

GA 3000 - GAME ART JUNIOR PORTFOLIO REVIEW

Credits: 0

This junior Portfolio Review bridges the gap between Foundations studies and the student's chosen major discipline. The review requires students to showcase their major-specific skill-sets. Works will be assessed based on evidence of comprehension in motion studies, design fundamentals, and technical prowess. The ability to speak clearly and concisely about their design process and creative approaches to problem solving is essential.

Prerequisites: Completion of 84+ credits

Notes: Must be completed within the 84-90 credit hour completed range.

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Assemble a portfolio of in-process or completed artwork that best demonstrates the student's achievement in chosen major.	Work demonstrates understanding of principles and concepts learned in Sophomore and Junior level core classes. All work is appropriate and can be included in the final portfolio.	Work demonstrates understanding of principles and concepts learned in Sophomore and Junior level core classes. Some work requires additional polish but the majority is appropriate and can be included in the final portfolio.	Work demonstrates understanding of some principles and concepts learned in Sophomore and Junior level core classes but it is obvious that some principles and concepts are not fully understood or implemented properly.	Work does not demonstrate and understanding of principles and concepts learned in Sophomore and Junior level core classes. No work is of the appropriate quality for inclusion in final portfolio.	GA-1, GA-3, GA-4, GA-5, GA-8, GA-9	Design Competence, Communication Competence, Critical Thinking, Cultural Competence
Explain their design process and creative approaches to problem solving.	Student is able to articulate their design process and creative approach with no difficulty or confusion.	Student is able to articulate their design process and creative approach with little difficulty or confusion.	Student sometimes struggles to articulate their design process and creative approach.	Student is unable to articulate their design process and creative approach.	GA-4, GA-6,	Cultural Competence, Communication Competence, Critical Thinking, Design Competence
Discuss path for future growth and development as a professional artist.	Student is able to articulate their needs and desires for future growth and professional development and possess a clear understanding of where their career lies.	Student is able to articulate their needs and desires for future growth and professional development but may demonstrate some uncertainty or lack of understanding of where their career lies.	Student is sometimes able to articulate their needs and desires for future growth and professional development but demonstrate uncertainty and lack of understanding of where their career lies.	Student is unable to articulate their needs and desires for future growth and professional development and are unable to demonstrate understanding of where their career lies.	GA-3, GA-4, GA-5, GA-6	Design Competence, Communication Competence, Critical Thinking, Cultural Competence