

Program Outcome and Assessment(s)
2019-2020 Program Outcome (PO) Year End Reporting Form
Program Review Cycles - 2017-18

In response to SACSCOC 8.2, *“The institution identifies expected outcomes, assesses the extent to which it achieves these outcomes, and provides evidence of seeking improvement based on analysis of the results ...”*

Name of Program: Simulation and Game Development

Program Outcome #1: Program Retention, Fall to Fall

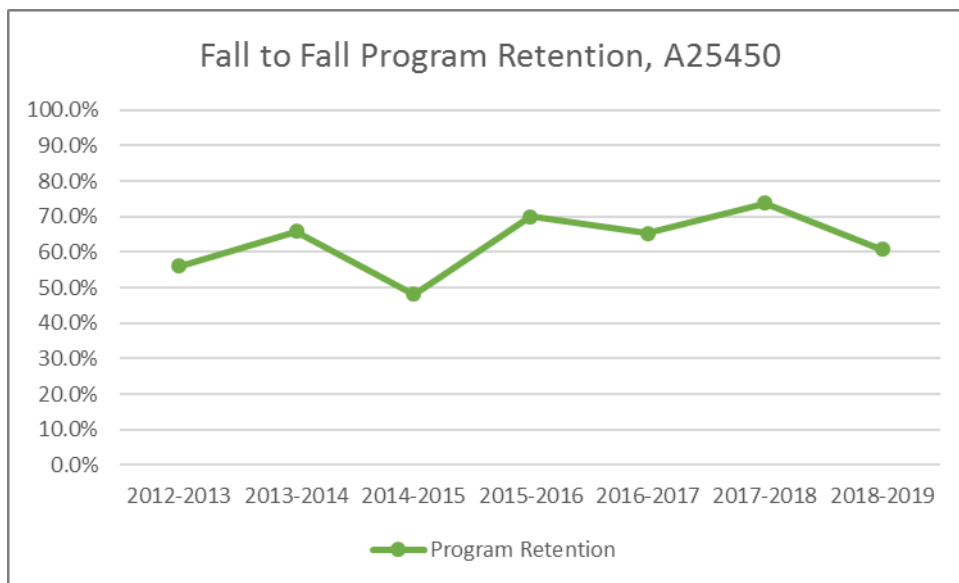
Baseline: 56.6 % (Average of three years – 2012-13; 2013-14; 2014-15; fall-to-fall program retention)
Standard: 57.8 % Fall to Fall (2% increase from baseline)
Target: 58.9 % Fall to Fall (2% increase from standard)

2019-2020 Action / Strategy Items:

Item #	Action / Strategy Items: (Actions / strategies identified in the 2018-19 year-end report.)	Results / Use of Results: (Provide results of the action / strategy identified. Was the action / strategy successful? If not, did you want to continue this action / strategy going forward? If so, please include this action / strategy in the 2020-21 action / strategies table below.)
1	Provide opportunities for online and hybrid students to gain access to Spruce 202's simulation lab to complete assignments.	The lab was set up and access was provided outside of normal class meeting times. Students were able to work more on projects that were assigned and greater success was found. That being said, we are still waiting on improved hardware to be installed which will provide greater use of room. We are also still exploring methods to open the lab for additional hours throughout the week. Typically, the lab sees the most traffic from mid to end of the spring semester. Spring access to the lab was impacted by closure related to COVID-19. Barring the closure, overall, the lab was a success.

Year (Fall to Fall)	Program Fall Enrollment Cohort	Program Completers	Program Returners	Program Non-Completers	Program Transfers	Program Retention
Fall 2012-Fall 2013	57	0	32	21	4	56.1%
Fall 2013-Fall 2014	76	7	43	25	1	65.8%

Fall 2014-Fall 2015	79	9	29	37	4	48.1%
Fall 2015-Fall 2016	60	12	30	17	1	70.0%
Fall 2016-Fall2017	69	12	33	19	5	65.2%
Fall 2017-Fall 2018	61	15	32	9	5	77.0%
Fall 2018-Fall 2019	56	15	23	14	4	67.9%



Provide narrative for analysis of program retention data (Based on the data, provide a narrative of your analysis of fall to fall retention. Indicate factors that may have affected your retention. State any changes you plan to address for next year that may affect retention.)

Since Fall 2012-Fall 2013, program retention goes up the following year, then goes down the third year. Fall 2018-Fall 2019 is a down year and follows the cycle. No changes will be made; no new students will enter this program, effective Fall 2020. New student and currently students will likely enter new programs Game Art and Animation (A25450A) or Game and Automation Programming (A25450P).

Provide narrative for analysis of program retention standard/target (As a result of the data analysis, indicate changes to the standard or target. Did you meet your standard/target? If you met your standard/target, what percentage would you like to increase your standard/target?)

The 60.7% Fall 2018-Fall 2019 retention rate exceeded the 57.8% standard and 58.9% target. Since Fall 2018-Fal 2019 is on a downward trajectory from Fall 2017-Fall 2018, the standard and target values should remain the same.

2020-2021 Action / Strategy Items:

(Identify and address outcome assessments that fall below the established standard and/or target and additional recommendations resulting from the review.)

Item	Action / Strategy Items (Identify action items as a result of your program outcome assessment.)	Target Date (Identify your projected target date for completion of action items.)	Assessment of Action Items (State the method of assessment; how you plan to evaluate/assess the results of the action items.)
1	Not applicable.	N/A	N/A

	No new students will enter this program, effective Fall 2020. Students will enter new programs Game Art and Animation (A25450A) or Game and Automation Programming (A25450P)		
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