

1. Assessment Plan - Four Column



PIE - Arts - CEA: Animation & Gaming Unit

Narrative Reporting Year

2017-18

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Program Planning Dialog: We are currently in the middle of the following activities:

_Deploying our updated set of certificates and degree program.

_Deploying a new VR/AR program

_Improving our Work Experience program

External Conditions, Trends, or Impacts: A&G industry data - Independent Animations 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.

Game industry data - Virtual Reality (VR) is a new area that has exploded into the gaming and media arena this past year. It had been in a slow and steady development the past few years with many high profile companies around the globe developing hardware and software for it. In 2017 hundreds of new studios sprang up, showing off their VR products. Existing studios also presented their VR content that they developed over the year. This new area has expanded the scope of the gaming industry while promising a new paradigm in consumer experience.

VR and its sister technology Augmented Reality (AR) have got applications in various fields outside of entertainment alone. Preparing students to take advantage of the upcoming job openings in these areas is a worthy pursuit in the near future.

Internal Conditions, Trends, or Impacts : We are gearing up to start the VR program in Fall, for which there has been considerable interest within the students.

We started a social media presence for A&G. Currently we are managing and monitoring its success/progress. Its fully manned by Student Workers.

The college is making a push for work experience projects. This provides immediate real world experience to students, improving their opportunities. Currently we are experiencing a spike on student interest .

Critical Decisions Made by Unit: Introduction of Virtual Reality(VR)/Augmented Reality(AR) as a course in the Animation & Gaming program

Notable Achievements for Theme A: To Advance Academic Excellence and Student Achievement: 1. A list of successful students we have tracked manually, based on transfers, jobs, or completions:

Alan Salgado, current student, hired into local company doing 3D modeling
More A&G students being interviewed by local company doing 3D modeling
Pat Lee, graduated from LCAD, scheduled to start internship, Nickelodeon
Emily Kawamoto, graduated from LCAD, ready for internship

Julio Martinez, hired by a creative firm, March 2018
Stephen Boileau, being hired by Embodied, robotics firm, Pasadena.
Kathleen Chan A&G student freelancing Dreamworks
Robert Nasr A&G student completer Transferring
Tao Lee, A&G student freelancing San Diego studio
Lien Reveles, A&G student working
Steve Boileau, hired by company based in San Diego to make AR, VR products
Christina Brockus, Nicklelodean Animation Studio internship
Tao Lee, freelancing San Diego studio
Miguel Sanchez, Graduated from Fullerton, BFA, Anim & Graphics
Felix, LCAD transferred
Brian Fowler, LCAD transferred

2. HIGH LEVEL METRICS FROM THE CALPASSPLUS.ORG DATABASE

For a higher level view of the data of the Animation program, we use Calpasspluss. The calpasspluss data base contains information from various colleges and regions in California, including ours. Here is data pulled from the site. Data on the animation program of Mt.Sac from Calpasspluss Number of Sections Offered 29 (+2 from last year) Number of Enrollments 526 (+44 from last year) Full-Time Equivalent Students (FTES) 118 (+10 from last year) Students Who Took One or More Courses 408 (+34 from last year) Course Retention Rate 87% (same as last year) Course Success Rate 71% (same as last year) Term-to-Term Retention Rate 35% (+1% from last year) Regional Term-to-Term Retention Rate 35% (+1% from last year) Persistence Rate 0% Regional Persistence Rate 0% Locally-Issued Certificates Awarded 14 (+6 from last year) Chancellor's Office Approved Certificates Awarded 10 (+3 from last year) Students Who Earned a Chancellor's Office Approved Certificate 6 (+3 from last year) Associate Degrees Awarded 8 (same as last year) Students Who Transferred to a Four-Year University -Data insufficient

Notable Achievements for Theme B: To Support Student Access and Success: 1. Successful 4th ANIMATION & GAME FEST

To build awareness and excitement for the new game production classes, we had set up our fourth Game Fest in Fall 17. 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 800 attendants. We are now planning Game Fest 18.

2. STUDENT TUTOR PROGRAM, A SUCCESS

We started a system of student tutors to help improve project completions. This has helped students of highly technical classes such as ANIM 100 Digital Paint and Ink; and ANIM 130 3D modeling 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 are quickly outgrowing the space.

5. STUDENT WORKER PROGRAM

The student worker program that started off three 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 (written about elsewhere)

Notable Achievements for Theme C: Secure Human, Technological, & Financial Resources: : 1. IMPLEMENTED STANDARD INDUSTRY SOFTWARE FOR GAME DEVELOPMENT CLASSES

Unity is a standard game engine in the 2D, and 3D game industries. We have started using it as the basic game development software in our game classes. This has resulted

in an explosion of high caliber game projects being presented at Gamefest '16.

2. IMPLEMENTED INDUSTRY STANDARD SOFTWARE FOR 3D MODELING CLASSES

We have installed Zbrush in our PC lab, which allows students in the upper division classes to learn this industry standard software for organic sculpture-modeling. Our first class using this is scheduled for Fall '16. The second class is being planned for Fall '17.

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.

Contributors to the Report: Sunil Thankamushy (Animation&Gaming)
Hector Rivas (Animation&Gaming)

| <i>Unit Goals</i> | <i>Resources Needed</i> | <i>Where We Make an Impact: Closing the Loop on Goals and Plans</i> | |
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| <p>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 Date Goal Entered (Optional): 09/01/2015</p> | <p>In Progress - Inform the student counselors about the animation and gaming program on a deeper level Describe Plans & Activities Supported: Marketing materials-flyers, program brochures Lead: Hector Rivas One-Time Funding Requested (if applicable): 3000 On-Going Funding Requested (if applicable): 500 Type of Request: Marketing Planning Unit Priority: High</p> | <p>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)</p> | <p>: -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,</p> |

| <i>Unit Goals</i> | <i>Resources Needed</i> | <i>Where We Make an Impact: Closing the Loop on Goals and Plans</i> |
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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?"

Documentation Attached?: No

In Progress - Give professors and student assistants a way of creating tutorials, and other video based learning materials easily .

Describe Plans & Activities

Supported: Camtasia software (3)

Lead: Sunil Thankamushy

One-Time Funding Requested (if applicable): 1500

Type of Request: Instructional Equipment, Instructional Supplies

Planning Unit Priority: Medium

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?"

Documentation Attached?: No

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)

exposure to the Gamefest, and by chance.

-There is a big opportunity in communicating the presence of the Animation & Gaming program through the counselling services in a more organized manner. (07/03/2017)

: -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)

| <i>Unit Goals</i> | <i>Resources Needed</i> | <i>Where We Make an Impact: Closing the Loop on Goals and Plans</i> | |
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| | <p>In Progress - Setting up Cintique tablets in the PC lab.</p> <p>Describe Plans & Activities Supported: Cintique tablets are the industry standard for digital painting and sculpturing. It is currently being used successfully in the MAC lab. We need a full set of the equipment in the PC lab as well.</p> <p>For the following classes: -For Anim 130,131, 132, 141, 151 classes Lead: Sunil Thankamushy One-Time Funding Requested (if applicable): 26000 Type of Request: Instructional Equipment Planning Unit Priority: High 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.</p> <p>-We can ask our advisors if a sampling of our top students work match starting-level industry standards. Documentation Attached?: No</p> | <p>Reporting Year: 2018-19 % Completed: 0 This was not funded last year. We are looking for this to be taken care of, this year. (03/29/2018)</p> | <p>: We have yet to start this activity to review useful results. (08/06/2017)</p> |
| | <p>Full Funding Requested - Upgrade monitors for instructor stations in PC lab Describe Plans & Activities Supported: 1. Upgrading current Monitor: The current singular monitor is very low in resolution (1280 x800). It does not show all the screen</p> | <p>Reporting Year: 2018-19 % Completed: 50 The monitors have been purchased. They need to be installed in the instructor station in the PC lab. (04/21/2018)</p> | <p>: We have yet to start this activity to review useful results. (08/06/2017)</p> |

| <i>Unit Goals</i> | <i>Resources Needed</i> | <i>Where We Make an Impact: Closing the Loop on Goals and Plans</i> |
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features of softwares such as Maya, and Photoshop.
A higher resolution monitor is requested to solve the matter.

2. Setting up a second monitor:
A second monitor is instrumental in amplifying the working efficiency at the stations, particularly for student work evaluations and grading, tutorials creations, and program data analysis.

Lead: Sunil Thankamushy
One-Time Funding Requested (if applicable): 1000
Type of Request: Instructional Equipment
Planning Unit Priority: High
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.

In Progress - A&G part time tech liaison
Describe Plans & Activities
Supported: 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)

| <i>Unit Goals</i> | <i>Resources Needed</i> | <i>Where We Make an Impact: Closing the Loop on Goals and Plans</i> |
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Lead: Hector Rivas
Type of Request: Staffing
Planning Unit Priority: Medium
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?"

In Progress - Color printer in Ollie room
Describe Plans & Activities
Supported: Printer that prints poster and presentation quality prints
Lead: Hector Rivas
One-Time Funding Requested (if applicable): 4000
On-Going Funding Requested (if applicable): 500
Type of Request: Non-Instructional Equipment
Planning Unit Priority: High
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.

Full Funding Requested - Budget for

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)

| <i>Unit Goals</i> | <i>Resources Needed</i> | <i>Where We Make an Impact: Closing the Loop on Goals and Plans</i> |
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Social media community building
Describe Plans & Activities
Supported: 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
On-Going Funding Requested (if applicable): 7500
Type of Request: Marketing
Planning Unit Priority: Medium
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?"
Full Funding Requested - Additional Student Assistant for our program
Describe Plans & Activities
Supported: 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.

| <i>Unit Goals</i> | <i>Resources Needed</i> | <i>Where We Make an Impact: Closing the Loop on Goals and Plans</i> |
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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
On-Going Funding Requested (if applicable): 5000
Type of Request: Staffing
Planning Unit Priority: Medium
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)?"

Full Funding Requested - Animation software upgrade in Mac lab
Describe Plans & Activities
Supported: Updating ToonBoom (Harmony and Storyboard Pro) in the Mac lab.

Lead: Hector Rivas
One-Time Funding Requested (if applicable): 14350
Type of Request: Instructional Equipment
Planning Unit Priority: Medium

Full Funding Requested - Upgrade RAM on PC lab and design lab PC computers
Describe Plans & Activities
Supported: The current Gaming and 3D graphics classes require PCs with

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a greater RAM (memory) in the PC lab. We currently have 16G RAM on the machines. We need 64G RAM.

Lead: Sunil Thankamushy

One-Time Funding Requested (if applicable): 5500

Type of Request: Instructional Equipment

Planning Unit Priority: Medium

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.

Full Funding Requested - Projectors in PC and MAC labs need to be updated/upgraded

Describe Plans & Activities

Supported: 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

Type of Request: Facilities

Planning Unit Priority: Medium

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.

Full Funding Requested - 3rd A&G professor in the future

Describe Plans & Activities

Supported: As demand and LHE

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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
Type of Request: Staffing
Planning Unit Priority: Low
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?

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| <p>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 Date Goal Entered (Optional): 09/01/2015</p> | <p>In Progress - Install Wall of Fame wall Describe Plans & Activities Supported: This is part of a community building program to instill 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 One-Time Funding Requested (if applicable): 5000 Type of Request: Facilities , Marketing Planning Unit Priority: High What would success look like and how would you measure it?: More completion of degrees and certificates, as compared to past years.</p> | <p>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)</p> |
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Unit Goals

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We can measure the number of program completers before and after the Wall of Plaques was set up.

Documentation Attached?: No
No Funding Requested - Student workers to create content for Hallway Monitor

Describe Plans & Activities Supported: 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
Planning Unit Priority: Low
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)

| <i>Unit Goals</i> | <i>Resources Needed</i> | <i>Where We Make an Impact: Closing the Loop on Goals and Plans</i> | |
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| | <p>In Progress - Streamlining of certificates and AS degree. Campus Counsellors to review and assimilate program changes.</p> <p>Describe Plans & Activities</p> <p>Supported: 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.</p> <p>We have successfully (still in process of being deployed) set up the new Certificate structures: Junior Animator, Junior Game Designer, Virtual Reality Designer.</p> <p>We are now focusing on designing the AS degree to allow for a Core component, and Specializations.</p> <p>Lead: Hector Rivas, Sunil Thankamushy</p> <p>One-Time Funding Requested (if applicable): 0</p> <p>Type of Request: Marketing</p> <p>Planning Unit Priority: High</p> <p>What would success look like and how would you measure it?: Greater completion rate, Greater engagement with the program.</p> <p>Measure: We should see an increase in transfers and completers of the program, after the changes have been instituted.</p> | <p>Reporting Year: 2018-19</p> <p>% Completed: 75</p> <p>The streamlined Animation & Gaming certificates have been put into motion.</p> <p>We are expecting them to be deployed by the curriculum office in Fall '18 (03/28/2018)</p> | <p>: We have yet to start this activity to review useful results. (08/06/2017)</p> |

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| | <p>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.</p> <p>Describe Plans & Activities Supported: 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</p> <p>Lead: Sunil Thankamushy One-Time Funding Requested (if applicable): 250 Type of Request: Marketing Planning Unit Priority: High 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.</p> | <p>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</p> <p>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.</p> <p>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</p> <p>POSTERS Posters for each of the classes are being created, for display in hallways and classrooms</p> <p>PATHWAY MURAL A 'mural' is being designed that graphically describes the pathway to various areas of the industry through our courses (04/21/2018)</p> | <p>: 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'.</p> <p>We will track our completion results over the next two years, as we implement our process. (07/04/2017)</p> |
| <p>A&G high school promotion - Promote Animation and Gaming program to high schools in our area Status: Active Goal Year(s): 2015-16, 2016-17, 2017-18 Date Goal Entered (Optional): 09/01/2015</p> | <p>In Progress - Articulate with local high-schools: Articulate 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</p> | <p>Reporting Year: 2016-17 % 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. (07/03/2017)</p> | <p>: 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.</p> |

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within these schools. Followed by coming up with an articulation contract that assures the 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
Planning Unit Priority: High
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

(07/03/2017)

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
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: 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
On-Going Funding Requested (if applicable): 500
Type of Request: Marketing
Planning Unit Priority: Medium

Reporting Year: 2018-19
% Completed: 50
 We completed the 4th GameFest. Audience participation has been steadily increasing year by year.
 The 4th GameFest was held in a larger space (lobby of bldg 13)
 We had close to 800 participants. (04/21/2018)

: -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.

Reporting Year: 2018-19
% Completed: 25
 We will be working with Student workers on this, for this year.

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Student workers successfully set up social media channels for A&G in Fall '17 (04/21/2018)

Describe Plans & Activities

Supported: A 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

Type of Request: Staffing

Planning Unit Priority: High

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?"

In Progress - Funding for Professional development by attending relevant industry conferences

Describe Plans & Activities

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

: We have been attending industry events - SIGGRAPH, GDC, VRDC etc diligently the past two years. This has given us direct interfacing with where the

| <i>Unit Goals</i> | <i>Resources Needed</i> | <i>Where We Make an Impact: Closing the Loop on Goals and Plans</i> | |
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| | <p>Supported: Attending conferences and industry events is the key way full time faculty can hope to stay relevant in 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:</p> <ul style="list-style-type: none"> -Game Developers Conference -Virtual Reality Developers Conference -E3 -SIGGRAPH -COMICON <p>Lead: Sunil Thankamushy</p> <p>On-Going Funding Requested (if applicable): 3500</p> <p>Type of Request: Professional Development</p> <p>Planning Unit Priority: High</p> <p>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.</p> <p>How to measure it: Review course outlines and see how it matches with industry trends.</p> <p>Partial Funding Requested - \$3000</p> <p>Describe Plans & Activities</p> <p>Supported: Students under the supervision of a professor would review trends in the industry regarding wearable tech. They would then produce material of that category.</p> | <p>the Virtual Reality (VR) program that we are building. (04/21/2018)</p> | <p>industry of animation and gaming is heading. We have also used insights gained by attending VRDC in particular, to develop our new VR and AR program. (08/06/2017)</p> |

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Lead: Hector Rivas
Type of Request: Non-Instructional Equipment
Planning Unit Priority: Low

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| <p>Assist Special groups - Assist our special population and under represented students. Status: Active Goal Year(s): 2015-16, 2016-17, 2017-18, 2018-19 Date Goal Entered (Optional): 09/01/2015</p> | <p>In Progress - Student worker tutors to help special populations.</p> <p>Describe Plans & Activities Supported: 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 On-Going Funding Requested (if applicable): 10000 Type of Request: Staffing Planning Unit Priority: High What would success look like and how would you measure it?: Special population students achieve success in the program by graduating.</p> <p>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.</p> | <p>Reporting Year: 2018-19 % 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)</p> | <p>: We would like to continue use 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)</p> |
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| <p>Add Virtual Reality (VR) and Augmented Reality (AR) into our animation and gaming programs - 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</p> | <p>In Progress - Faculty time to develop the program Describe Plans & Activities Supported: -Create a new Certificate in Virtual Reality/Augmented Reality (Vr/AR) -Create new classes in VR/AR -Integrate VR/AR into existing</p> | <p>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</p> <p>Assigned time for the faculty to work on the program in</p> | <p>: 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)</p> |
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| <p>created. So we aim to develop VR and AR into our program to build the workers of the future of gaming and animation.</p> <p>Status: Active</p> <p>Goal Year(s): 2017-18, 2018-19</p> <p>Date Goal Entered (Optional): 06/01/2017</p> | <p>classes as appropriate</p> <p>Lead: Sunil Thankamushy</p> <p>Type of Request: Instructional Supplies</p> <p>Planning Unit Priority: Medium</p> <p>What would success look like and how would you measure it?: Students being hired in the VR and AR industries, or transferring into more advanced programs in animation/gaming in specialized academies, universities and training institutes</p> <p>How to measure it: Review the rate of transfers or jobs, before and after the VR program implementation.</p> <p>Documentation Attached?: No</p> <p>In Progress - Funds to Create an AR/VR Lab</p> <p>Describe Plans & Activities Supported: 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</p> <p>Lead: Sunil Thankamushy</p> <p>One-Time Funding Requested (if applicable): 60000</p> <p>On-Going Funding Requested (if applicable): 10000</p> <p>Type of Request: Facilities , Instructional Equipment, Instructional Supplies</p> <p>Planning Unit Priority: High</p> <p>What would success look like and how would you measure it?: 2</p> | <p>Spring and Fall of 2017 was very instrumental in setting up the groundwork for the program. (04/21/2018)</p> <p>Reporting Year: 2017-18</p> <p>% Completed: 0</p> <p>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)</p> |

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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.

Documentation Attached?: No

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

Describe Plans & Activities

Supported: 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

One-Time Funding Requested (if applicable): 15000

Type of Request: Facilities , Instructional Equipment

Planning Unit Priority: Medium

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.

Documentation Attached?: No

Reporting Year: 2017-18

% Completed: 0

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)

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In Progress - Equipment for VR classes
Describe Plans & Activities
Supported: -VR ready Desktop PCs (26)
 -High end VR equipment (20)
 -Low end VR equipment (26)
 -software
Lead: Sunil Thankamushy
Type of Request: Instructional Equipment, Instructional Supplies
Planning Unit Priority: High
What would success look like and how would you measure it?: 100% of the students have access to equipment and software to earn the VR certificate.

How to measure it:
 Evaluate whether students have access to equipment to create VR products.

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| <p>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.</p> <p>Criteria for success: A greater % of incoming student enrollments, as compared to previous years.</p> <p>Status: Active</p> <p>Goal Year(s): 2016-17, 2017-18, 2018-19</p> <p>Date Goal Entered (Optional): 07/04/2017</p> | <p>In Progress - _Identifying the 4 year colleges, and higher educational institutes in southern California.</p> <p>_Review of the courses and classes offered in Animation, Gaming, Virtual Reality.</p> <p>_Engaging with the institutes, to understand their needs</p> <p>_Articulating our classes with them</p> <p>Describe Plans & Activities</p> <p>Supported: _Administrative or liason officer help</p> <p>_Student worker help</p> <p>Lead: Sunil Thankamushy</p> | <p>Reporting Year: 2018-19</p> <p>% Completed: 0</p> <p>This has not started yet. (04/14/2018)</p> | <p>: We have yet to start this activity to review useful results. (08/06/2017)</p> |
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Type of Request: Human Resources
Planning Unit Priority: Medium
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.
Documentation Attached?: No

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| <p>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 Date Goal Entered (Optional): 04/21/2018</p> | <p>Report directly on Goal</p> <hr/> <p>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: 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 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 &</p> | <p>Reporting Year: 2018-19 % Completed: 0 This has not started yet. (04/21/2018)</p> |
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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

On-Going Funding Requested (if applicable): 5000

Type of Request: Staffing

Planning Unit Priority: High

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"