Wright College Academic Department/Program Assessment Project (Visual and Performing Arts Department) Fall 2015-16

WHAT?

Describe the purpose of this assessment project.

Gather information on student digital literacy.

WHY?

Describe your department/program's reasons for taking on this project and the areas of your department/program that are involved.

We want to find information that crosses across course levels, disciplines, and departments so that we can benchmark student results for SLO # 3 and develop internal targets for improved success.

HOW?

Describe the participants, methods, and the timeline for this project.

The Assessment Committee created a survey for SLO#3 that pulled questions from the 2014 CCSSE. These questions allow us to benchmark results from the fall 2016 semester with our own results in 2014 as well as results from our state and Hispanic-serving national cohorts.

Students were given the survey in fall 2016 for each course they were taking. Results were compiled and would be shared with the department in January 2017. Afterwards, a plan of improvement would be developed and implemented for the spring 2017 semester. The survey would then be possibly re-taken by students at the end of the spring 2017 semester, so that we could gage any improvements made to SLO # 3 on digital literacy.

WHAT WE FOUND

1. Describe the way in which your department/program will collect results. 2. Provide the results. 3. Describe how these results will be used for improvements.

- 1. Results and benchmarks/targets were gathered and returned to departments in January of 2017 for review.
- 2. Results that matter most for our department are the following two questions:

5. "How has this class encouraged you to use computers in academic work?"

#8. "How often do you use the computer lab for your work in this class?

Results from the 2016 survey:

Question from Survey:	#5 Perfoming Arts/Visual Arts	#8 Perfoming Arts/Visual Arts
Number of Students responding	49/23	49/23
Percentage of Students who responded "Very Often"	47.9%/26.1%	18.8%/17.4%
Percent Above/Below vs 2014 Benchmark (IL)	9%/-20.9%	-13.9%/-15.2%
Percent Above/Below vs 2014 Benchmark (HSI)	-0.1%/-21.9%	-12.7%/-14.0%
Percent Above/Below vs 2014 Benchmark (WC)	-1.9%%/-23.7%	-21.3%%/-22.6%

The VPA department determined these two questions were the most relevant to students studying Visual and Performing Arts. Digital literacy is considered in our disciplines, though the use of computers varies a great deal among the different disciplines and specific courses within the various disciplines. For question #5. Performing Arts scores at 47.9% vs. the Visual Arts 26.1% in terms of the encouraged use of computers in academic work, in all cases below the percentages for the Benchmarks for IL, HIS (Hispanic Serving Institutions), and WC (Wright College). For question #8, it also shows that both Performing and Visual Arts are currently below all three benchmarks mentioned above.

How will we use these results for improvements?

Because in both questions #5 and #8, both Performing and Visual Arts show percentages below all the benchmarks, we can definitely do better at meeting these digital literacy standards. Our improvement plan is outlined below.

VPA Department Improvement Plan for spring 2017 semester

#5 - Encourage more students to use computers in academic work.

#8 - Encourage more frequent use of the computer lab for work in class.

Faculty will encourage students to use computers in the remaining half of the semester by assigning computer related research, projects, small assignments.

Next Steps, possibly Re-Survey students in April

By mid-April, our department will decide if we plan to have our students take the survey again for each VPA class they take. This should allow us to see how well we performed against our benchmarks. If it is decided the survey will not be re-administered, the assessment coordinator (Johannah Silva) will gather written statements from faculty as to what improvements/modifications/assignments they did this Spring 2017 semester to meet and increase the digital literacy in their classes.

