OTIS COLLEGE OF ART AND DESIGN

Institutional Learning Outcomes/Program Learning Outcomes Matrix (rev Aug 2017)

Dept / Program	Creativity and Innovation	Skill and Technique	Visual Literacy and Fluency	Collaboration	Social Responsibility	Critical Thinking Core Comp	Written Communication Core Comp	Oral Communication Core Comp	Information Literacy Core Comp	Quantitative Reasoning Core Comp
	1	2	3	4	5	6	7	8	9	10
ACT	4, 6	2, 6	2, 6	5, 6	1	2, 3, 6	1, 2, 6	1, 2, 6	6	
ARLI	1, 2	4, 5	6, 7	8	3	2				
CAIL	1, 3, 4, 5	4, 5	4, 5	2, 3, 5	1, 5	2, 3, 4, 5	4, 5	2, 4, 5	3, 4, 5	4
COMD	3, 4, 6	1	2	2, 5, 6	6	1, 3, 4	2, 5, 6		2	3
DGMD	2	1, 3	3	5		4		9		
FSHD	1, 2, 3	1, 2, 5, 7	1, 2, 7	5, 7	6	2,3,4,6		5, 7	3, 4, 6	2, 3, 4
FARS		3			5	1,2				
FND	6	3	3	4	7	2	2	2	6	5
LAS				4	6	2,5	1	1	3	
PRD	1	1, 4, 5, 6, 7	1, 3			5			2	
TOYD	1	3	2	5	6	3	2	2	4	
Career Services	2,3	3	2			1,2	1,2	1	1,2	
Int'l Student Services				4,5		1,2,3,4,5			2,3,4	
Disability Services					1,2,3	1,2,3	2	2	1	
Res Life				1,2,3	3	1,2	2	2	1	
Student Activities	1		3	1,2	1,3			3	3	
Counseling			1,2	2	2	1,3	2,3	3	1,2,3	

The numbers in the matrix are the Program Learning Outcomes of each department/program that align with the Institution Learning Outcome

Otis Institutional Learning Outcomes and Core Competencies

ILOs and Core Competencies are the measurable skills, abilities, knowledge, and/or values that every Otis graduate, regardless of major, will be able to do or demonstrate as a result of completing an Otis education. Both were defined by Otis committees. (Adopted Spring 2013)

Note: Number doesn't indicate importance

Institutional Learning Outcomes (ILOs)

1. Creativity & Innovation: Otis graduates will be able to approach their work in imaginative ways characterized by a high degree of experimentation, risk-taking, and divergent thinking, and be able to produce work that challenges convention.
2. Skill & Technique: Otis graduates will be able to produce works of art or design that demonstrate comprehensive knowledge of their particular area of study and indicate their capacity to succeed as creative professionals.
3. Visual Literacy and Fluency: Otis graduates will be able to analyze, interpret, contextualize, evaluate, and create visual materials in both physical and digital formats with well-articulated formal and conceptual choices.
4. Collaboration: Otis graduates will be able to constructively share ideas, work effectively in teams, and collectively create with others.
5. Social Responsibility: Otis graduates will be able to demonstrate an awareness of the social and environmental impacts of art and design, produce creative, sustainable, and ethical solutions in their work, and bring positive change to their communities.

WSCUC Core Competencies (ILOs)

6. Critical Thinking: Otis graduates will be able to identify issues clearly, synthesize and contextualize relevant sources, and make connections across experiences and disciplinary perspectives to create well-reasoned and imaginative approaches to issues, problems, and challenges.
7. Written Communication:-Otis graduates will be able to express ideas in a coherent, logical, and compelling way in writing.
8. Oral Communication: Otis graduates will be able to orally express ideas in a coherent, logical, and compelling way.
9. Information Literacy: Otis graduates will be able to assemble, evaluate, and ethically use information from diverse sources to accomplish a specific purpose.
10. Quantitative Reasoning: Otis graduates will be able to analyze, interpret, and communicate quantitative information in a variety of formats, and solve relevant quantitative problems using appropriate methods.

OTIS COLLEGE OF ART AND DESIGN

Artist, Community, Teaching (Community Arts Engagement and Teacher Credential Preparation minors) Program Learning Outcomes

Students enrolled in either ACT Minor will

1. Develop and articulate a meaningful connection between their studio art/design practice and an engagement with their community.
2. Demonstrate an understanding of the practices and theories of arts education and community engagement.
3. Demonstrate an understanding of career opportunities for community-based and teaching artists/designers.
4. Develop, and in some cases implement, innovative and engaging projects for school or community settings.
5. Participate in professional practice training through off-campus teaching and community arts internships.

Students enrolled in the Teacher Credential Preparation Minor will also:

6. Successfully complete the CA Subject Matter in Art requirements needed to pursue the Teaching Credential offered by the State of California.

Architecture, Landscape, Interiors Program Learning Outcomes

Graduates majoring in Architecture/Landscape/Interiors will be able to:

1. Produce three-dimensional spatial designs that address social, cultural, aesthetic, and utilitarian aspects of human occupation.
2. Associate and apply design history and theory to develop and critically assess design solutions.
3. Recognize and address human effects upon and sustainable use of the earth through designs for responsible architecture, landscapes, and interiors.
4. Produce three-dimensional spatial designs that effectively and creatively incorporate fundamental structural considerations, structural systems and materials, and non-structural (finish) materials.
5. Produce three-dimensional spatial designs that effectively and creatively incorporate principles of anthropometry, health, safety, and welfare.
6. Create, analyze, and evaluate both physical and digital sketches, diagrams, orthographic drawings (plans, sections, elevations, paraline drawings), renderings, presentation boards, multi-page monographs, and three-dimensional models.
7. Effectively compose and express ideas and information visually, verbally, and in writing.
8. Operate effectively within participatory and collaborative environments.

OTIS COLLEGE OF ART AND DESIGN

Creative Action Integrated Learning Program Learning Outcomes

Students will be able to:

1. Negotiate diverse public spheres.
2. Work in interdisciplinary teams.
3. Develop trans-disciplinary problem-solving skills.
4. Conceptualize, analyze, and define issues and solutions.
5. Plan and propose creative solutions for a specific context, informed by engagement with a community group.

Communication Arts Program Learning Outcomes (rev 6/17 includes matrix)

Students will be able to:

1. Engage and utilize past and present theories and histories while evidencing professional mastery of relevant methodologies, skills, and tools applied to a broad range of media.
2. Cultivate, model, and continuously improve confidence in one's communication skills, including listening, writing, empathizing, negotiating, presenting, critiquing, and reflecting.
3. Define, iterate, and evaluate solutions for problems using a forward-thinking and reflective studio practice.
4. Apply purposeful risk taking designed to produce content, concepts, and formal outcomes that feed personal passions and professional growth with the aim of positively impacting the future of humanity.
5. Demonstrate best professional practices, including editing and presentation of work, networking, time management, project planning, budgeting, and collaboration.
6. Actively seek out and utilize cross-disciplinary studies and extracurricular activities so as to grow as a well-rounded artist and engaged citizen of the world.

OTIS COLLEGE OF ART AND DESIGN

Digital Media Program Learning Outcomes

Students will be able to:

1. Identify and apply strategies to improve and succeed no matter what your initial skills are. (Skill and Technique)
2. Solve problems and learn from creative risks by using people skills, design principles, and processes. (Creativity and Innovation)
3. Build a strong foundation in all aspects of design and production for storytelling in motion. (Skill and Technique or Visual Literacy and Fluency)
4. Use inspiration in fields outside of digital media such as poetry, science, music, astronomy, history, and dance. (Critical Thinking)
5. Develop a professional commitment to your field, your work, and yourselves; prepare to be members and leaders in your profession; and learn how to act both as individuals and as team members to support the whole. (Collaboration)
6. Learn to continually challenge yourselves, laugh often, and fully enjoy what you are doing.
7. Value continuous learning, experimentation, and both professional and personal growth.
8. Demonstrate an attitude of openness so that you seek new and unusual opportunities to learn and create.
9. Orally express ideas in a coherent, logical and compelling way.

Fashion Design Program Learning Outcomes

Students will be able to:

1. Adapt their artistic abilities to support their future design careers. ILO1,2,3
2. Assess, propose, and apply various techniques related to drafting, draping, and constructing of garments. ILO1,2,3,4,7
3. Develop a systematic, critical approach to problem solving at all levels of the design process. ILO1,6,9,10
4. Relate the design process to the appropriate manufacturing process. ILO6,9,10
5. Demonstrate professionalism by managing time to meet deadlines with quality work and effectively collaborating in teams. ILO2,4,7,8
6. Research and relate fashion design to a broader socio economic, historical, and environmental context. ILO 5,6,9
7. Articulate design ideas verbally, visually, and digitally. ILO2,3,5,7,8

Otis College of Art and Design

Fine Arts Program Learning Outcomes

Fine Arts Graduates will:

1. Formulate questions and responses clearly and precisely based on relevant information and research and to come to well-reasoned conclusions and solutions. Students will develop the ability to think open-mindedly with the ability to consider alternative systems of thought that challenge received notions and social cultural bias. ILO 1,3   WASC CORE 6,9
2. Effectively express concepts in concrete form. ILO 2, 3 WASC CORE 10
3. Skillfully create artistic form using techniques and methods appropriate to the intended result.   ILO 1,2,3 WASC CORE 10
4. Understand that the meaning of a work of art is conditioned by the manner in which it is exhibited or otherwise presented and distributed. They will have the ability to consider methods of presentation and distribution in innovative ways that respond to, and potentially influence, existing conditions in the field. ILO 2,4,5 WASC 7,9
5. Consider the role of art making in the larger social context. ILO 5
6. Have an awareness of current professional standards in their chosen media and in the larger field of contemporary art as well as the ability to effectively meet or redefine those standards. ILO 2, 4, 5 WASC CORE 9

Foundation Program Learning Outcomes (matrix revised 12/16)

Foundation students will:

1. Acquire and apply Fundamental Skills, which include the ability to manipulate art and design fundamentals such as point, line, plane and form to create a resolved and well composed whole.
2. Demonstrate Critical Thinking Skills including the ability to distinguish between and use rational, intuitive, and critical thinking processes and to construct meaning using visual information.
3. Discern Visual Quality through identifying visual strengths and weaknesses to create content and construct appropriate resolution.
4. Build Professionalism through strategies for success such as attentiveness to lecture, demonstration and direction, time management skills, including being prepared in class with the correct materials and turning in assignments on time.
5. Develop Quantitative Skills including the ability to use sound principles of proportion to measure, calculate, and transfer dimensions of the observed and built world.
6. Demonstrate the processes of Research and Investigation utilizing visual and textual resources as sources for inventiveness and novelty. (ILO)Develop an Awareness of Social Responsibility by working individually and collaboratively to consider the social and environmental impact of art and design.

OTIS COLLEGE OF ART AND DESIGN

Liberal Arts Program Learning Outcomes

Liberal Arts and Sciences students will:

1. Communicate ideas in a coherent, logical, and compelling way for different purposes and audiences. ILO 7, 8
2. Identify issues clearly, synthesize and contextualize relevant sources, and make connections across experiences and disciplinary perspectives to create well-reasoned and imaginative approaches to issues, problems, and challenges. ILO6
3. Develop skills to locate, evaluate, and use information resources from both traditional and emerging technologies appropriately effectively, and ethically. ILO9
4. Develop collaborative skills to construct knowledge, negotiate effective outcomes, and generate new insights. ILO4
5. Forge interdisciplinary connections among the liberal arts and sciences, studio, and community. ILO6
6. Develop cultural awareness in a global context. ILO5

Product Design Program Learning Outcomes

Product Design graduates will:

1. Use the Product Design and Development Process, as a means to manage the development of an idea from concept through to production.
2. Employ research and analysis methodologies as it pertains to the product design process, meaning, and user experience.
3. Apply creative process techniques in synthesizing information, problem-solving and critical thinking.
4. Demonstrate and employ hand drawing and drafting principles to convey concepts.
5. Use basic fabrication methods to build prototype models for hard-goods and soft-goods and packaging.
6. Demonstrate, apply, explain, and recognize basic engineering, mechanical, and technical principles.
7. Demonstrate, apply, explain, and recognize basic family of materials used in soft-goods and hard-goods, including sustainable materials and manufacturing processes.

OTIS COLLEGE OF ART AND DESIGN

Toy Design Program Learning Outcomes

Otis College Toy Design graduates will:

1. Demonstrate individual expression and an imaginative approach in the creation of unique, innovative concepts and designs. (Creativity and Entrepreneurism)
2. Express their ideas clearly and effectively through conceptual drawings, prototypes, and written and verbal presentation. (Visual and Oral Communication)
3. Use their critical thinking skills and technical knowledge to manipulate art and design media in expressing their work. (Skill and Technical Knowledge)
4. Recognize when information is needed and be able to locate, evaluate, and effectively utilize information from multiple sources and media. (Resource Literacy)
5. Collaborate effectively and work in teams with other designers and related areas including marketing, engineering and manufacturing. (Professionalism)

Student Affairs Division Learning Outcomes

Career Services PLOs

Students who interact with Career Services will:
1. Acquire knowledge and understand how to navigate job/internship search processes.
2. Develop and enhance professional portfolios for internship and employment acquisition.
3. Obtain employment to further contribute to the creative economy.

International Student Services PLOs (F-1 Students)

F-1 students who seek support from the International Student Services will:
1. Demonstrate an understanding of F-1 visa rules and regulations as they pertain to United States Citizenship and Immigration Services (USCIS).
2. Show tested comprehension of USCIS employment policies.
3. Negotiate their needs as they relate to F-1 visa rules and regulations
4. Identify appropriate campus resources by accessing Designated School Officials

OTIS COLLEGE OF ART AND DESIGN

5. Be knowledgeable of campus student services.

Disability Services

Students who utilize disability services will:
1. Understand their rights and responsibilities under ADA.
2. Develop the skills of self-advocacy necessary to fully engage in campus activities and attain their educational outcomes.
3. Express that they have equal access and opportunity for student achievement.

Residence Life and Housing PLOs

Students living in the residence hall will:
1. Identify and apply decisions that positively affect their wellbeing in their transition to independence.
2. Articulate the values of living in a diverse environment.
3. Demonstrate active engagement and recognize social responsibility in a residential artist community.

Counseling Services

Students utilizing counseling services will:
1. Demonstrate their awareness and ability to access counseling services on campus.
2. Identify the value of Counseling Services on campus and indicate a willingness to recommend and refer their peers to Counseling Services.
3. Articulate improvement (i.e., reduction in symptoms, increase in healthy coping/ stress and symptom management) of students using the counseling center indicating an increase in coping skills and symptom reduction as evidenced by the satisfaction survey and CCAPS data***.

***Beginning fall 2017, Counseling Services will be implementing CCAPS as evidence-based practice to collect data from clients.

Student Activities:

Students who get involved with student activities programs will:
1. Plan, develop, and implement successful programs for their peers.
2. Develop a sense of belonging as an Otis College student.
3. Express an increased awareness of diversity and inclusion.

OTIS COLLEGE OF ART AND DESIGN

Student Affairs includes several other departments that were not involved in the Program Review process in spring 2016. Those included Student Conduct, Student Health and Wellness Center (which includes both medical and counseling now)r—However, these offices will be included in future planning and development around assessment.