Program/Departent/Unit Learning Outcomes Curriculum Map

Hostos Community College

Suggested ways to complete the Curriculum Map:

√ = Program outcome is fully covered within the course through formal learning and/or assessment activities.

X = Program outcome is partially covered within the course through formal learning and/or assessment actives.

Or:

I - Program outcome is *introduced* in the course.

D - Program outcome is *developed* in the course.

P - Program outcome is *proficient* in the course.

Courses Offered in Program/Department/Unit

Learning Outcomes/Goals	VPA121 Painting & Drawing	DD101 Digital Toolbox	DD102 Media Design	DD104 Color Theory	DD105 2D Design	DD106 Usable Design	DD107 Concepts in Animation	DD112 Web Design I	DD113 Motion Graphics	DD114 Digital Illustration	DD201 Comm Design	DD202 Digital Video	DD204 Typography I	DD205 3D Design	DD207 3D Comp Animation I	DD301 Digital Illustration II	DD302 Web Design II	DD305 2D Comp Animation	DD307 3D Comp Animation II	VPA133 Digital Photography I
PRODUCE a body of work suitable for seeking professional opportunities in their chosen field of design or animation.	I	I		I	I	I	I	I	D	D	P	D	D	D	I	P	P	P	P	I
SOLVE CREATIVE PROBLEMS within their field of media and design, including research and synthesis of technical, aesthetic, and conceptual knowledge.	I	I		I	I	I	I	I	D	D	P	D	D	D	I	P	P	P	P	I
DEVELOP collaborative work methodologies in preparation for careers in media and design.		I		I	I	D	I	I	D	D	D	D	D	D	I				P	
COMMUNICATE their ideas professionally and connect with their intended audience using visual, oral, and written presentation skills relevant to their field.	I	I	I	I	I	D	I		D	D	P	D	D	D	D	P	P	P	P	I
EVALUATE work in their field, including their own work, using professional terminology and the vocabulary of design.	I	I		I	I	D	I	D	D	D	P	D	D	D	D	P	P	D	P	I
RECOGNIZE the influence of media culture and aesthetic trends in art and design.	I	I	P	I	I		D	D	P	D	P	D	D	D	P	D	D	P	D	I