

**Program Outcome and Assessment(s)
2018-2019 Program Outcome (PO) Year End Reporting Form**

Institutional Goal 2: Increase Student Access
Institutional Goal 3: Improve Student Success

Name of Program: Simulation and Game Development

Mission/Purpose Statement: The mission of the Information System Technology Department is to provide graduates the skills for employment in diverse computer technology environments.

Outcome # 1: Program Retention, Fall to Fall

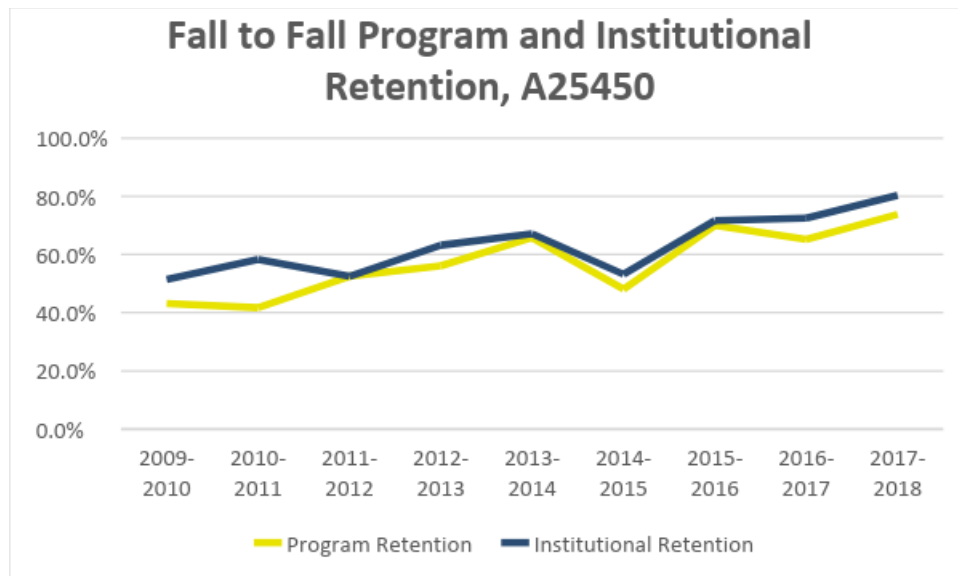
Baseline: 56.6% Fall to Fall (Average program retention – 2012-13; 2013-14; 2014-15)
Standard: 58.6% Fall to Fall
Target: 60.6% Fall to Fall

Data / Results:

Fall-to-Fall

Year	Fall Enrollment	Grads	Return	Non-Completers	Program Retention	Program Transfer	Institutional Retention
2009-2010	37	0	16	18	43.2%	3	51.4%
2010-2011	48	0	20	20	41.7%	8	58.3%
2011-2012	40	0	21	19	52.5%	0	52.5%
2012-2013	57	0	32	21	56.1%	4	63.2%
2013-2014	76	7	43	25	65.8%	1	67.1%
2014-2015	79	9	29	37	48.1%	4	53.2%
2015-2016	60	12	30	17	70.0%	1	71.7%
2016-2017	69	12	33	19	65.2%	5	72.5%
2017-2018	61	13	32	9	73.8%	4	80.3%

Sources: Curriculum Registration Progress Financial Aid Reports (CRPFA) and Entrisik Informer Report – IE – Graduates – Acad Credentials by Term by Program Code



2018-2019 Strategies / Action Items:

Item #	Strategies / Action Items <i>(Action items identified in the 2017-18 year-end report)</i>	Results <i>(State the progress/results of the action items identified based on your method of assessment. Provide number/percent accomplished.)</i>
1	As a learning enhancement and retention tool, facilitate question and answer sessions which students can have real-time, live interaction with industry professionals.	An industry professional visited at least one course in-person or via Skype. The industry professional interacted with students about industry expectations, concepts, and preparation.

Provide narrative for analysis of program retention. *(Based on the data, provide a narrative of your analysis of fall to fall retention. Indicate factors that may have affected your retention. State any changes you plan to address for next year that may affect / increase your retention.)*

Fall-to-fall retention increased from 65.2% in 2016-17 to 73.8% in 2017-18.

Provide narrative for analysis of standard/target. *(As a result of the data analysis, indicate changes to the standard or target. Did you meet your standard/target? If you met your standard/target, what percentage would you like to increase your standard/target? Please provide an overall analysis of the results of your standard/target. Provide percentage of increase/decrease.)*

Will remain the same.

2019-2020 Strategies / Action Items: *(Identify new action items as a results of your review and assessment of previous year data and action item results.)*

Item #	Action Items <i>(Identify action items as a result of your program outcome assessment.)</i>	Assessment of Action Items <i>(State the method of assessment; how you plan to evaluate/assess the results of the action items.)</i>
1	Provide opportunities for online and hybrid students to gain access to Spruce 202's simulation lab to complete assignments.	Faculty will monitor the participation and measure participants' performance in relation to use of the lab.