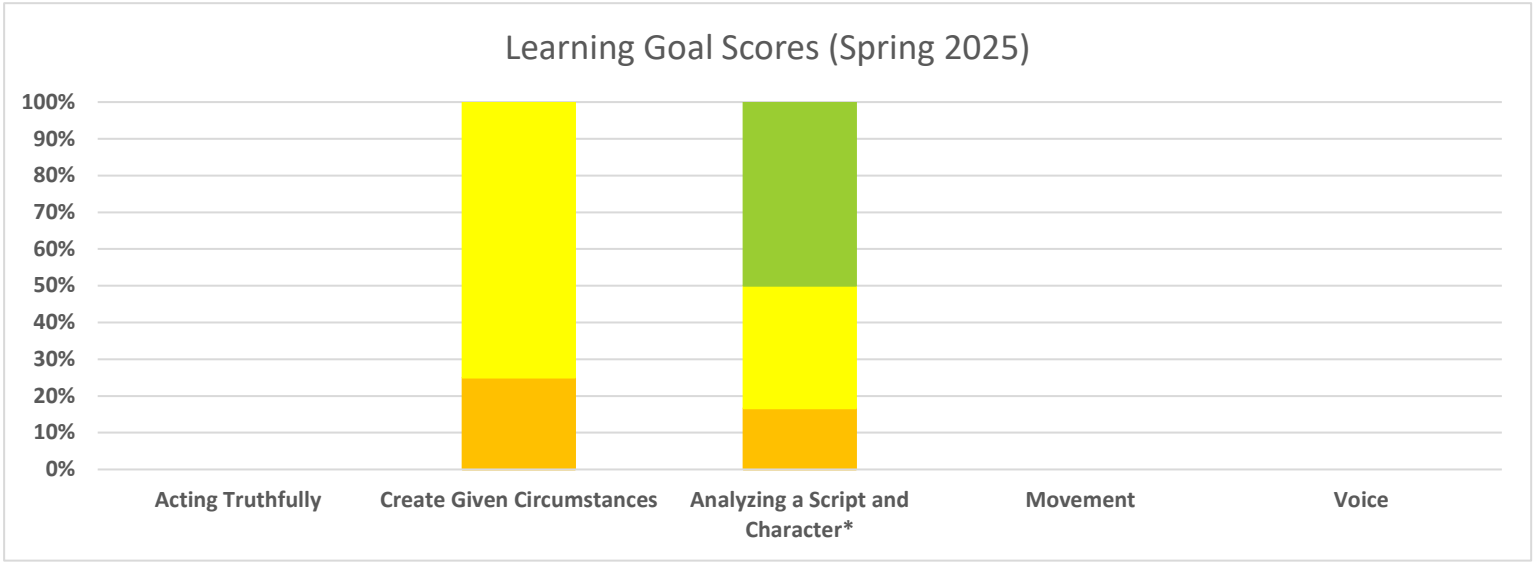
Recorded in: THH492 - Modern American Musicals Artifact: Feedback in essay writing		1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate an ability to analyze a dramatic text for conflict characterization, theatricality, social and historical context, and the aims of the playwright.		N	%	N	%	N	%	N	%	N	%	N	
	Spring 2022	0	0.0%	0	0.0%	0	0.0%	4	80.0%	1	20.0%	5	**4.2**
	Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	8	100.0%	8	**5.0**
	Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
	Spring 2026												





BFA Theatre Arts, Acting Concentration (Spring 2025)

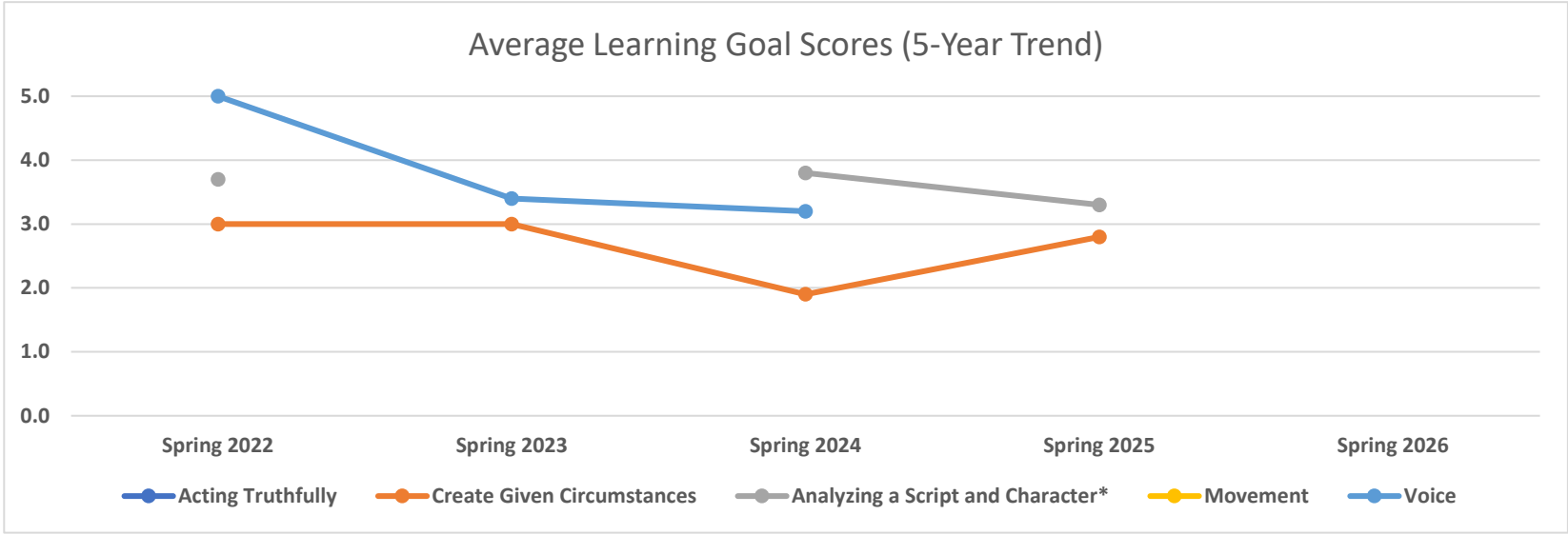
	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Learning Goal	N	%	N	%	N	%	N	%	N	%	N	
Acting Truthfully	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Create Given Circumstances	0	0.0%	1	25.0%	3	75.0%	0	0.0%	0	0.0%	4	**2.8**
*Analyzing a Script and Character**	0	0.0%	1	16.7%	2	33.3%	3	50.0%	0	0.0%	6	**3.3**
Movement	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Voice	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	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)

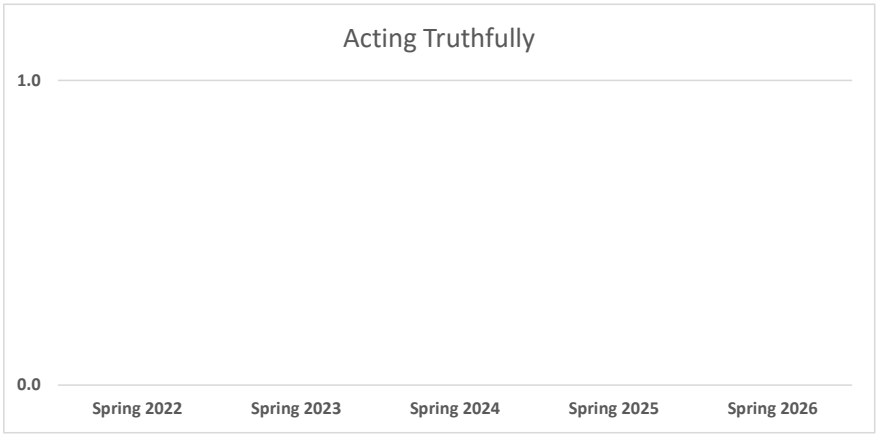
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Acting Truthfully					
Create Given Circumstances	3.0	3.0	1.9	2.8	
*Analyzing a Script and Character**	3.7		3.8	3.3	
Movement					
Voice	5.0	3.4	3.2		

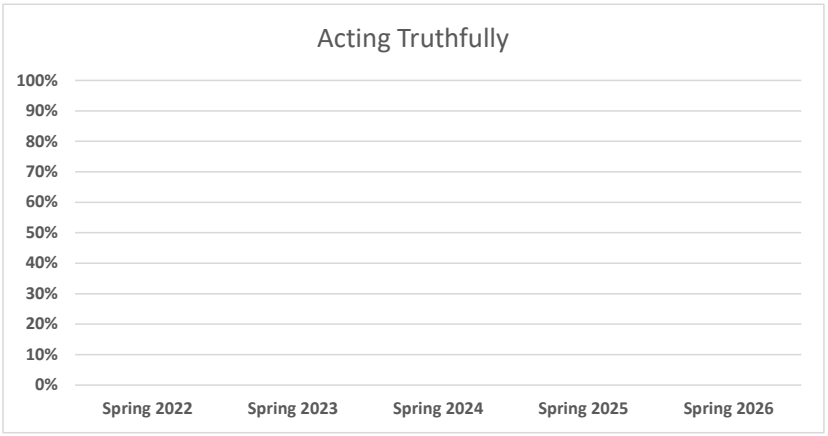


* The Analyzing a Script and Character learning goal is assessed in multiple courses. The score listed here is the combined average score for all assessed artifacts for the stated learning goal. Separate breakdowns for each artifact are provided on the following pages.

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

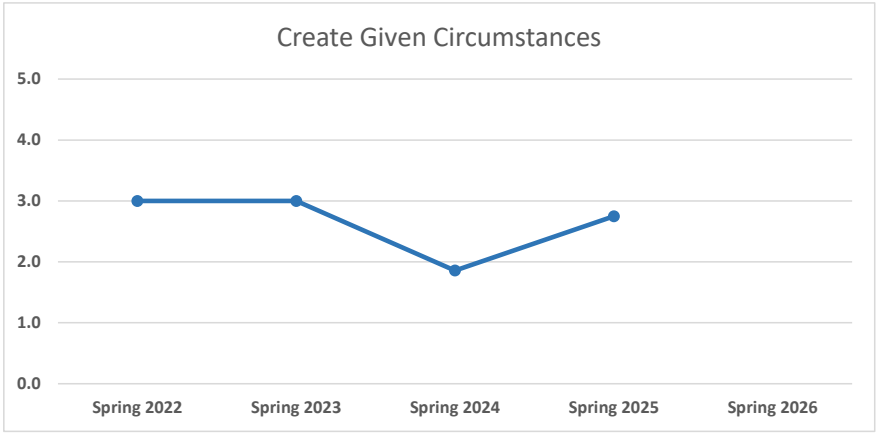
Recorded in: THR 221 - Acting 3 Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to act truthfully and naturally.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

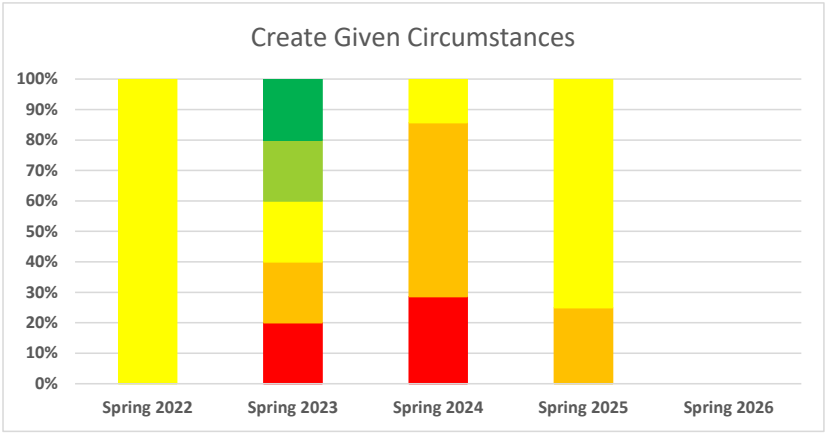




Learning Goal: Create Given Circumstances (BFA Theatre Arts Program, Acting Concentration)

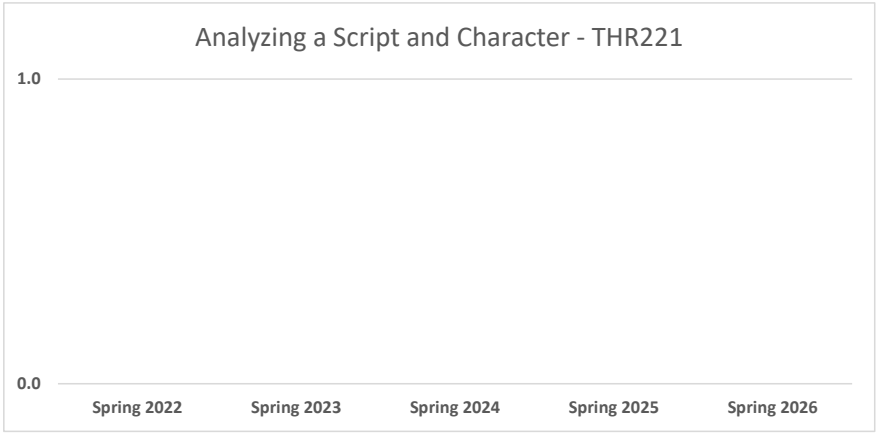
Recorded in: THR 124 - Acting 2 Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to create imaginary circumstances in a natural setting.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
Spring 2023	1	20.0%	1	20.0%	1	20.0%	1	20.0%	1	20.0%	5	**3.0**
Spring 2024	2	28.6%	4	57.1%	1	14.3%	0	0.0%	0	0.0%	7	**1.9**
Spring 2025	0	0.0%	1	25.0%	3	75.0%	0	0.0%	0	0.0%	4	**2.8**
Spring 2026												

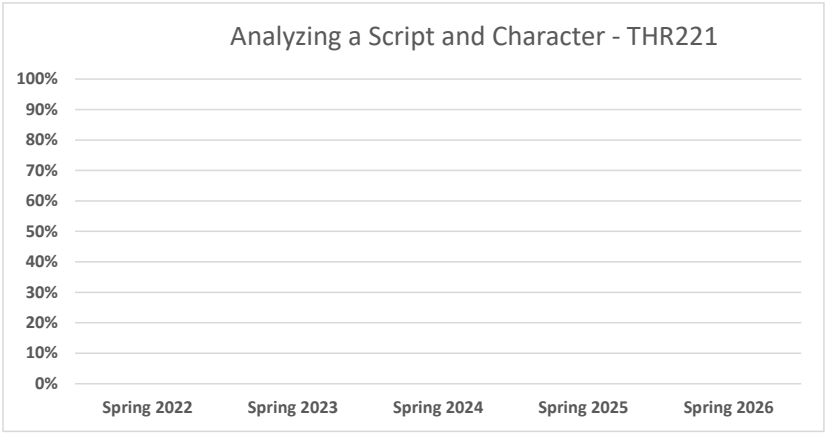




Learning Goal: Analyzing a Script and Character - THR221 (BFA Theatre Arts Program, Acting Concentration)

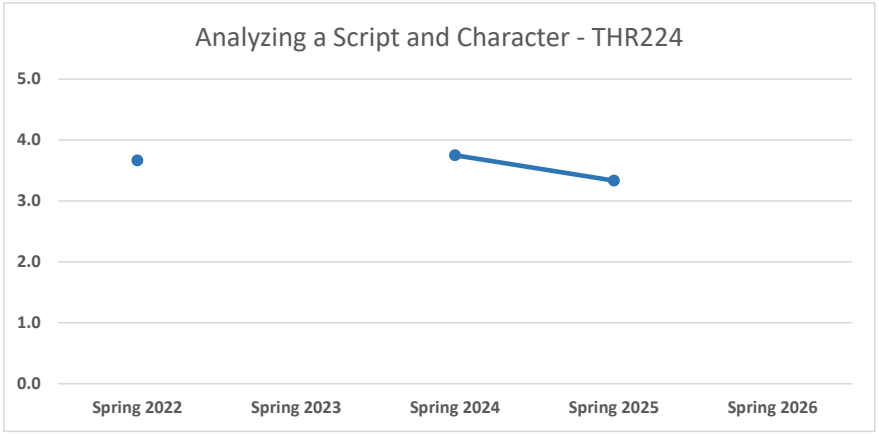
Recorded in: THR 221 - Acting 3 Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Personalize and physicalize the text into real human behavior.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

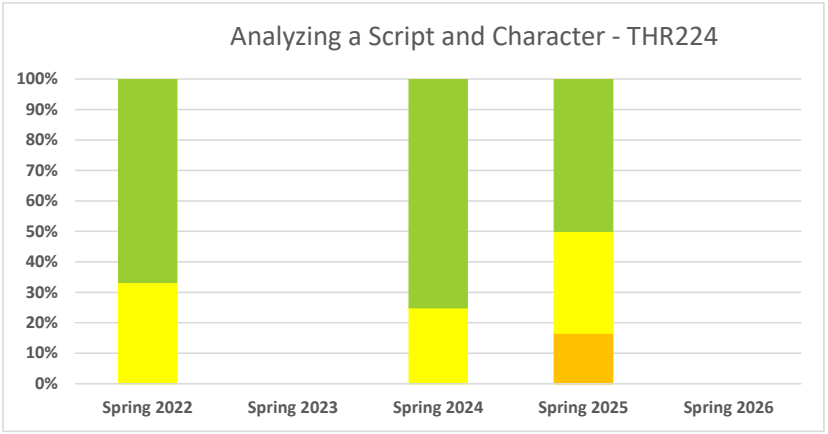




Learning Goal: Analyzing a Script and Character - THR224 (BFA Theatre Arts Program, Acting Concentration)

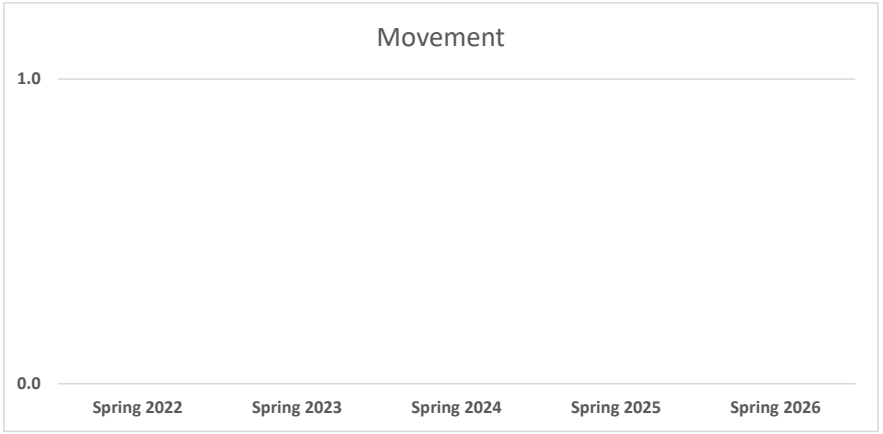
Recorded in: THR 224 - Acting 4 Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Personalize and physicalize the text into real human behavior.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	1	33.3%	2	66.7%	0	0.0%	3	**3.7**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	1	25.0%	3	75.0%	0	0.0%	4	**3.8**
Spring 2025	0	0.0%	1	16.7%	2	33.3%	3	50.0%	0	0.0%	6	**3.3**
Spring 2026												

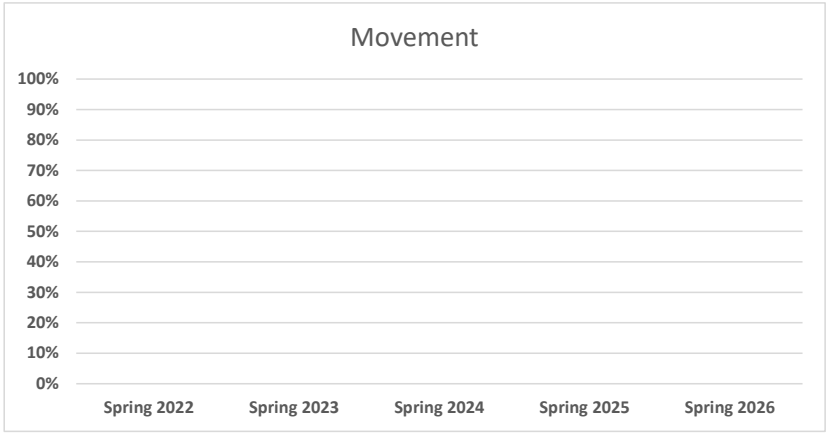




Learning Goal: Movement (BFA Theatre Arts Program, Acting Concentration)

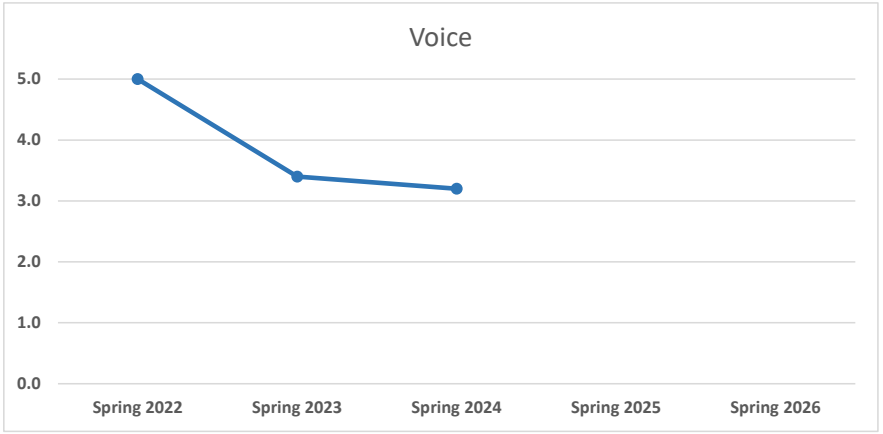
Recorded in: THR 141 - Movement for Actors Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate a flexible, strong, and expressive body.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

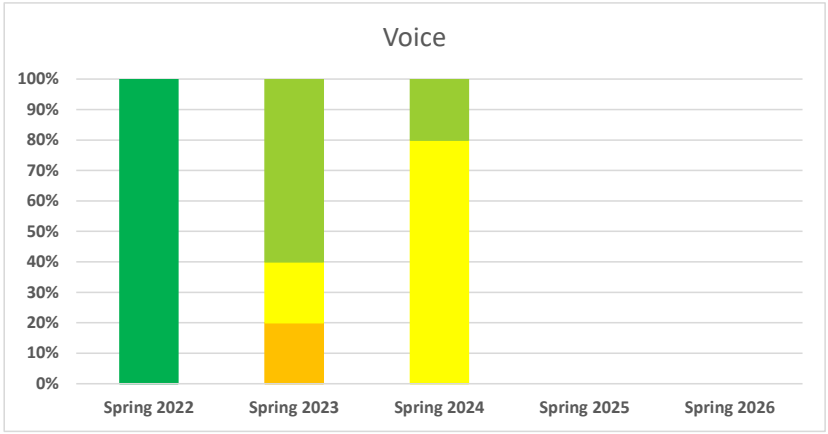




Learning Goal: Voice (BFA Theatre Arts Program, Acting Concentration)

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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	2	100.0%	2	**5.0**
Spring 2023	0	0.0%	1	20.0%	1	20.0%	3	60.0%	0	0.0%	5	**3.4**
Spring 2024	0	0.0%	0	0.0%	4	80.0%	1	20.0%	0	0.0%	5	**3.2**
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												





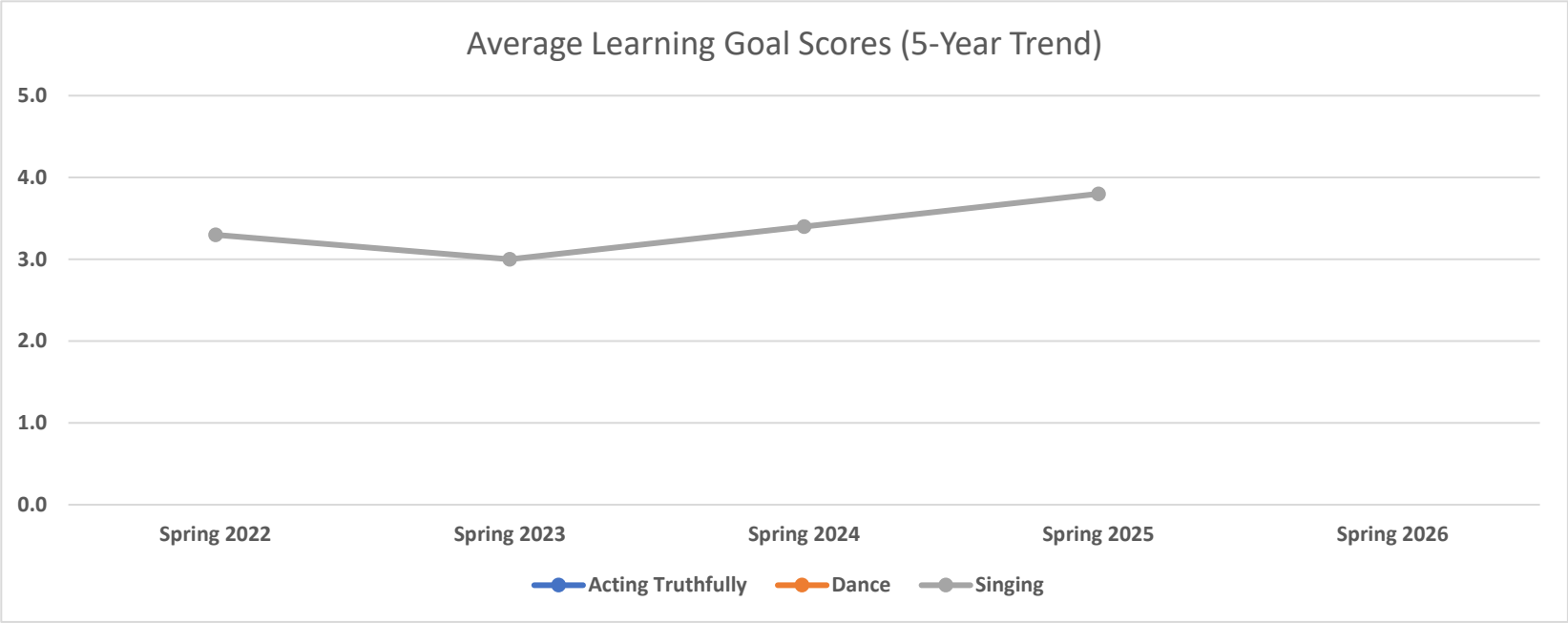
BFA Theatre Arts, Musical Theatre Concentration (Spring 2025)

	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%	0	0.0%	0	0.0%	0	0.0%	0	
Dance	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Singing	0	0.0%	2	16.7%	2	16.7%	4	33.3%	4	33.3%	12	**3.8**



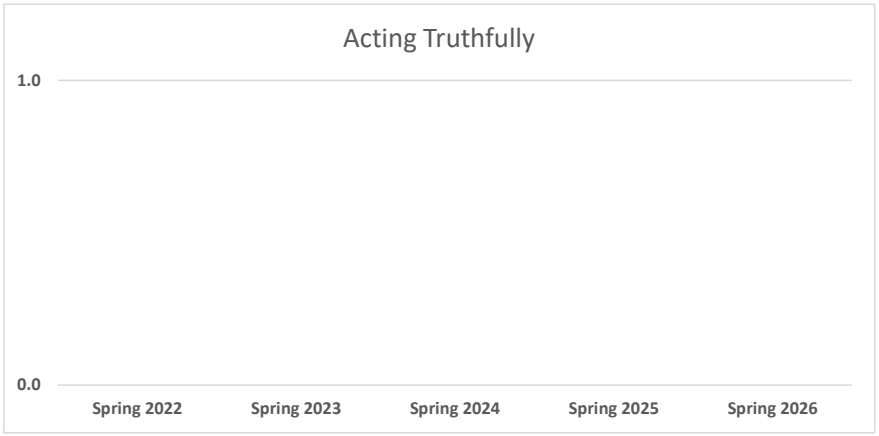
BFA Theatre Arts, Musical Theatre Concentration (5-Year Trend)

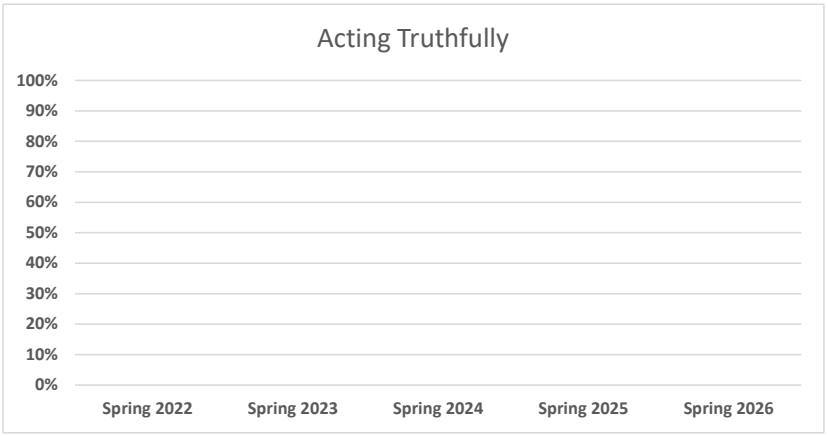
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Acting Truthfully					
Dance					
Singing	3.3	3.0	3.4	3.8	



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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												





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

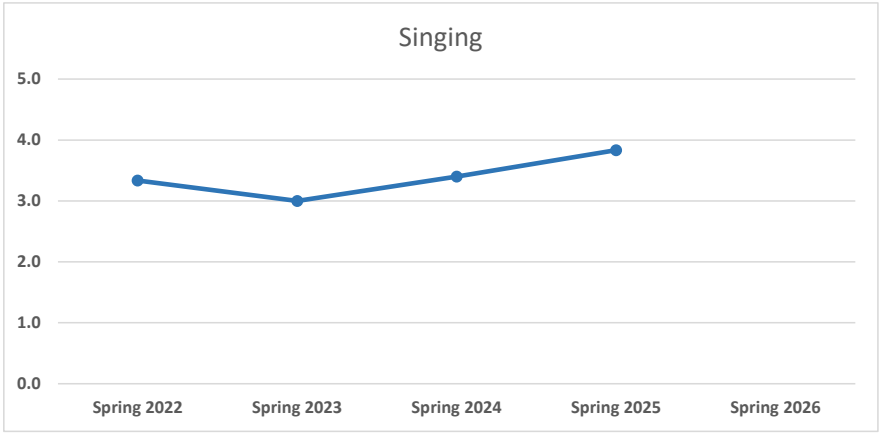
Recorded in: DAN 334 - Theatrical Dancing Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Execute a sequence of dance movement from various styles of theatrical dance.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

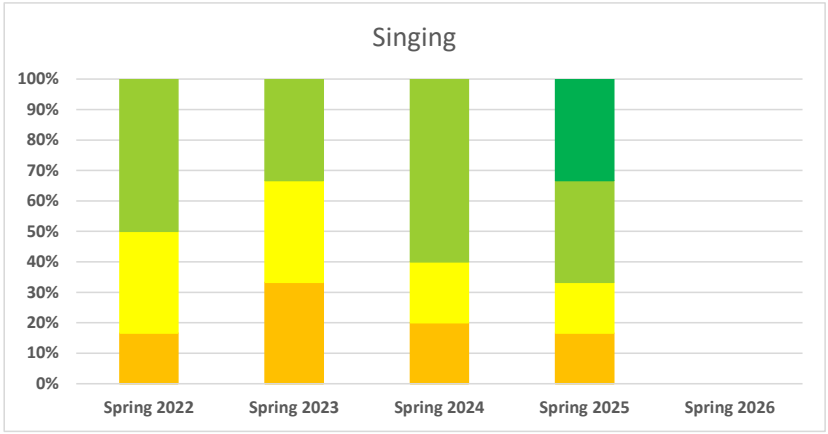




Learning Goal: Singing (BFA Theatre Arts Program, Musical Theatre Concentration)

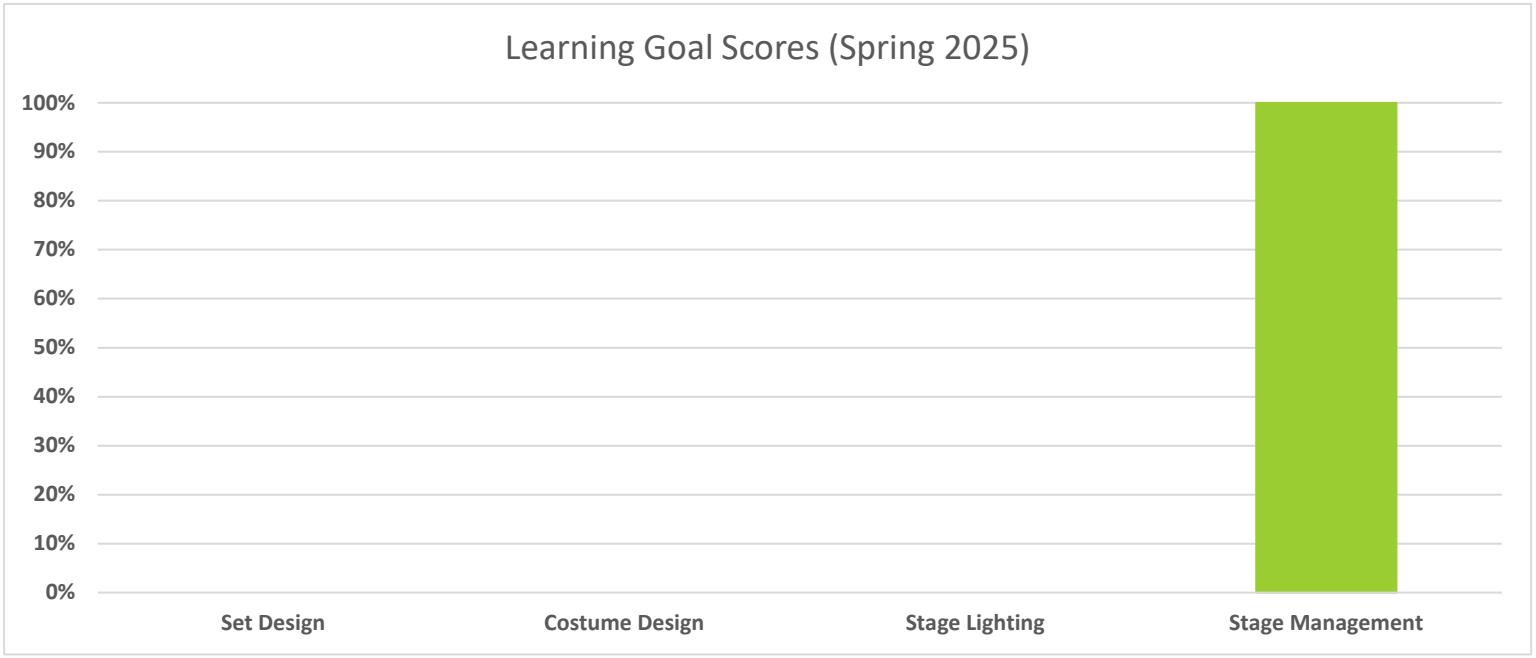
Recorded in: TML 252 - Voice Lessons for Theatre 4 Artifact: Performance Feedback	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Demonstrate the ability to sing two seelctions in various styles and tempos.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	1	16.7%	2	33.3%	3	50.0%	0	0.0%	6	**3.3**
Spring 2023	0	0.0%	1	33.3%	1	33.3%	1	33.3%	0	0.0%	3	**3.0**
Spring 2024	0	0.0%	1	20.0%	1	20.0%	3	60.0%	0	0.0%	5	**3.4**
Spring 2025	0	0.0%	2	16.7%	2	16.7%	4	33.3%	4	33.3%	12	**3.8**
Spring 2026												





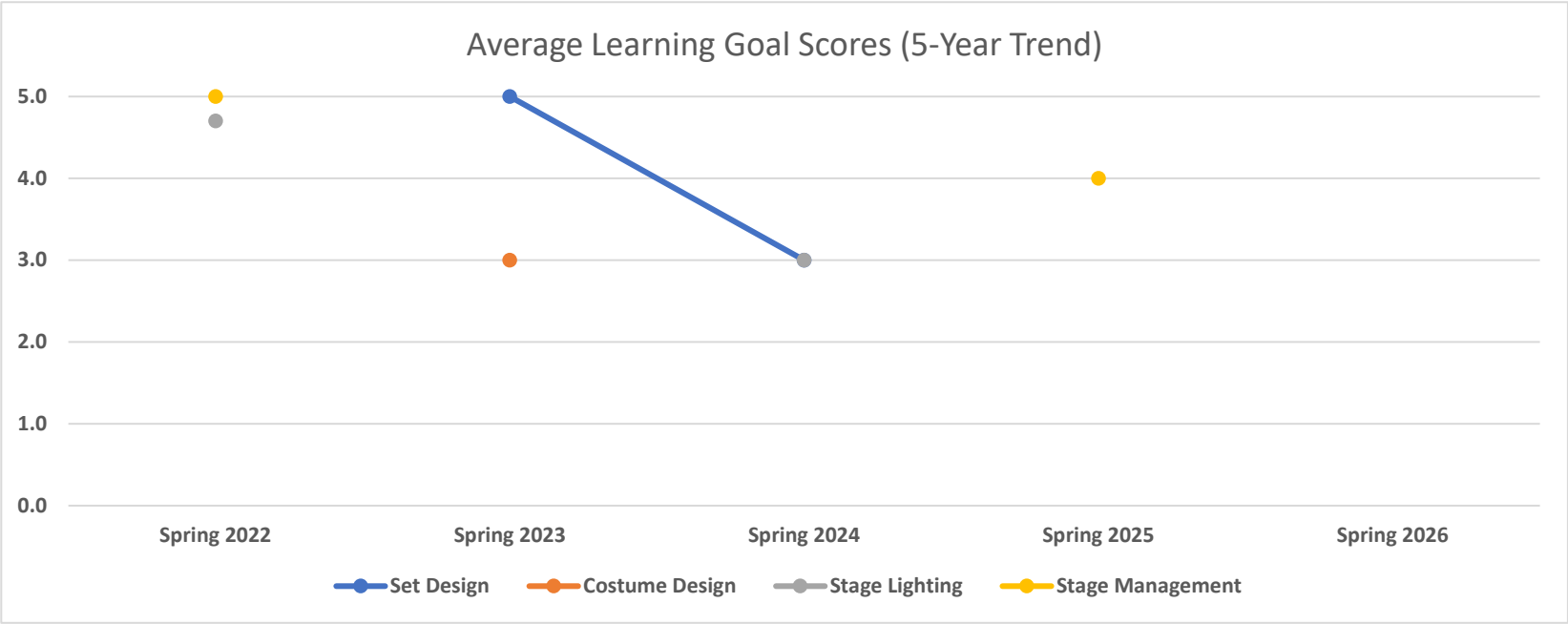
BFA Theatre Arts, Theatrical Design and Technology Concentration (Spring 2025)

	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%	1	100.0%	0	0.0%	1	**4.0**



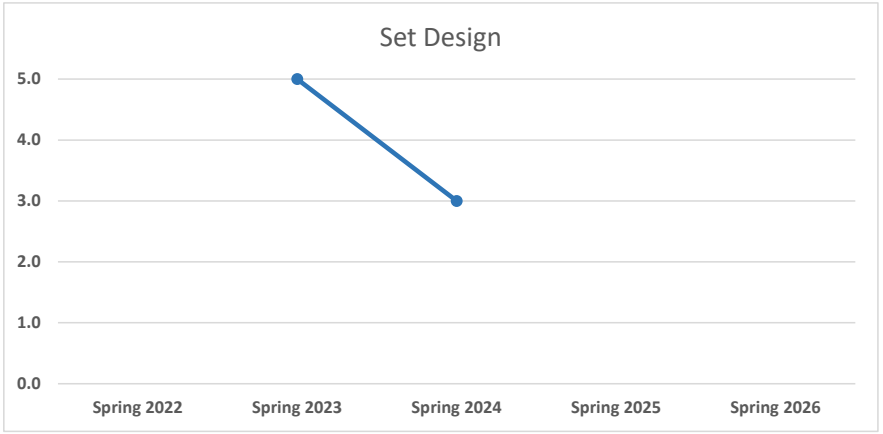
BFA Theatre Arts, Theatrical Design and Technology Concentration (5-Year Trend)

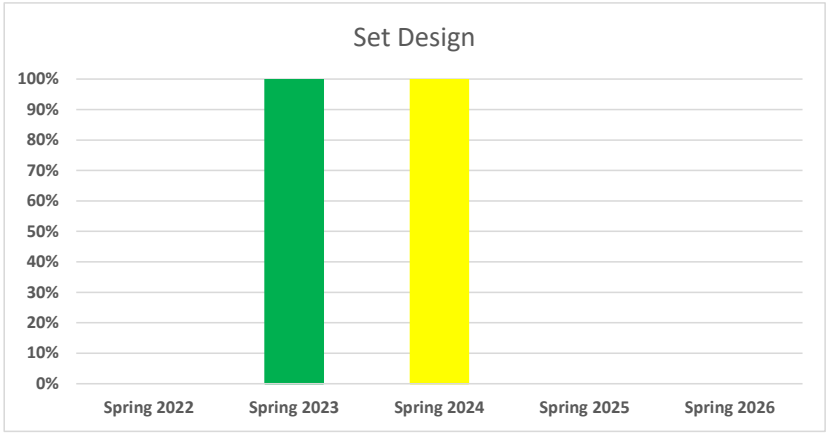
	Average Score by Semester				
Learning Goal	**Spring 2022**	**Spring 2023**	**Spring 2024**	**Spring 2025**	**Spring 2026**
Set Design		5.0	3.0		
Costume Design		3.0			
Stage Lighting	4.7		3.0		
Stage Management	5.0			4.0	



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

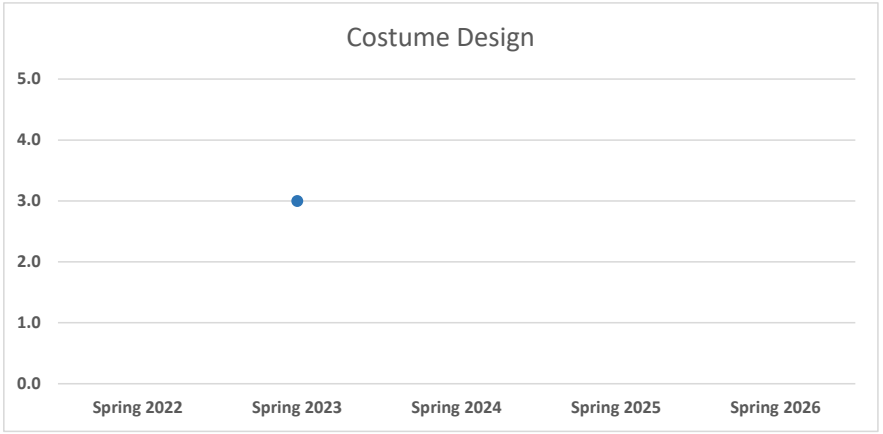
Recorded in: THR 280 - Set Design Artifact: Model or Ground Plan	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Design the elements of a theatrical set.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Spring 2024	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

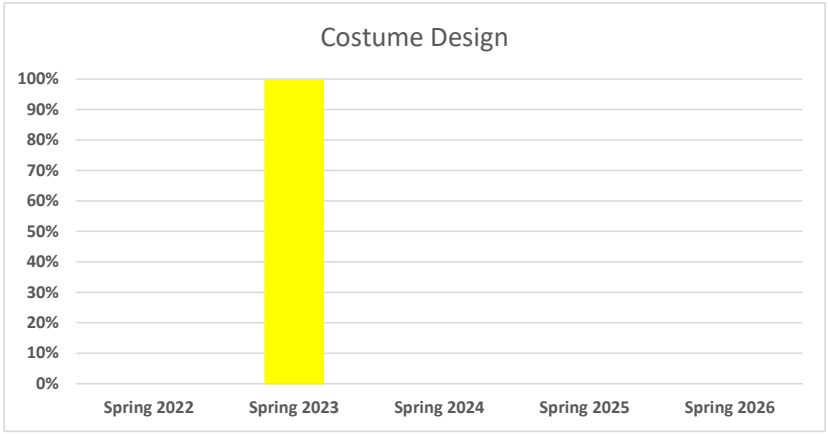




Learning Goal: Costume Design (BFA Theatre Arts Program, Theatrical Design and Technology Concentration)

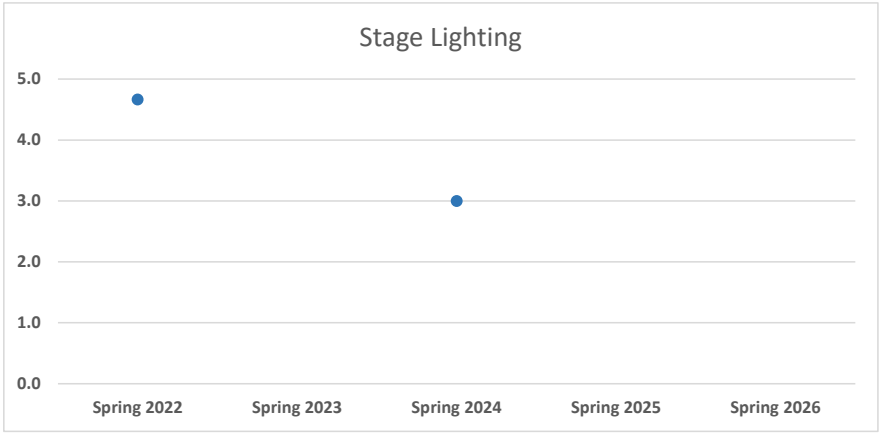
Recorded in: THR 380 - Costume Design / Makeup Artifact: Costume Design	1 unacceptable		2 emerging		3 proficient		4 target		5 exceeds expectations		Artifacts Scored	Average Score
Design the elements of theatical costume.	N	%	N	%	N	%	N	%	N	%	N	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2023	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												

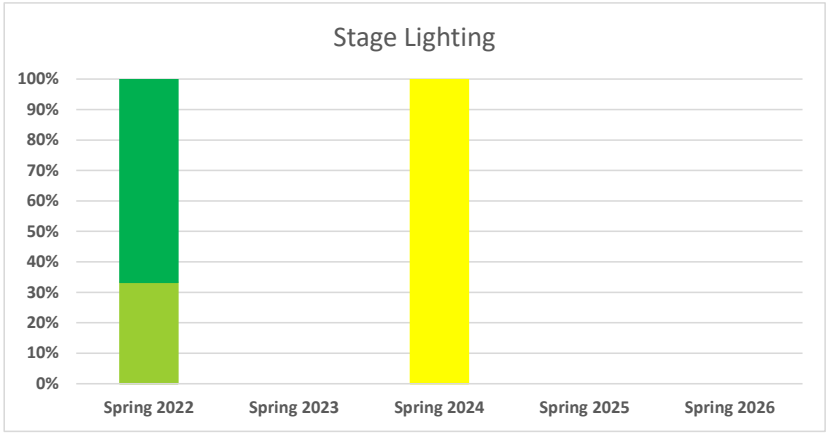




Learning Goal: Stage Lighting (BFA Theatre Arts Program, Theatrical Design and Technology Concentration)

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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	1	33.3%	2	66.7%	3	**4.7**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	1	100.0%	0	0.0%	0	0.0%	1	**3.0**
Spring 2025	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2026												





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	
Spring 2022	0	0.0%	0	0.0%	0	0.0%	0	0.0%	1	100.0%	1	**5.0**
Spring 2023	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2024	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	0.0%	0	
Spring 2025	0	0.0%	0	0.0%	0	0.0%	1	100.0%	0	0.0%	1	**4.0**
Spring 2026												

