# Bachelor of Science with a major in Information Technology, Macon

**Semester reporting: Spring Semester 2021** 

**Reporting cycle: Annual Reporting Cycle** 

#### **Academic Program Assessment by Concentration Report Information**

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In which school is this program located?	Computing
Program Type:	Undergraduate
Approximately how many students are in this	IT Software Engineering (Conc) 105
program at this location? Break out by	IT-Network Tech & Admin (Conc) 48
concentrations.	Cybersecurity (Conc) 163
	Non Concentration 141
	IT-Digital Forensics (Conc) 22
	IT-Dig Media/Game Design (Con) 55
	IT Web Apps Development (Conc) 14
	IT-Software Development (Conc) 5
	IT-Informatics Health (Conc) 10
	IT-Data Analytics (Conc) 3
	Critical Infrastructure (BCon) 4
	Total 570

7. SLO 1: What is the first Student Learning Outcome for this academic program? Student Learning Outcomes should be stated in measurable terms (i.e. students will be able to)	Design, implement, and evaluate a computing- based solution to meet a given set of computing requirements in the context of the program's discipline.
8. SLO 1: What instrument (assessment type) was used to measure student's ability to demonstrate mastery of this learning outcome? (i.e. exam, assignment with rubric, speech, demonstration of ability, lab assignment)	Three-part report project
9. SLO 1: What target performance level would a student need to achieve on the assessment instrument to demonstrate mastery of this learning outcome? (I.e. 80% of all students will earn an average grade of 75% or better on)	80%
10. SLO 1: During this assessment cycle, what percent of the students who participated in this assessment met the target performance level and demonstrated mastery of this learning outcome. Report data differentiated by program concentrations. (Example: BA Contemporary Musicianship - 84%, BA Contemporary Musicianship Classical - 77%, BA Contemporary Musicianship Commercial - 63%)  11. SLO 1: Evidence of changes based on an analysis of the results: What changes were implemented based on an analysis of the students' performance on this Student Learning Outcome?	SLO 2 concentration met target Cybersecurity 100% Digital Media and Game Design 100% Generalist 100% Network Tech and Administration 100% Software Development 100% Software Engineering 100% Web Application Development 100%  The Curriculum Committee reviewed the results on March 23, 2021 and noted:  1. The target for performance for the student outcome was 80% of the students assessed who scored a "satisfactory" or "exemplary."
	2. The percentage of students that demonstrated each performance indicator were as follows:  a. PI1: 96%  b. PI2: 96%  c. PI3: 96%  In addition, the Curriculum Committee noted:  1. The target was achieved in all three PIs.  The Curriculum Committee recommended:  1. No issues were apparent with the data.  Continue to monitor in future reviews.  SoIT Faculty  The SOIT faculty approved the recommendations from Curriculum Committee unanimously (3/23/21).

12. SLO 2: What is the second Student Learning Outcome for this academic program? Student Learning Outcomes should be stated in measurable terms (i.e. students will be able to)	Communicate effectively in a variety of professional contexts.
13. SLO 2: What instrument (assessment type) was used to measure student's ability to demonstrate mastery of this learning outcome? (i.e. exam, assignment with rubric, speech, demonstration of ability, lab assignment)	eJournal and presentation
14. SLO 2: What target performance level would a student need to achieve on the assessment instrument to demonstrate mastery of this learning outcome? (i.e. 80% of all students will earn an average grade of 75% or better on).	80%
15. SLO 2: During this assessment cycle, what percent of the students who participated in this assessment met the target performance level and demonstrated mastery of this learning outcome. Report data differentiated by program concentrations. (Example: BA Contemporary Musicianship - 84%, BA Contemporary Musicianship Classical - 77%, BA Contemporary Musicianship Commercial - 63%)	SLO 3 macon concentration met target 1BA- Contemporary Musicianship 100% 1Cyber Forensics 100% 3 Cybersecurity 100% 3 Digital Media and Game Design 100% 3 Generalist 100% 2 Software Engineering 100% 1 Web Application Development 100% Total 14
16. SLO 2: Evidence of changes based on an analysis of the results: What changes were implemented based on an analysis of the students' performance on this Student Learning Outcome?	The Curriculum Committee reviewed the results on March 23, 2021 and noted:  1. The target for performance for the student outcome was 80% of the students assessed who scored a "satisfactory" or "exemplary."  2. The percentage of students that demonstrated each performance indicator were as follows:  a. PI1: 100%  b. PI2: 100%  c. PI3: 100%  d. PI4: 100%  In addition, the Curriculum Committee noted:  1. The target was achieved in all four PIs. Instructor notes - During this course, the instructor attempted a new action to increase student success. The instructor of record implemented a mid-term course blind check of the final assignment. Students found lacking "Exemplary" actions received mentoring. The

instructor scheduled personal virtual mentoring sessions with students needing assistance. Students were offered virtual mentoring and realtime writing, grammar, and speech coaching. Additionally, the instructor's weekly grammar and writing assignments in the course emphasized increased opportunities to learn skills. And finally, the instructor provided senior students as mentors for interested students. Students were also permitted to have work reviewed by the Student Success Center's Writing Lab coaches and senior mentors. Additionally, one student should be commended. The student-who was suffering from Covid-19 limitations—participated in the final's speech portion with great effort. Although difficulties were present from the condition, the student remained vigilant and shadowed the DoIT's exemplary student drive for success.

The Curriculum Committee recommended:

- 1. No issues were apparent with the data. The committee commends the faculty teaching the courses on their exemplary efforts, and will continue to monitor in future reviews.
- 2. SoIT Faculty

The SOIT faculty approved the recommendations from Curriculum Committee unanimously (3/23/21)

17. SLO 3: What is the third Student Learning Outcome for this academic program? Student Learning Outcomes should be stated in measurable terms (i.e. students will be able to)	Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.
18. SLO 3: What instrument (assessment type) was used to measure student's ability to demonstrate mastery of this learning outcome? (i.e. exam, assignment with rubric, speech, demonstration of ability, lab assignment)	Course project and peer evaluation
19. SLO 3: What target performance level would a student need to achieve on the assessment instrument to demonstrate mastery of this learning outcome? (i.e. 80% of all students will earn an average grade of 75% or better on).	80%
20. SLO 3: During this assessment cycle, what percent of the students who participated in this assessment met the target performance level and demonstrated mastery of this learning outcome. Report data differentiated by program concentrations. (Example: BA Contemporary Musicianship - 84%, BA Contemporary Musicianship Classical - 77%, BA Contemporary Musicianship Commercial - 63%)	macon concentration met target 1 Cybersecurity 100% 1 Digital Media and Game Design 75% 3 Generalist 80% 3 Network Tech and Administration 100% 3 Software Development 100% 2 Software Engineering 100% 1 Web Application Development 100% Total 14
21. SLO 3: Evidence of changes based on an analysis of the results: What changes were implemented based on an analysis of the students' performance on this Student Learning Outcome?	The Curriculum Committee reviewed the results on March 23, 2021 and noted:  1. The target for performance for the student outcome was 80% of the students assessed who scored a "satisfactory" or "exemplary."  2. The percentage of students that demonstrated each performance indicator were as follows:  a. PI1: 94%  b. PI2: 94%  c. PI3: 94%  In addition, the Curriculum Committee noted:  1. The target was achieved in all three PIs.  The Curriculum Committee recommended:  No issues were apparent with the data. Continue to monitor in future reviews.  SoIT Faculty  The SOIT faculty approved the recommendations from Curriculum Committee unanimously (3/23/21)

22. SLO 4: What is the fourth Student Learning	
Outcome for this academic program? Student	
Learning Outcomes should be stated in	
measurable terms (i.e. students will be able	
to)	
23. SLO 4: What instrument (assessment type)	
was used to measure student's ability to	
demonstrate mastery of this learning outcome?	
(i.e. exam, assignment with rubric, speech,	
demonstration of ability, lab assignment)	
24. SLO 4: What target performance level would	
a student need to achieve on the assessment	
instrument to demonstrate mastery of this	
learning outcome? (i.e. 80% of all students will	
earn an average grade of 75% or better on	
25. SLO 4: During this assessment cycle, what	
percent of the students who participated in this	
assessment met the target performance level and	
demonstrated mastery of this learning outcome.	
Report data differentiated by program	
concentrations. (Example: BA Contemporary	
Musicianship - 84%, BA Contemporary	
Musicianship Classical - 77%, BA Contemporary	
Musicianship Commercial - 63%)	
26. SLO 4: Evidence of changes based on an	
analysis of the results: What changes were	
implemented based on an analysis of the	
students' performance on this Student Learning	
Outcome?	

### Sampling

27 Harrison at identa menticipated to the	510.3
27. How many students participated in the	SLO 2
assessment of these learning outcomes, in this	macon concentration met target
program, for this assessment cycle at this	4 Cybersecurity 100%
location? (Provide Number and by Concentration)	4 Digital Media and Game Design 100%
	5 Generalist 100%
	1 Network Tech and Administration 100%
	1 Software Development 100%
	1 Software Engineering 100%
	1 Web Application Development 100%
	17
	Macon concentration met target
	1 BA- Contemporary Musicianship 100%
	1 Cyber Forensics 100%
	3 Cybersecurity 100%
	3 Digital Media and Game Design 100%
	3 Generalist 100%
	2 Software Engineering 100%
	1 Web Application Development 100%
	14
	Macon concentration met target
	1 Cybersecurity 100%
	1 Digital Media and Game Design 75%
	3 Generalist 80%
	3 Network Tech and Administration 100%
	3 Software Development 100%
	2 Software Engineering 100%
	1 Web Application Development 100%
	14

#### **Open Box for Assessment Comments**

28. Overall Use of Assessment Results for	The department will seek to continually improve
Continuous Improvement and Open Text Box For	
Assessment Comments:	
29. If the COVID-19 pandemic impacted this	ABET conducted their visit via Zoom including a
assessment cycle, please provide specific details	Sunday lab tour and two full days of meeting with
below.	faculty, staff, students, alumni, advisory board,
	and employers. The department did not alter the
	assessment plan.