1. Assessment Plan - Four Column

PIE - Arts - CEA: Animation & Gaming Unit

Narrative Reporting Year

2018-19

Contact Person: Sunil Thankamushy
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Program Planning Dialog: We are currently in the middle of the following activities:
_Completing deploymnet of our updated set of certificates and degree program
_Promoting our new VR/AR program across campus
_Improving our Work Experience program
External Conditions, Trends, or Impacts: A&G industry data - Animation and game development continues to boom in the country. This has contributed to fresh new avenues for new graduates to get jobs. Students with a good portfolio showing animation and gaming skills stand to compete for these jobs.
Students also realize the need to spend a few more years developing their animation and gaming skills by transferring to advanced academies or universities. These students therefore, have been utilizing our program to develop their portfolios to transfer.
Internal Conditions, Trends, or Impacts : Our VR classes have taught close to 100 students by now. The awareness of these classes seem to be low on campus. For this, we would need to do promotional activities.

We have over 100 students in our social media channels - FB, Twitter, Instagram. We are seeing this as a good method of communicating program matters to students via a medium that they seem engaged in. We continue to manage and monitor its success/progress. Its fully manned by Student Workers.

Our work experience program is going very well. This has resulted in projects students have successfully used to build up their resume, transfer to UC's; and in one case, also create positive impact in the community by creating board games for the teen group of a local church.

Critical Decisions Made by Unit: -Doing regular polling of students to understand their graduation status.
-Use of social media to connect the program with students.
-Looking into increasing transferrability of our classes.
-Considering pursuing steps to convert a set of relevant classes in our program to GE status.
Notable Achievements for Theme A: To Advance Academic Excellence and Student Achievement: Peng Peng wang   CalState Fullerton

Stephen Boileau   Working in a Robotics company, Embodied, Pasadena
Alan Salgado   interning in a company making 3D tents.
Julio Cesar Martin   working in a company making 3D tents.
Jesse Yeh working in a VR company full time in LA
Ambika Luthra   At Cal Arts in the Animation program

Tao Lee   works part time at Deepblue on various rigging, and visualizations projects
Tiana Murphy   Currently doing a short time project with Deepblue for an E3 demo of a Paramount backed game
Michael (Miguel) Rodriguez   Currently doing a short time project with Deepblue for an E3 demo of a Paramount backed game
Austin Alvarado   Currently hired parttime to work on storyboards for Deepblue
Barbara Church   Note from her "So today was the first meeting for my internship ?? it's 20 hours total, there may be an opportunity to join the them full time if the budget permits. I will be working with and for the Art Council of the whole County of Placer ?? and the Greater Sacramento area. I'm so sorry I haven't sent out any mail yet but I plan to and will and let you know ASAP."
Justin Porter   Transferring to FIDM, Downtown LA. He is super excited about it. Doing Creative, and Digital Media
Michael RodgriguezHired as Unity developer at Magic Flying Machine, in LA. full time
Austin Alvarado   Hired at Magic Flying Machine to work on educational game
Pedro Flores   Hired at Magic Flying Machine to work on educational game
Chris Segura   Hired on short gig to create games for local church, for their youth group
Hailey Flores   Transfering to UCSD in Fall 2019

Notable Achievements for Theme B: To Support Student Access and Success: 1. Successful 5th ANIMATION & GAME FEST
To build awareness and excitement for the new game production classes, we had set up our fifth Game Fest in Fall 18. This involved students from our game, and animation classes showcasing the year's work. The fest was a success, with a larger attendance by close to over 1000 attendants. We are now planning Game Fest 19.

2. STUDENT TUTOR PROGRAM, A SUCCESS
The student tutor program has helped students of highly technical classes such as ANIM 100 Digital Paint and Ink; and ANIM 130 3D modeling, and the gaming and VR classes by being at par with the class material, and by being competent in completing their projects by finals.
We are now looking to design a process to identify and select more student tutors to handle other areas particularly, Unity development, and character animation.

3. SHARED LAB A SUCCESS
The shared lab downstairs has proven to be a success as far as students-usage of the facility is concerned. We also note that having the lab may have resulted in the near 100% project-completion rates of many of the classes (eg: the 3D classes, and gaming classes)

4. OLLIE ROOM
We have a dedicated, small, creative work space for Work Experience projects. We have outgrown the space.

5. STUDENT WORKER PROGRAM
The student worker program that started off a few semesters ago, is a big success. Student engagement and interest is high, quality of work output is high, and this program has seeded the way to think up the Animation & Gaming Studio program.

Notable Achievements for Theme C: Secure Human, Technological, & Financial Resources: 1. Implemented VR hardware into the PC lab, in anticipation of the actual VR lab to be constructed.
2. All software currently in use in the MAC, and PC labs are at par with industry standard

Notable Achievements for Theme D: To Foster an Atmosphere of Cooperation and Collaboration: 1. HIGH SCHOOL ARTICULATION SUCCESS
This has been a program we have been engaged in the past several years. It continues to go strong. We are currently evaluating the success rate of this program, by trying to identify the students that came to the program as a result of articulation. A&G continues to work with multiple high schools articulate with our program. This year a total of 12 high school students received college credit for our introduction to animation course. Animation and Gaming program continues to award more articulation credit every school year.

2. HIGH SCHOOL DAY
Along with the other departments, we helped host two high school days, from two ROP school districts, during which bus loads of wide-eyed high schoolers were treated to making short animations, and simple games to inspire them into our field. The surveys we conducted concluded that the students enjoyed and appreciated the event, and

developed a strong interest in our program.

3. STRENGTHENED ADVISORY COMMITTEE MEMBERSHIP
We increased our advisory committee to be a body of about 10 highly accomplished industry veterans from around the world, each bringing in expertise from film, television, effects, gaming and education into the mix.

4. Successful 5th ANIMATION & GAME FEST
To build awareness and excitement for the new game production classes, we had set up our fifth Game Fest in Fall 18. This involved students from our game, and animation classes showcasing the year's work. The fest was a success, with a larger attendance by close to over 1000 attendants. We are now planning Game Fest 19.
Contributors to the Report: Sunil Thankamushy (Animation&Gaming)
Hector Rivas (Animation&Gaming)

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans	
Program Effectiveness - Improve the effectiveness of the Animation & Gaming program in training students. **Status:** Active **Goal Year(s):** 2015-16, 2016-17, 2017-18, 2018-19, 2019-20 **Date Goal Entered (Optional):** 09/01/2015	**In Progress -** Inform the student counselors about the animation and gaming program on a deeper level utilizing print material **Describe Plans & Activities Supported (Justification of Need):** Marketing materials- flyers, program brochures **Lead:** Hector Rivas **What would success look like and how would you measure it?:** Classes get filled to capacity, because student counsellors are able to guide more interested students towards our program. We can run a survey to students: "How did you hear about the Animation & Gaming program here at Mt.SAC?" **Type of Request:** IT SUPPORT: Requests for projects related to the implementation, integration, application, delivery, and support of information and instructional technologies. **Planning Unit Priority:** High **Documentation Attached?:** No	**Reporting Year:** 2018-19 **% Completed:** 25 We are trying to determine how to improve the knowledge of the counselling dept, of the Animation & Gaming program, so that they can guide students coming their way better. We have started this process. We will be continuing it this year. (04/21/2018)	: -The data regarding this inefficiency comes largely from student reports. -The students report that the guidance they receive from counselling though very strong in areas such as math, science etc; is very minimal in our specialized field of animation and gaming. ⁻Students seem to be stumbling upon our Animation & Gaming program only by word of mouth, exposure to the Gamefest, and by chance. -There is a big opportunity in communicating the presence of the Animation & Gaming program through the couselling services in a more organized manner. (07/03/2017)

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans	
	One-Time Funding Requested (if applicable): 3000 **On-Going Funding Requested (if applicable):** 500 **In Progress -** Give professors and student assistants a way of creating tutorials, and other video based learning materials easily . **Describe Plans & Activities Supported (Justification of Need):** Camtasia software (3) **Lead:** Sunil Thankamushy **What would success look like and how would you measure it?:** Students able to use specific workflows and tutorials designed by the instructor in class, or in the shared lab even if they had missed a class. We can run a survey at the end of the semester to students: "Were you able to follow techniques and processes taught in the lectures/workshops even if you had not attended the class?" **Planning Unit Priority:** Medium **Documentation Attached?:** No **One-Time Funding Requested (if applicable):** 1500	**Reporting Year:** 2018-19 **% Completed:** 25 -This was not funded last year. We are looking for this to be funded this year. (04/21/2018)	**:** -We used a free software called Bandicam in Spring '17. It has limitations (limited time length of recording, and a very large watermark on the output video). The free software, was very effective in creating quick tutorials. Students appreciated the availability of tutorials in classes such as ANIM 130, ANIM 131, ANIM 172 etc. (07/03/2017)
	Request - No Funding Requested - Setting up Cintique tablets in the PC lab. **Describe Plans & Activities Supported (Justification of Need):** Cintique tablets are the industry standard for digital painting and sculpturing. It is currently being used successfully in the MAC lab. We	**Reporting Year:** 2018-19 **% Completed:** 75 The purchase of Cintique tablets were done. They have not been deployed yet - more work needs to be done to tether them to the desks. (03/29/2018)	**:** We have yet to start this activity to review useful results. (08/06/2017)

need a full set of the equipment in the PC lab as well.

For the following classes:
-For Anim 130,131, 132, 141, 151 classes
Lead: Sunil Thankamushy
What would success look like and how would you measure it?: -The animation and gaming projects of our students would look more polished and up to current starting-level industry standards.

-We can ask our advisors if a sampling of our top students work match starting-level industry standards.
Type of Request: INSTRUCTIONAL SUPPORT PROGRAM FUNDING (INSTRUCTIONAL EQUIPMENT): Equipment, library material, or technology for classroom instruction, student instruction or demonstration, or in preparation of learning materials in an instructional program, equal or over $500.
Planning Unit Priority: High
Documentation Attached?: No
Request - Full Funding Requested - Upgrade monitors for instructor stations in PC lab
Describe Plans & Activities Supported (Justification of Need): 1. Upgrade the monitors and the projector.
After a year long discussion with the deans and facilities, it has become clear that a full system upgrade needs to happen.
Justification of need: Students see

Reporting Year: 2019-20
% Completed: 0
This continues to be a difficult challenge. We have been in discussion with facilities, and the deans about this need. This is very important for instruction in the PC lab. (04/21/2018)

: We have yet to start this activity to review useful results. (08/06/2017)

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans
	only 70% of what they need to see on the projector, as the resolution of the projector and the instructor monitor is below par. **Lead:** Sunil Thankamushy **What would success look like and how would you measure it?:** Workflow becomes easier at the stations. How to measure: The professor is able to grade classwork faster, and create tutorials faster. **Type of Request:** INSTRUCTIONAL SUPPORT PROGRAM FUNDING (INSTRUCTIONAL EQUIPMENT): Equipment, library material, or technology for classroom instruction, student instruction or demonstration, or in preparation of learning materials in an instructional program, equal or over $500. **Planning Unit Priority:** High **One-Time Funding Requested (if applicable):** 20000 **In Progress -** A&G part time tech liaison **Describe Plans & Activities Supported (Justification of Need):** A part time tech person that works with students and faculty on our ever-expanding inventory of equipment and its maintenance. This person can also handle as a tech resource for various student worker projects going on, and help students in the upcoming VR lab as well.	**Reporting Year:** 2018-19 **% Completed:** 0 This has not been implemented yet. (04/21/2018)

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans

Lead: Hector Rivas
What would success look like and how would you measure it?:
Instructors find it easy to deploy students into their various projects.

How to measure it:
A survey can be sent to all the instructors including adjuncts: "Do you have the technical support you require during the semester, to deploy, and manage inventory in the various classrooms?"

Planning Unit Priority: Medium
In Progress - Color printer in Ollie room
Describe Plans & Activities Supported (Justification of Need):
Printer that prints poster and presentation quality prints
Lead: Hector Rivas
What would success look like and how would you measure it?: We find it easier to create print content for Animation & Gaming.

How to measure it:
The number of times we request Shared Lab techs to print for us, drops to zero.
Planning Unit Priority: High
One-Time Funding Requested (if applicable): 4000
On-Going Funding Requested (if applicable): 500

Request - Full Funding Requested -
Budget for Social media community building

Reporting Year: 2018-19
% Completed: 0
not purchased yet.
Its need is more strongly felt this year, to work esp with WE students, and events such as Animal&Game Fest etc. (04/21/2018)

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans

Describe Plans & Activities Supported (Justification of Need):
We would like to promote the Animation & Gaming program, its various classes, and activities by a sustained social media program that includes content creation, updation, and ads placement.
The postings can be directed to current, and future students in our demographic.
Lead: Sunil Thankamushy
What would success look like and how would you measure it?:
Students in and around Mt.SAC would be very aware of our Animation & Gaming program.

How to measure it:
We would send out a survey asking:"How did you initially hear about the Animation & Gaming program?'
Planning Unit Priority: Medium
On-Going Funding Requested (if applicable): 7500
Request - Full Funding Requested -
Additional Student Assistant for our program
Describe Plans & Activities Supported (Justification of Need):
We currently have a budget for about 2.5 to 3 Student Assistants per year. We need 4 each year during the Spring, and Fall semesters.

So we are asking for funding for an additional assistant.

They would assist not only tenured

faculty, but also the adjunct professors.

They can bring up the quality of the classroom experience for students and professors alike.

Lead: Sunil Thankamushy

What would success look like and how would you measure it?: The classroom experience improves for students and professors.

How to measure it: We ask students and adjunct faculty at the end of the semester:
"Did you feel fully supported in the classroom this semester, in your quest to learn(or teach)?"

Planning Unit Priority: Medium

On-Going Funding Requested (if applicable): 5000

Request - Full Funding Requested - Animation software upgrade in Mac lab

Describe Plans & Activities Supported (Justification of Need): Updating ToonBoom (Harmony and Storyboard Pro) in the Mac lab.

Lead: Hector Rivas

Planning Unit Priority: Medium

One-Time Funding Requested (if applicable): 14350

Request - No Funding Requested - Upgrade RAM on PC lab and design lab PC computers

Describe Plans & Activities Supported (Justification of Need): The current Gaming and 3D graphics classes require PCs with a greater RAM (memory) in the PC lab. We currently have 16G RAM on the

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans

machines. We need 64G RAM.
Lead: Sunil Thankamushy
What would success look like and how would you measure it?:
Students would be able to work faster. Minimal time would be spent during rendering frames.
Type of Request: INSTRUCTIONAL SUPPORT PROGRAM FUNDING (INSTRUCTIONAL EQUIPMENT): Equipment, library material, or technology for classroom instruction, student instruction or demonstration, or in preparation of learning materials in an instructional program, equal or over $500.
Planning Unit Priority: Medium
Request - Full Funding Requested -
Projectors in PC and MAC labs need to be updated/upgraded
Describe Plans & Activities Supported (Justification of Need):
The projectors are dim, and the resolution is not high. Students will be better served, if they can all (including ones in the back rows) see more clearly.
Lead: Hector Rivas
What would success look like and how would you measure it?:
Students can all see images clearly.

How to measure:
We would ask for a show of hands: "how many of you can see this tiny image clearly"?
We should see the majority of the back benchers raise their hands too.
Planning Unit Priority: Medium

Request - Full Funding Requested -

| | 3rd A&G professor in the future
Describe Plans & Activities Supported (Justification of Need): As demand and LHE grows for extra VR and existing courses, another full time A&G professor would be needed. Not immediately, but down the line.
Lead: Sunil Thankamushy
What would success look like and how would you measure it?: More classes. Filled to capacity. Taught by 3 dynamic professors.

We would ask students via a survey:
-Are you getting a well rounded education?
-Do you find that your professors are available for your educational needs?
Planning Unit Priority: Low | | |
| **Completion In-reaching -** Improving completion rates of the Animation & Gaming certificates and degree.
Status: Active
Goal Year(s): 2015-16, 2016-17, 2017-18, 2018-19, 2019-20
Date Goal Entered (Optional): 09/01/2015 | **In Progress -** Install Wall of Fame wall
Describe Plans & Activities Supported (Justification of Need): This is part of a community building program to instil pride and foster a drive for excellence amongst students in the program.
Plaques have been purchased. The wall to install has been identified. They need to be installed.
Lead: Hector Rivas
What would success look like and how would you measure it?: More completion of degrees and certificates, as compared to past years.

We can measure the number of | **Reporting Year:** 2018-19
% Completed: 50
The plaques had been purchased. we are currently working with Studio 13 to design the layout and move this forward. Funds would be needed for the wall paper graphics production.
We will need support from Facilities for final installation.

(03/29/2018) | : We have yet to start this activity to review useful results. (08/06/2017) |

program completers before and after the Wall of Plaques was set up.

Planning Unit Priority: High
Documentation Attached?: No
One-Time Funding Requested (if applicable): 5000
Request - No Funding Requested - Student workers to create content for Hallway Monitor

Describe Plans & Activities Supported (Justification of Need): The monitor has been installed. Content is streaming on it now. We are working on a plan on how to generate more content expediently, to keep the monitors more engaging throughout the semesters.
Lead: Sunil Thankamushy
What would success look like and how would you measure it?: Student enrollment in hard-to-enlist classes increase.

How to measure it:
-We can send out a survey to students: "Do you find the presence of the monitor as being Positive, Negative, or Neutral to your sense of engagement with the Animation & Gaming program"?

-We can measure the number of program completers before and after the monitors, and note a positive impact.

Reporting Year: 2018-19
% Completed: 75
Monitor has been purchased and installed in our hallway this Summer 2017.
It works, but the system of posting content could be made more efficient. (03/28/2018)

: We have yet to start this activity to review useful results. (08/06/2017)

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans

Planning Unit Priority: Low

In Progress - Streamlining of certificates and AS degree. Campus Counsellors to review and assimilate program changes.

Describe Plans & Activities Supported (Justification of Need):
Streamlining of certificates and AS degree.
We are currently in the process of streamlining the certificates and AS degree to match
current industry trends, based on guidance and feedback from our advisory committee.

We have successfully (still in process of being deployed) set up the new Certificate structures: Junior Animator, Junior Game Designer, Virtual Reality Designer.

We are now focusing on designing the AS degree to allow for a Core component, and Specializations.
Lead: Hector Rivas, Sunil Thankamushy
What would success look like and how would you measure it?: Greater completion rate, Greater engagement with the program.

Measure:
We should see an increase in transfers and completers of the program, after the changes have been instituted.

Planning Unit Priority: High

Reporting Year: 2018-19
% Completed: 100
The streamlined Animation & Gaming certificates have been put into motion.
We are expecting them to be deployed by the curriculum office in Fall '18 (03/28/2018)

 : We have yet to start this activity to review useful results. (08/06/2017)

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans

One-Time Funding Requested (if applicable): 0

In Progress - Pathway mural graphics and paraphernalia.
Promote completion of certificates by communicating to students better about our program, and where they stand in the roadmap to completion.

Describe Plans & Activities Supported (Justification of Need):
Prints and posters
-The Animation and Gaming pathway mural style
-Class posters that clearly communicate graphically the gist of the class experience, and the outcome

Lead: Sunil Thankamushy
What would success look like and how would you measure it?: We should see an increase in transfers and completers of the program, after the changes have been instituted.

Planning Unit Priority: High
One-Time Funding Requested (if applicable): 250

Request - Full Funding Requested -
Funds to print high quality class posters for each of our classes in the degree and certificates. To be displayed behind plastic casing, on the walls in the hallway next to the MAC and PC labs.
Describe Plans & Activities Supported (Justification of Need):
The need: Students have no way of

Reporting Year: 2018-19
% Completed: 25
We have updated our direction to improve the roadmap of our program for easier comprehensibility to students, and for greater rate of completion of the program

PATHWAY DESIGNING
Working closely with the career counseling dept, we have reviewed our pathways and created a plan - to be implemented - to lay out our classes across a two year timeline in a way that maximizes students.

PROGRAM WORKBOOK
We are designing 'workbooks' that can be handed to students, that tell them where they are in the pathway, and what classes need to be taken next

POSTERS
Posters for each of the classes are being created, for display in hallways and classrooms

PATHWAY MURAL
A 'mural' is being designed that graphically describes the pathway to various areas of the industry through our courses (04/21/2018)

: We have found that students are having difficulty understanding what classes to take, and to complete the certificate/degree.
Closing this gap can improve our rate of completions, and boost the College goal of 'Completion Efficiency'.

We will track our completion results over the next two years, as we implement our process. (07/04/2017)

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans	

visually grasping the breadth of the classes we offer in animation and gaming. If there is a singular location to view all the class posters, they can plan their semesters according to their interests in particular classes.
Lead: Hector Rivas
What would success look like and how would you measure it?: Success would look like this: More than 60% of students polled randomly, can inform us about what classes are offered in Animation & Gaming. How to measure it: Check the number of students enrolling in the classes with class posters before, and after the publishing of the posters.
Type of Request: MARKETING: Requests for services in the areas of graphic design, news, and photography, posting information, communication and social media.
Planning Unit Priority: High
One-Time Funding Requested (if applicable): 2500

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans	
A&G high school promotion - Promote Animation and Gaming program to high schools in our local area **Status:** Active **Goal Year(s):** 2015-16, 2016-17, 2017-18, 2018-19, 2019-20 **Date Goal Entered (Optional):** 09/01/2015	**In Progress -** Articulate with local high-schools: Ariculate with local High Schools: The Animation and Gaming program continues to foster relations with our High School partners. This process consists of first, identifying the local high school that feed our program. Secondly, stablishing relationships with the teachers who are teaching animation courses within these schools. Followed by coming up with an articulation contract that assures the	**Reporting Year:** 2018-19 **% Completed:** 50 Articulation with High schools are continuing well. It has been difficult to track the actual effectiveness of this articulation, in terms of how its been impacting our program. (05/13/2019)	: It has been difficult to track the actual effectiveness of this articulation, in terms of how its been impacting our program. The difficulty stems from the fact that its been difficult to determine how many of the students that are currently attending our program came into the program directly as a result of exposure to our high school articulation program. (07/03/2017)

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans	
	same curriculum is being covered by all. Finally, the students whom receive a letter grade of B or better are invited to take a final exam at Mt SAC's A&G program. **Lead:** Hector Rivas **What would success look like and how would you measure it?:** 15% of students that enrol, happen to be those that were part of the articulation program with their high schools **Planning Unit Priority:** High		
Industry partnering - Maintain strong industry partner connections for program guidance, technological needs and core skill sets. **Status:** Active **Goal Year(s):** 2015-16, 2016-17, 2017-18, 2018-19, 2019-20 **Date Goal Entered (Optional):** 09/01/2015	**In Progress -** Budget for ANIMATION & GAME FEST to promote gaming classes, and class completions. **Describe Plans & Activities Supported (Justification of Need):** We would like a budget for the following: -Marketing materials such as prints. -Merchandise to attract students to the Gamefest, and for prizes -Food for participants (Animation, Gaming, Radio, and other groups that are beginning to participate in the Fest) **Lead:** Sunil Thankamushy **Planning Unit Priority:** Medium **On-Going Funding Requested (if applicable):** 500	**Reporting Year:** 2018-19 **% Completed:** 50 We completed the 5th GameFest. Audience participation has been steadily increasing year by year. The 5th GameFest was held in a larger space (lobby of bldg 13) We had over 1000 participants. (05/13/2019)	**:** -The positive response to the GameFest has inspired us to expand the scope of the fest to include ANIMATION classes as well. -We are calling the fest henceforth, ANIMATION & GAMEFEST. -We are looking to institute award plaques and statuettes to winning entries (07/03/2017)
	In Progress - Student workers to maintain A&G social media presence. **Describe Plans & Activities Supported (Justification of Need):** A	**Reporting Year:** 2018-19 **% Completed:** 25 We will be working with Student workers on this, for this year. Student workers successfully set up social media channels for A&G in Fall '17 (04/21/2018)	

well designed and lively social media presence for Animation & Gaming is essential to build a student community that is engaged in our program.
A team of students would work under the supervision of an instructor, and the marketing division of Mt.SAC, to create quality content for:
-Facebook postings
-Instagram postings
-Twitter postings
Lead: Sunil Thankamushy
What would success look like and how would you measure it?:
students at Mt.SAC are aware of our programs, and stay engaged.

How to measure:
We would send out a survey at the end of the semester: "Do you believe the Animation & Gaming program has a strong and engaging social media presence that you were aware of during the semester?"

Planning Unit Priority: High
In Progress - Funding for Professional development by attending relevant industry conferences
Describe Plans & Activities Supported (Justification of Need):
Attending conferences and industry events is the key way full time faculty can hope to stay relevant in

Reporting Year: 2018-19
% Completed: 50
We have sent professors the past two years.
This has had a positive impact in our programs
Participation in VRDC '16 for instance, has helped us shape the Virtual Reality (VR) program that we are building. (04/21/2018)

: We have been attending industry events - SIGGRAPH, GDC, VRDC etc diligently the past two years. This has given us direct interfacing with where the industry of animation and gaming is heading. We have also used insights gained by attending VRDC in particular, to develop our new

	this ever changing industry of Animation & Gaming. So we would like to continue to send interested faculty members to conferences each year. The conference of particular importance are: -Game Developers Conference -Virtual Reality Developers Conference -E3 -SIGGRAPH -COMICON **Lead:** Sunil Thankamushy **What would success look like and how would you measure it?:** Our professors are completely aware of all industry trends and have their finger on the pulse of the industry. How to measure it: Review course outlines and see how it matches with industry trends. **Planning Unit Priority:** High **On-Going Funding Requested (if applicable):** 3500 **Request - Partial Funding Requested -** $3000 **Describe Plans & Activities Supported (Justification of Need):** Students under the supervision of a professor would review trends in the industry regarding wearable tech. They would then produce material of that category. **Lead:** Hector Rivas **Planning Unit Priority:** Low	VR and AR program. (08/06/2017)
Assist Special groups - Assist our	**In Progress -** Student worker tutors	**Reporting Year:** 2018-19

: We would like to continue use

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans	
special population and under represented students. **Status:** Active **Goal Year(s):** 2015-16, 2016-17, 2017-18, 2018-19, 2019-20 **Date Goal Entered (Optional):** 09/01/2015	to help special populations. **Describe Plans & Activities Supported (Justification of Need):** We have started using student tutors very effectively, to help coach special groups, and students that in general need help catching up. This has yielded good results the past year. We would like to keep this program. **Lead:** Sunil Thankamushy **What would success look like and how would you measure it?:** Special population students achieve success in the program by graduating. How to measure this: Review the grades of special population students, and note an uptick in performance from when student tutors began to be used. **Planning Unit Priority:** High **On-Going Funding Requested (if applicable):** 10000	**% Completed:** 50 Student participation has increased in all the PC and MAC lab classes We have experienced lesser dropouts from our classes We are seeing more A, and B grades being handed to students We are seeing more completion rates in class projects (04/21/2018)	of student tutors to assist our special populations and under-represented students. We would like to add student tutors to cover more skill sets - particularly, game development, animation and programming classes. (07/03/2017)
Develop the Virtual Reality (VR) program - VR and AR has come into the industry in a big way, changing how content is made, and consumed. It is turning into a key area within gaming, while also impacting how animation is created. So we aim to develop VR and AR into our program to build the workers of the future of gaming and animation. **Status:** Active **Goal Year(s):** 2017-18, 2018-19, 2019-20 **Date Goal Entered (Optional):**	**In Progress -** Faculty time to develop the program **Describe Plans & Activities Supported (Justification of Need):** - Create a new Certificate in Virtual Reality/Augmented Reality (Vr/AR) -Create new classes in VR/AR -Integrate VR/AR into existing classes as appropriate **Lead:** Sunil Thankamushy **What would success look like and how would you measure it?:** Students being hired in the VR and AR industries, or transferring into more	**Reporting Year:** 2018-19 **% Completed:** 25 Industry reports point to a very strong need in building up VR and AR technicians Student response (gleaned from surveys conducted), point to a strong interest in a VR/AR program Assigned time for the faculty to work on the program in Spring and Fall of 2017 was very instrumental in setting up the groundwork for the program. (04/21/2018)	: To build the VR program To purchase the right kinds of equipment for the program To fine tune the classes every semester for the next several years, to match what we teach, with the direction the industry is heading towards. (07/03/2017)

06/01/2017

advanced programs in animation/gaming in specialized academies, universities and training institutes

How to measure it:
Review the rate of transfers or jobs, before and after the VR program implementation.
Planning Unit Priority: Medium
Documentation Attached?: No
In Progress - Funds to Create an AR/VR Lab
Describe Plans & Activities Supported (Justification of Need): A large room/space that is set up for:
-Conducting classes that can accommodate up to 25 students
-Holding the AR/VR equipments
-Modular Furniture

Lead: Sunil Thankamushy
What would success look like and how would you measure it?: 2 classes in VR/AR conducted in an academic year, each holding a minimum of 20 students

How to measure it:
Evaluate the number of students taking VR related classes per semester.
Planning Unit Priority: High
Documentation Attached?: No
One-Time Funding Requested (if applicable): 60000
On-Going Funding Requested (if applicable): 10000

Reporting Year: 2017-18
% Completed: 0
The student polls strongly suggest the need for VR/AR classes. We are currently pursuing various ways we can set up a space in bldg 13 to house the VR/AR lab.
option #1. Use the crit space
option #2. Use the media room at the end of the hallway on the second floor (08/18/2017)

In Progress - A small lab for 'Room scale' VR projects

Reporting Year: 2017-18
% Completed: 0

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans
	Describe Plans & Activities Supported (Justification of Need): For VR projects that involve standing and moving about, require working spaces of about 12 x 12 square feet, for a team of about 3 to work in. Two or three such spaces contained within a small lab would be necessary for Room-Scale VR projects -Equipment needs of the space: 3 sets of HTC Vive VR setup; 3 sets of VR ready Desktop PCs; furniture **Lead:** Sunil Thankamushy **What would success look like and how would you measure it?:** 3 Groups of students can simultaneously work on their Room Scale VR projects unhindered. How to measure it: Evaluate if students are able to create room scale VR projects. **Planning Unit Priority:** Medium **Documentation Attached?:** No **One-Time Funding Requested (if applicable):** 15000 **In Progress -** Equipment for VR classes **Describe Plans & Activities Supported (Justification of Need):** -VR ready Desktop PCs (26) -High end VR equipment (20) -Low end VR equipment (26) -software **Lead:** Sunil Thankamushy **What would success look like and how would you measure it?:** 100% of the students have access to equipment and software to earn the	This is an idea that came up after seeing how the VR industry is developing, and what it would take to create a VR product. It is thought that having this Room Scale area embedded within the VR/AR lab, is going to be distracting for classes that are conducted there. So a separate space is being suggested. (08/18/2017)

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans	
	VR certificate. How to measure it: Evaluate whether students have access to equipment to create VR products. **Planning Unit Priority:** High		
Liason with 4 year colleges, and advanced institutions - We are in the process of building relationships with 4 year colleges, and other animation and gaming schools to make the transition for students into their programs as seamless as possible. Criteria for success: A greater % of incoming student enrollments, as compared to previous years. **Status:** Active **Goal Year(s):** 2016-17, 2017-18, 2018-19, 2019-20 **Date Goal Entered (Optional):** 07/04/2017	**In Progress -** _Identifying the 4 year colleges, and higher educational institutes in southern California. _Review of the courses and classes offered in Animation, Gaming, Virtual Reality. _Engaging with the institutes, to understand their needs _Articulating our classes with them **Describe Plans & Activities Supported (Justification of Need):** _Administrative or liason officer help _Student worker help **Lead:** Sunil Thankamushy **What would success look like and how would you measure it?:** -10 % increase in transfer of Animation & Gaming students to colleges and other higher ed institutes. **Planning Unit Priority:** Medium **Documentation Attached?:** No	**Reporting Year:** 2018-19 **% Completed:** 0 This has not started yet. (04/14/2018)	: We have yet to start this activity to review useful results. (08/06/2017)
	Request - No Funding Requested - Time to work with articulation office **Describe Plans & Activities Supported (Justification of Need):** Work with articulation office, and get our AS degree classes all acceptable for transfer credit. **Lead:** Sunil Thankamushy		

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans

What would success look like and how would you measure it?: - More of our classes being sought after by students across campus, as they get transfer credit.

-Measure the total number of incoming students into the classes after this plan has been implemented and compare with previous semesters.

Type of Request: RESEARCH SUPPORT: Evaluating or researching the impact of your educational intervention (cross sectional, cohort tracking).

Planning Unit Priority: High

Create the Animation & Gaming Studio - We would like to set up a new Animation & Gaming Studio to serve as a place for students to create industry standard projects under the supervision of qualified adjuncts or other industry professionals, thereby increasing their engagement with the field, increasing their working experience, collaborative experience, improving their portfolio, and increasing their chances of transferring, or getting jobs in the Animation & Game industry right after Mt.SAC.

Status: Active

Goal Year(s): 2018-19, 2019-20

Date Goal Entered (Optional): 04/21/2018

Report directly on Goal

Request - Partial Funding Requested - Budget for adjunct or industry experts to supervise Studio projects. Alternatively, a budget for Reassigned time for faculty to supervise Studio projects.

Describe Plans & Activities Supported (Justification of Need): The supervisors would be industry experts qualified to lead teams to project completion.

Students would collaboratively create projects that are specd out by the Animation & Gaming program, under advisement of the advisory board.

Projects may also be campus - related projects relating to Animation & Gaming, for other

Reporting Year: 2018-19

% Completed: 0

This has not started yet. (04/21/2018)

departments/clients.

The projects would be created with an eye on quality, and aiming for industry standards.

The experience would improve the marketability of the students involved, as their self-esteem, and portfolios would have been boosted qualitatively.

The presence of the Animation & Gaming Studio would serve as a catalyst to junior students currently taking classes, and therefore increase completion rates, and boost classroom engagement.

The presence of the Animation & Gaming Studio would also serve a herald to boost class room enrollment.

Lead: Sunil Thankamushy

What would success look like and how would you measure it?: The presence of the Animation & Gaming Studio would serve as a catalyst to junior students currently taking classes, and therefore increase completion rates, and boost classroom engagement.

The presence of the Animation & Gaming Studio would also serve a herald to boost class room enrollment.

How to measure it:
We would survey the students by asking:"The presence of the Animation & Gaming Studio had a Positive/Negative/Neutral effect on you this semester"

Unit Goals	Resources Needed	Where We Make an Impact: Closing the Loop on Goals and Plans
	Planning Unit Priority: High **On-Going Funding Requested (if applicable):** 5000	