

Computing in the Arts BA*
2019-2020 Student Learning Outcomes

Outcome	Assessment Methods
<p>1 <i>Students acquire the knowledge and skills to combine creativity in the arts with the tools and conceptual modeling systems of computing. For the computing requirement, students acquire competency in programming and problem solving, and object-oriented programming. They also demonstrate competency in applying these concepts to more advanced areas of computer science.</i></p>	<p><i>Capstone project evaluated with rubric</i></p> <p><i>Final presentation evaluated with rubric</i></p>
<p>2 <i>Students acquire the knowledge and skills to combine creativity in the arts with the tools and conceptual modeling systems of computing. For the arts concentration requirement, students acquire competency in creativity and critical thinking skills. Additionally, based on their concentration (Art, Music, or Theatre) they acquire competency in intuitive and analytical decision making, history, performance, and/or theory.</i></p>	<p><i>Capstone project evaluated with rubric</i></p> <p><i>Final presentation evaluated with rubric</i></p>
<p>3 <i>Students acquire the knowledge and skills to combine creativity in the arts with the tools and conceptual modeling systems of computing. For the synthesis requirement, students demonstrate competency in (a) incorporating computational tools and techniques into the creative process to achieve an artistic vision, or (b) incorporating creativity, aesthetics and design into new computational techniques, innovative products, or improved problem solving and original inquiry.</i></p>	<p><i>Capstone project evaluated with rubric</i></p> <p><i>Final presentation evaluated with rubric</i></p>

*Preliminary Outcomes