

NYIT Learning Goals and Program Level Learning Goals Alignment

<p>NYIT MISSION</p>	<p>NYIT LEARNING GOALS</p> <p><i>By the time of graduation, NYIT students will be able, at the appropriate level (baccalaureate, masters or professional) to:</i></p>	<p>PROGRAM LEARNING GOALS</p> <p>BFA Fine Arts/Computer Graphics:</p> <ul style="list-style-type: none"> - Upon graduation our students will have created a 3D animation demo reel portfolio which they will be able to continue to upgrade in preparation for entry level positions in the animation production industry. They will have acquired skill sets in design fundamentals, art history, art theory and standard production methods necessary to function in the field of creative visualization and communication. <p>BFA Graphic Design:</p> <ul style="list-style-type: none"> - Upon graduation our students will have created a professional graphic design portfolio which they will be able to continue to upgrade in preparation for entry level positions in the graphic design industry with a focus in the print and web markets. They will have acquired skill sets in design fundamentals, art history, art theory and standard production methods necessary to function in the field of creative design and communication.
<p>Career Oriented Professional Education</p>	<p>Gain a coherent understanding of the knowledge, skills, and values of their discipline</p>	<p>BFA Fine Arts/Computer Graphics:</p> <ul style="list-style-type: none"> - Students will also be able to demonstrate ability as well as a working knowledge of technologies and equipment applicable to the animation creation pipeline including: drawing, digital character and stage modeling, animating, compositing and rendering. - Upon graduation our students will have created a 3D animation demo reel portfolio which they will be able to continue to upgrade in preparation for entry level positions in the animation production industry. They will have acquired skill sets in design fundamentals, art history, art theory and standard production methods necessary to function in the field of creative visualization and communication.

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		<p>BFA Graphic Design</p> <ul style="list-style-type: none"> - Students will be able to demonstrate a skill set in relevant applications including but not limited to: drawing, typography, illustration, editorial design, package design and book design. - Upon graduation our students will have created a professional graphic design portfolio which they will be able to continue to upgrade in preparation for entry level positions in the graphic design industry with a focus in the print and web markets. They will have acquired skill sets in design fundamentals, art history, art theory and standard production methods necessary to function in the field of creative design and communication.
<p>Applications Oriented Research</p>	<p>Integrate academic and co-curricular learning to explore concepts and questions that bridge disciplines, professions, and cultures</p> <p>Formulate evidence-based and ethical courses of action or conclusions to address challenges and problems</p> <p>Engage with, respond to, and reflect on political, social, environmental and economic challenges at local, national, and global levels</p>	<p>BFA Fine Arts/Computer Graphics:</p> <ul style="list-style-type: none"> - Students will be able to place works of art and design in historical, cultural, and stylistic contexts. <p>BFA Graphic Design:</p> <ul style="list-style-type: none"> - Students will be able to place works of art and design in historical, cultural, and stylistic contexts. - Students will be able to develop and create visual form in response to communication problems including an understanding of composition, information hierarchy, symbolic representation, aesthetics and the construction of meaningful images.
<p>Access to Opportunity</p>	<p>Achieve proficiency in oral and written communication, scientific and quantitative reasoning, critical analysis, technological competency, and information literacy</p> <p>Develop self-efficacy, professionalism, creativity, and an innovative spirit</p>	<p>BFA Fine Arts/Computer Graphics:</p> <ul style="list-style-type: none"> - Students will gain functional competence with principles of visual organization, including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing. - Students will be able to present work that demonstrates perceptual acuity, conceptual understanding and technical facility. - Students will be able to use the language of art and design effectively to identify the

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		<p>necessary elements in critically analyzing the work being reviewed.</p> <p>BFA Graphic Design:</p> <ul style="list-style-type: none">- Students will gain functional competence with principles of visual organization, including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing.- Students will be able to present work that demonstrates perceptual acuity, conceptual understanding and technical facility.- Students will be able to develop and create visual form in response to communication problems including an understanding of composition, information hierarchy, symbolic representation, aesthetics and the construction of meaningful images.- Students will be able to be proficient with the applications and technology, including their roles in the creation, reproduction, and distribution of visual messages.
		<p>Other:</p>