Abstract
For the Media Arts and Game Development Program (MAGD) we participated in the 2016 Summer Assessment Institute. We used the process of assessment for general program improvement. We updated the program mission statement, and refined our four-year plans for use in advising. We also began looking at systematic processes for the incorporation of external evaluations of student work at the annual MAGD Expo.

Process
We revised the program mission statement to align with the current direction of the program based on curricular developments and direct assessment of SLOs, primarily in our capstone course. Our four-year plans were updated to include recommendations based on how elective courses fit together towards skill-based outcomes. This was informed by our updated mission statement and the same direct assessment process. We are currently working towards simplifying and digitizing the assessment process for external judges at the annual MAGD Expo so that we can collect more information and make better use of it.

Mission Statement
Original (2012):
The Mission of MAGD Media Arts Game Development program is to deliver effective and relevant interdisciplinary curriculum responsive to the growing needs of the rapidly changing, evolving, and emerging time-based and interactive media disciplines and professions.

Proposed:
The Mission of MAGD Media Arts Game Development Program is to graduate students responsive to the growing needs of new media and game industries.

Recommendations Added to Four Year Plans
Our four-year plans were updated to include recommendations based on how elective courses fit together towards skill-based outcomes. This information is also presented by faculty in advising.

New/Web Media Producer
Tier 1 & 2: MAGD 270, ARTSTUD 376/476, JOURN 227 or 241, COMM 238 or 239
Suggested Minors: Web Development, IT, Advertising, Public Relations, Marketing

Time-Based Media
Tier 1 & 2: MAGD 271, ARTSTUD 377/477, ARTSTUD 388/488
Electives (3): ARTSTUD 492, 498; MAGD 270; COMM 238, 239, 346; MUSC 452
Suggested Minors: Art Studio, Graphic Design, Computer Science, Film Studies, Electronic Media

3D Modeling
Tier 1 & 2: MAGD 271, MAGD 272, ARTSTUD 201, ARTSTUD 380/480
Electives (2): ARTSTUD 492, 498; COMM 239, 346, 351, 490;
Capstone: MAGD 487, ARTSTUD 480 or MAGD488
Suggested Minors: Art Studio, Graphic Design, Computer Science

Game Development
Tier 1 & 2: MAGD 271, MAGD 272, MAGD 372, COMM 490
Electives: ARTSTUD 380, ARTSTUD 377 or COMM 238, COMM 239, ENG 376, MUSC/COMM 346, COMM 294, COMM 498, COMM 493M
Suggested Minors: Computer Science, Film Studies, Electronic Media, Interdisciplinary Sound Minor

Student Learning Outcomes
1. Consider multiple/diverse perspectives when developing emergent media.
2. Analyze, interpret, and critique media solutions professionally and without bias.
3. Effectively communicate ideas in multi-modal form (e.g. audio/ animation/ visual), including and especially written.
4. Demonstrate a multi-disciplinary knowledge, ability, and creativity in digital media practice.
5. Collaborate effectively within a multi-disciplinary, team-based environment
6. Apply an interdisciplinary approach to evaluate the effectiveness of emergent media
7. Apply critical problem solving skills to the changing standards, practices, and market realities of the digital and creative industries.