

Computer Graphics Applications

2019 Program Review

MJC Program Review 2019

Modesto Junior College's Program Review process is divided into 3 sections:

- Program Analysis (SWOT Analysis)
- Goal Setting and Activities
- Resource Request

Program Analysis

Internal Strengths

1. What strengths does the analysis of student data reveal?

According to the College Graduation Report 3 year trend data, AS degrees have increased dramatically. Certificate awards are holding steady. Over the past 5 years, the number of CMPGR students transferring to 4 year institutions shows moderate increase. (LaunchBoard Pipeline: success) 56% of students are employed one year after exiting our program. (LaunchBoard Pipeline: Employment 2015-16.

2. Are there specific aspects of the program that are exemplary or could serve as a model?

The CMPGR Program at MJC provides education in a broad range of Digital Media disciplines, assuring that our students transfer with broader range of skills than are available at most Central Valley Community Colleges.

3. What do others see as the program's strengths?

The broad range of disciplines offered in the CMPGR program greatly benefit students who choose to become part of the work force.

4. How well are students meeting program learning outcomes, skills, or competencies; and how are they relevant to careers in your discipline or industries for which you help prepare students?

The data we have appears to show that students are meeting program level outcomes although supporting data doesn't always seem accurate. Our students are successfully

learning most of the skills that employers and our CTE advisory committee members recommend we include in our program.

Internal Weaknesses

5. What gaps are observed by reviewing the student data?

While our transfer rates are generally increasing, the year to year number are erratic and could be stronger. In addition, percentage of students achieving a living wage within a year of exiting our program could be higher.

6. What disproportionate gaps need to be addressed?

The data presented indicates a disproportionate percentage Hispanic students complete our program.

7. What are areas in which the program could improve? (curriculum, scheduling, modality, other?)

Adding relevant new curriculum would be helpful. In technology related fields, maintaining currency is critical.

8. Where are there gaps in the program on how students are meeting learning outcomes, skills, or competencies?

Students are achieving outcome, skills, and competency goals, although more data in this regard would be reassuring.

External Opportunities

9. Where are potential opportunities for expansion, improvement, or new program development?

We currently have some gaps in our curriculum that need to be filled. Specifically, Computer Game Development, as well as an augmentation of our Web Design and Development area.

10. What are some industry or disciplinary trends that could enhance the program?

Technology jobs related to digital media disciplines are growing in our region.

External Threats

11. How are changing resources, technology, employer, or transfer requirements affecting the program's ability to serve students?

An ongoing external threat is the potential of funding shortages for software and hardware in the classroom and our Labs and funding for student aids in the Labs.

12. What are some current industry or disciplinary trends that could have a negative impact on the program?

Industry trends in our disciplines indicate continued moderate growth. However, technology fields are fickle and change quickly. Vigilance is critical.

13. What other obstacles does the program face?

We have are very difficult time attracting qualified instructors, especially for part-time positions. This is a major threat to our program.

Goal Setting and Activities

Goals

Program Goal	Mission Alignment	Area of Focus
Add 4 new courses in conjunction with Computer Science to have a new Certificate available for students in two years.	Workforce Needs	Curriculum
Increase transfer rates of Computer Graphics majors by 5% over the next two years.	Innovative Education	Student Support
Increase the percentage of Hispanic completers by 5% in the next two years.	Equity	Student Support

Activities

Activities	In Support of Goal #	Outcome or Deliverable
Implement Computer Game Design and Development Certificate.	Goal #1	Computer Game Design and Development Certificate will be completing the program within 2 years.
Redesign the Computer Graphics Portfolio class to concentrate on advantages of transfer to four year institutions.	Goal #2	Revised Curriculum in place in one year. Increase in transfers by 5% in 2 years.
Identify pedagogical and mentoring approaches that increase Hispanic students to complete a certificate or degree program.	Goal #3	Increase percentage of Hispanic students completing our program by 5% in the next two years.
Recruit and fund additional adjunct faculty and support staff for the Computer Gaming Design and Development Certificate.	Goal #1	New staff and faculty funded and in place in one year.

Resource Requests

Category	Request	Activity #	Estimated Cost
Technology	Adobe CC suite	1	40000
Personnel	1 full-time Faculty member	1	110000
Personnel	1 instructional Assistant	1	55000