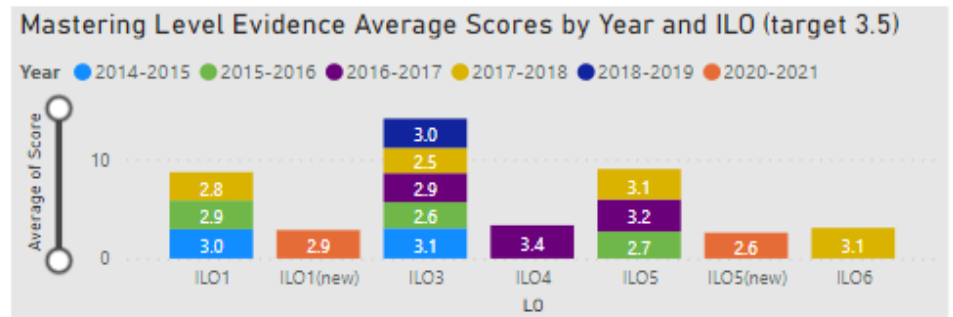
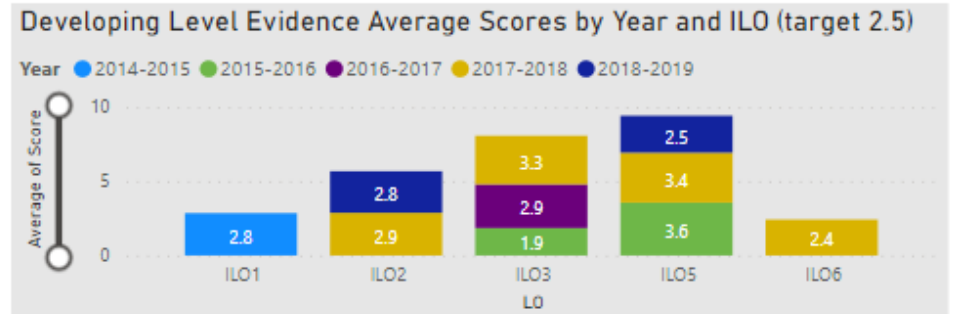
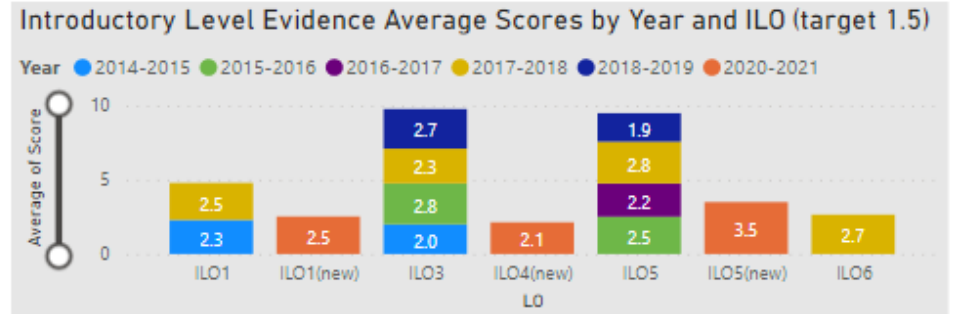


## ILOs Assessment Results (scale 1-4)

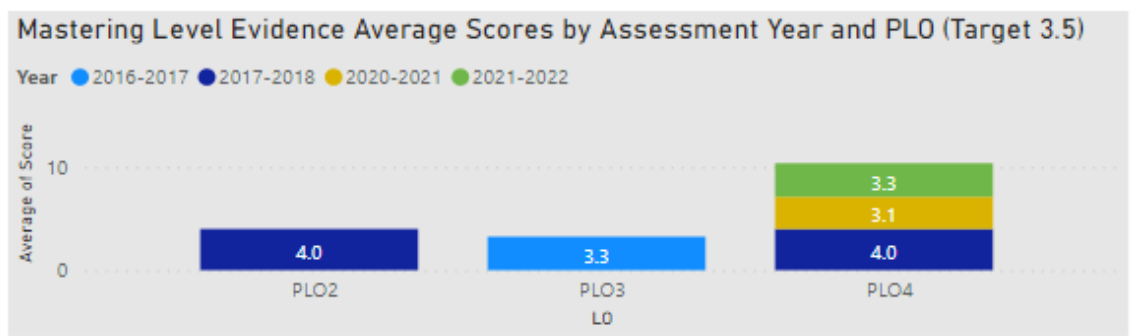
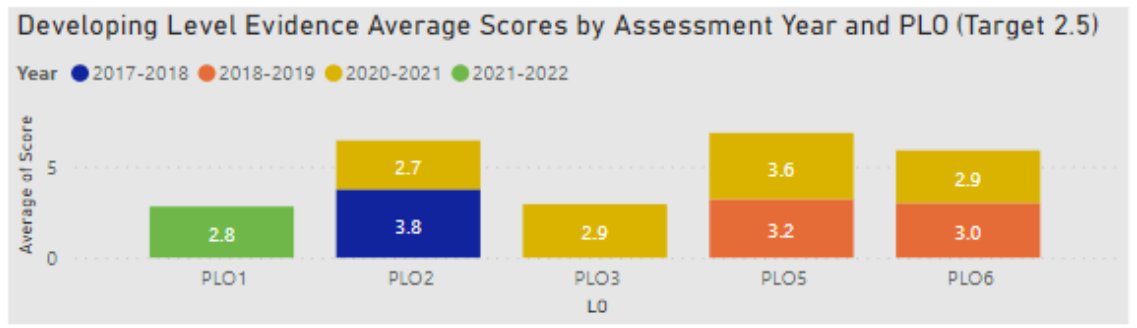
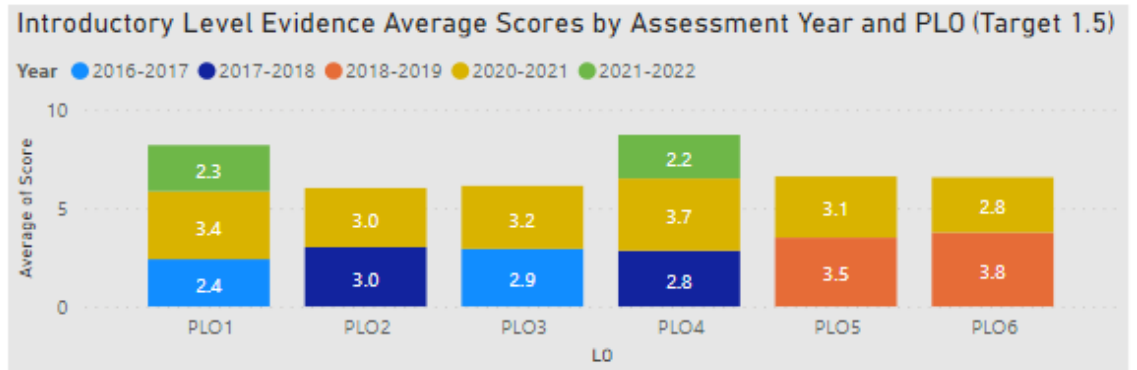
ILO	ILO Description
ILO1	USV graduates will be able to write correctly, accurately, and persuasively. (Written Communication)
ILO1(new)	USV graduates will be able to communicate professionally, accurately, and persuasively through both written and oral modalities. (Written and Oral Communication)
ILO2	USV graduates will be able to communicate professionally by connecting with their audience through effective oral presentations. (Oral Communication)
ILO3	USV graduates will be able to critically analyze ideas, issues, content and events to formulate conclusions and make decisions individually or collaboratively. (Critical Thinking)
ILO4	USV graduates will be able to identify, locate, evaluate, and responsibly use information from a range of sources. (Information Literacy)
ILO4(new)	USV graduates will be able to apply quantitative analysis and methods to address a variety of issues. (Quantitative Reasoning)
ILO5	USV graduates will be able to apply quantitative methods to solve a variety of problems. (Quantitative Reasoning)
ILO5(new)	USV graduates will be able to create, synthesize and combine ideas, content, and expertise in original and innovative ways. (Creative Thinking)
ILO6	USV graduates will be able to combine and synthesize ideas, content and expertise in original and innovative ways. (Creative Thinking)



**Bachelor of Business Administration (BBA) Program**

**PLOs Assessment Results** (scale 1-4)

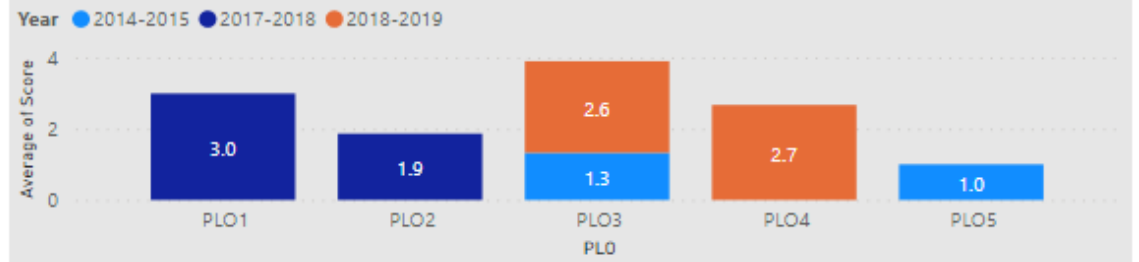
PLO	PLO Description
PLO3	USV Graduates in BBA will create and implement plans effectively within the context of available resources and goals.
PLO1	USV Graduates in BBA will critically analyze and synthesize information from diverse sources to inform business decision-making within local and global environments.
PLO6	USV graduates in BBA will demonstrate leadership and team skills in professional and business settings.
PLO2	USV Graduates in BBA will demonstrate professionalism in communicating using oral, written and digital formats.
PLO4	USV Graduates in BBA will innovate and creatively adapt to changes in the dynamic marketplace.
PLO5	USV Graduates in BBA will interpret and apply ethical and professional standards in business



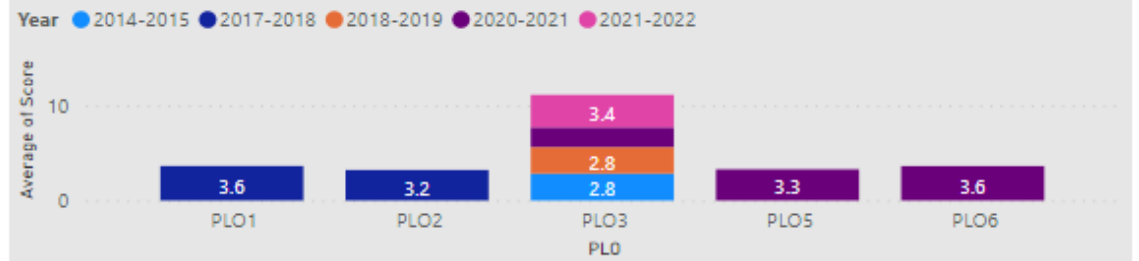
## Computer Science (CS) Program

### PLO Assessment Results (scale 1-4)

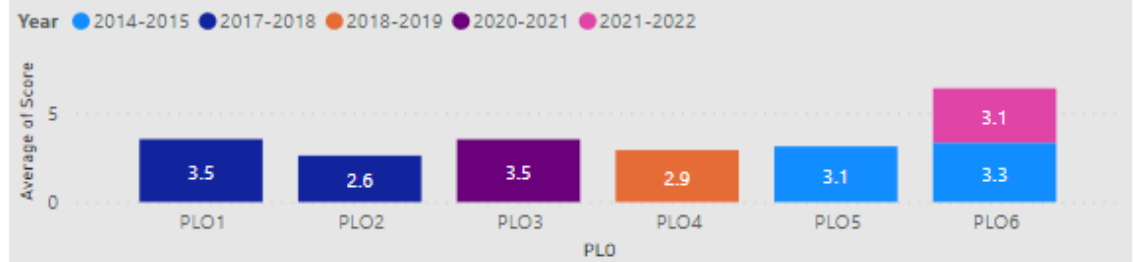
Introductory Level Evidence Average Scores by Assessment Year and PLO (Target 1.5)



Developing Level Evidence Average Scores by Assessment Year and PLO (Target 2.5)



Mastering Level Evidence Average Scores by Assessment Year and PLO (Target 3.5)



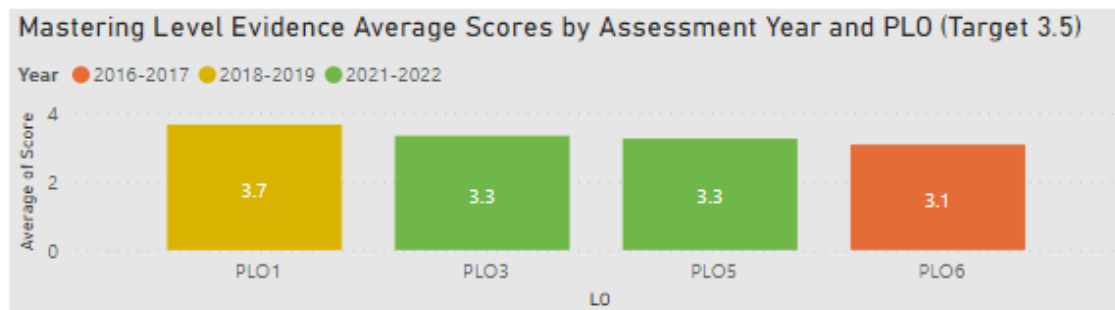
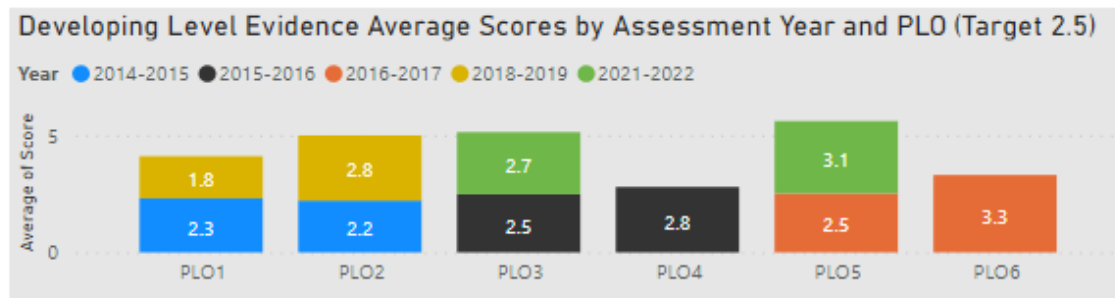
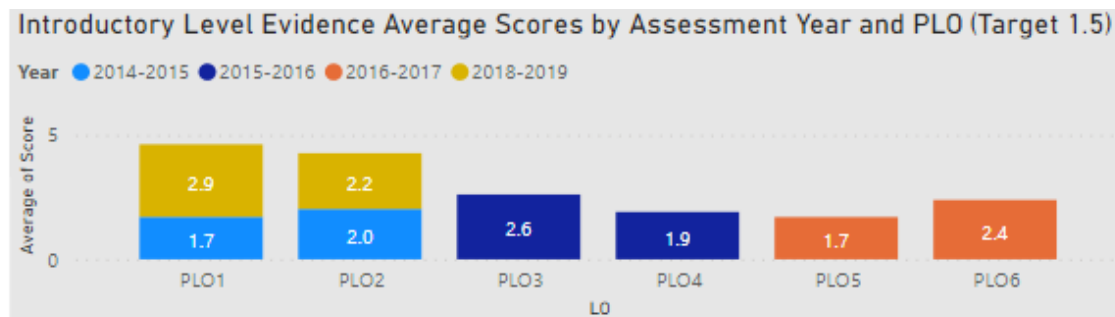
ILO PLO Description

PLO1	USV graduates in CS will critically analyze and synthesize information from diverse sources to inform business decision-making.
PLO2	USV graduates in CS will demonstrate an ability to design and develop software or hardware systems.
PLO3	USV graduates in CS will create optimal solutions for computer-based software systems using advanced concepts of algorithms and computer science theory.
PLO4	USV graduates in CS will acquire and develop new knowledge independently by conducting research and applying critical thinking.
PLO5	USV graduates in CS will demonstrate effective collaboration in engineering or multidisciplinary team projects.
PLO6	USV graduates in CS will successfully transform real-world customer specifications into software requirements and deliver a working solution.

## Digital Art and Animation (DAA) Program

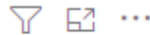
### PLO Assessment Results (Scale 1-4)

PLO	PLO Description
PLO1	USV Graduates in DAA will demonstrate an effective application of design principles and color theory in student projects
PLO2	USV Graduates in DAA will employ creative aspects of experimentation and iteration in their designs
PLO3	USV Graduates in DAA will recognize and differentiate the critical components of a project
PLO4	USV Graduates in DAA will create expressive characters, environments and props using traditional tools and techniques of the industry.
PLO5	USV Graduates in DAA will integrate inventive principles, techniques and skills in student projects
PLO6	USV graduates in DAA will effectively contribute their expertise to a collaborative project.



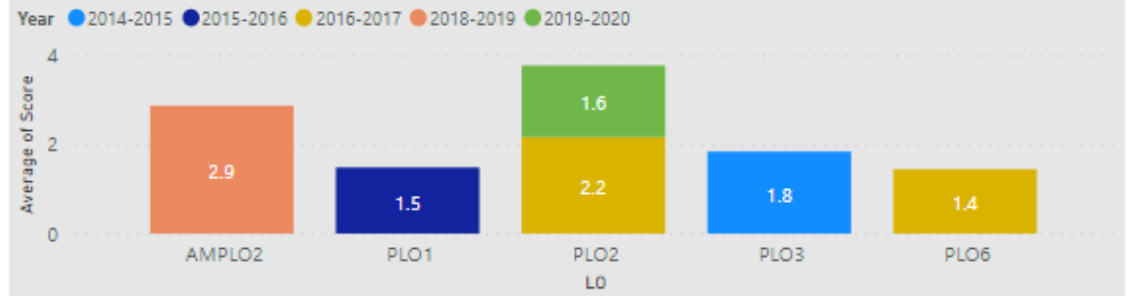
## Digital Audio Technology (DAT) Program

### PLO Assessment Results (scale 1-4)

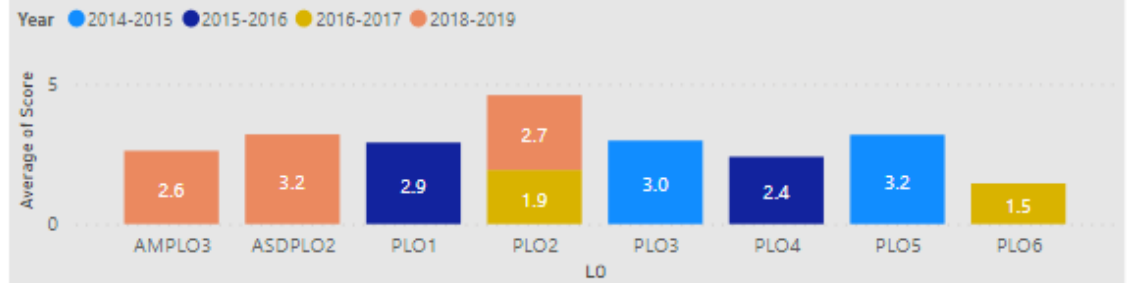


ILO	PLO Description
AMPLO2	USV Graduates in DAT will demonstrate the application of STEM-based techniques in an audio context
AMPLO3	USV Graduates in DAT will apply deep and diversified aesthetic judgment to the creation of audio and music projects
ASDPLO2	USV Graduates in DAT will utilize the methods of mathematics, physics and computer science to solve audio software development problems
PLO1	USV Graduates in DAT will execute a collaborative audio production project from concept to delivery according industry standards.
PLO2	USV Graduates in DAT will demonstrate proficiency and efficiency in the methods and practices of audio production.
PLO3	USV Graduates in DAT will develop a comprehensive skill set required for a successful career in the audio or music industries.
PLO4	USV graduates in DAT will model musical styles based on an integration of historical and theoretical knowledge.
PLO5	USV Graduates in DAT will apply knowledge, reasoning and reflection to evaluate music and audio production.
PLO6	USV Graduates in DAT will formulate the steps and processes toward a specific career path within the industry.

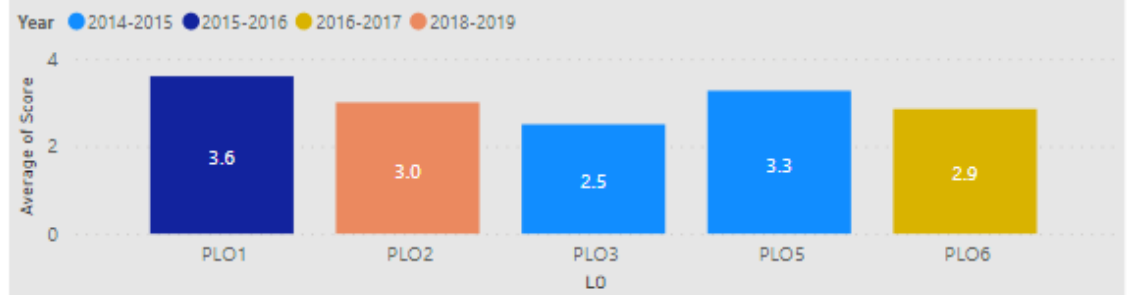
Introductory Level Evidence Average Scores by Assessment Year and PLO (Target 1.5)



Developing Level Evidence Average Scores by Assessment Year and PLO (Target 2.5)



Mastering Level Evidence Average Scores by Assessment Year and PLO (Target 3.5)



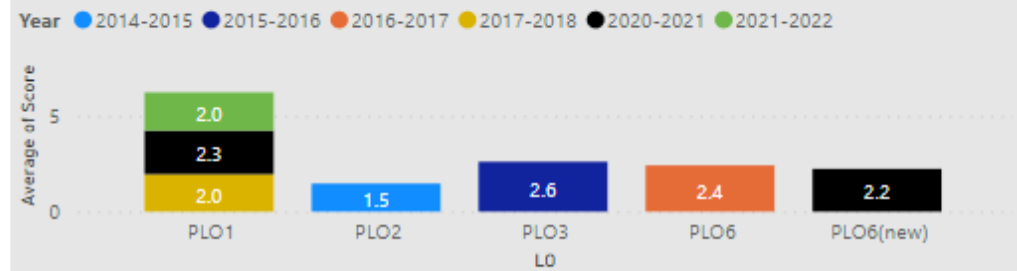


## Game Design and Development (GDD) Programs

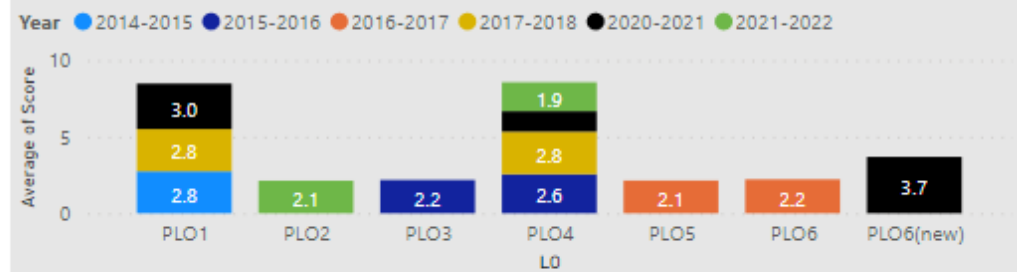
### PLO Assessment Results (scale 1-4)

ILO	PLO Description
PLO1	USV Graduates in GDA and GDE will construct project plans integrating principles of project planning and game theory, incorporating concepts, techniques, and scheduling.
PLO2	USV Graduates in GDA and GDE will apply technology, software and engineering concepts to the interpretation and analysis of data.
PLO3	USV Graduates in GDA and GDE will demonstrate creation of a project through collaboration with a multi-disciplinary project team.
PLO4	USV Graduates in GDA and GDE will author game content for multiple platforms using 2 and 3-dimensional asset techniques and principles.
PLO5	USV Graduates in GDA and GDE will create an online portfolio that demonstrates principles, techniques and skills applicable in the industry.
PLO6	USV graduates in GDA and GDE will demonstrate application of the elements of design and color through drawing and rendering techniques.
PLO6(new)	USV Graduates in GDA and GDE will demonstrate application of gameplay, narrative, and/or visual aesthetics within game development.

Introductory Level Evidence Average Scores by Assessment Year and PLO (Target 1.5)



Developing Level Evidence Average Scores by Assessment Year and PLO (Target 2.5)



Mastering Level Evidence Average Scores by Assessment Year and PLO (Target 3.5)

