

## NYIT Learning Goals and Program Level Learning Goals Alignment

NYIT MISSION	NYIT LEARNING GOALS	PROGRAM LEARNING GOALS
Career Oriented Professional Education	Gain a coherent understanding of the knowledge, skills, and values of their discipline	<p><b>By the time of graduation, NYIT students will be able, at the appropriate level (baccalaureate, masters or professional) to:</b></p> <p><b>MFA Graphic Design:</b>            5. Synthesis            Upon Graduation, students will be able to:            - Identify and solve design problems and address contemporary issues in the world of graphic design.            - Implement those solutions using graphic design methodologies, either independently or collaboratively as part of an interdisciplinary team, shifting roles as necessary for the completion of the product.            - Evaluate outcomes; critically analyze design            - Effectively describe one’s work using the language of graphic design.            - Present a finished product of professional caliber that can be used for a career-oriented portfolio.</p> <p><b>MFA Art and Technology:</b>            5. Synthesis            Upon Graduation, students will be able to:            - Develop original art concepts within the context of contemporary art.            - Research the best production and presentation options for those concepts.            - Implement those options using fine arts methodologies, either independently or collaboratively as part of an interdisciplinary team, shifting roles as necessary for the completion of the artwork.            - Use technological expertise and know how to solve problem.            - Express themselves artistically.            - Evaluate outcomes; critically analyze artwork; describe artwork effectively using the language of art; analyze art in historical, cultural, and stylistic contexts.            - Present a finished product of professional caliber that can be used for a career-oriented portfolio.</p> <p><b>MFA Animation:</b>            5. Synthesis            Upon Graduation, students will be able to:            - Create original story concepts, characters, sets, models and animation.            - Research the best production options for those concepts and assets.            - Implement those options using animation</p>

## NYIT Learning Goals and Program Level Learning Goals Alignment

		<p>methodologies, either independently or collaboratively as part of an interdisciplinary team.</p> <ul style="list-style-type: none"> <li>- Evaluate outcomes; critically analyze animation-related issues in the areas of technical knowledge, aesthetics, and conceptual development.</li> <li>- Effectively describe one’s work using the language of art, design, and animation.</li> <li>- Present a finished product of professional caliber that can be used for a career-oriented portfolio.</li> </ul>
<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><b>MFA Graphic Design:</b></p> <p>1. Research</p> <ul style="list-style-type: none"> <li>- The ability to gather and analyze research; generate a range of ideas; prepare prototypes; and arrive at the best solution among various research inquiries.</li> <li>- The ability to construct a well-developed, critical, and written statement of one’s creative work, including aesthetic, environmental/social, historical and philosophical issues--within a contemporary context.</li> </ul> <p>2. Creative work</p> <ul style="list-style-type: none"> <li>- The ability to plan and produce a concept-driven and innovative graphic design through the incorporation of composition/layout, information hierarchy, iconography, typography, imagery, and media formats.</li> </ul> <p><b>MFA Art and Technology:</b></p> <p>1. Research</p> <ul style="list-style-type: none"> <li>- The ability to research existing concepts and bodies of work, and to compile visual references in order to inform their own work.</li> <li>- The ability to develop original concepts and a clear vision for their work; create a signature style and a unique artistic voice, and articulate the rationale for their artistic and technical decisions.</li> <li>- The ability to construct a well-developed, critical, and written statement of one’s creative work, including aesthetic, environmental/social, historical and philosophical issues, within a contemporary art and technology context.</li> </ul> <p>2. Creative work</p> <ul style="list-style-type: none"> <li>- The ability to plan and produce a concept-driven, innovative work of art through the incorporation of new technologies, traditional tools and mediums, composition, color, layout, etc.</li> </ul> <p><b>MFA Animation:</b></p> <p>1. Research</p> <ul style="list-style-type: none"> <li>- The ability to gather and analyze research; generate a range of ideas; prepare prototypes; and arrive at the best solution among various research inquiries.</li> <li>- The ability to construct a well-developed, critical, and written statement of one’s creative work, including aesthetic, environmental/social, historical and philosophical issues, within a contemporary</li> </ul>

## NYIT Learning Goals and Program Level Learning Goals Alignment

		<p>context.</p> <p>2. Creative work</p> <ul style="list-style-type: none"> <li>- The ability to plan and produce a concept-driven, innovative computer animation through the incorporation of appealing composition, color, character, sets, models, effects, layout, expressive typography, principles of animation and other elements to tell a story or communicate an idea.</li> <li>- The ability to develop original concepts and a unique aesthetic.</li> </ul>
<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><b>MFA Graphic Design:</b></p> <p>1. Research</p> <ul style="list-style-type: none"> <li>- The ability to gather and analyze research; generate a range of ideas; prepare prototypes; and arrive at the best solution among various research inquiries.</li> <li>- The ability to construct a well-developed, critical, and written statement of one’s creative work, including aesthetic, environmental/social, historical and philosophical issues--within a contemporary context.</li> </ul> <p>2. Creative work</p> <ul style="list-style-type: none"> <li>- The ability to plan and produce a concept-driven and innovative graphic design through the incorporation of composition/layout, information hierarchy, iconography, typography, imagery, and media formats.</li> </ul> <p>3. Business Practices</p> <ul style="list-style-type: none"> <li>- An understanding of basic business practices, including the ability to be self-directed and work individually, as well as to work effectively within a team.</li> </ul> <p>4. Technology</p> <ul style="list-style-type: none"> <li>- The ability to effectively use technology in order to implement and innovate the creative phases, including research, design, and production.</li> </ul> <p><b>MFA Art and Technology:</b></p> <p>1. Research</p> <ul style="list-style-type: none"> <li>- The ability to research existing concepts and bodies of work, and to compile visual references in order to inform their own work.</li> <li>- The ability to develop original concepts and a clear vision for their work; create a signature style and a unique artistic voice, and articulate the rationale for their artistic and technical decisions.</li> </ul>

## NYIT Learning Goals and Program Level Learning Goals Alignment

		<p>- The ability to construct a well-developed, critical, and written statement of one’s creative work, including aesthetic, environmental/social, historical and philosophical issues, within a contemporary art and technology context.</p> <p>2. Creative work - The ability to plan and produce a concept-driven, innovative work of art through the incorporation of new technologies, traditional tools and mediums, composition, color, layout, etc.</p> <p>3. Business Practices - An understanding of basic business practices, including the ability to be self-directed and work individually, as well as to work effectively within an interdisciplinary team.</p> <p>- The ability to manage their career: archiving materials, writing art project proposals, conducting demographic research, presenting ideas, manage a project budget for curators, galleries, dealers, sponsors, and collectors.</p> <p>4. Technology - The ability to effectively use technology in order to implement and innovate the creative phases, including research, planning, and production.</p> <p><b>MFA Animation:</b></p> <p>1. Research - The ability to gather and analyze research; generate a range of ideas; prepare prototypes; and arrive at the best solution among various research inquiries.</p> <p>- The ability to construct a well-developed, critical, and written statement of one’s creative work, including aesthetic, environmental/social, historical and philosophical issues, within a contemporary context.</p> <p>2. Creative work - The ability to plan and produce a concept-driven, innovative computer animation through the incorporation of appealing composition, color, character, sets, models, effects, layout, expressive typography, principles of animation and other elements to tell a story or communicate an idea.</p> <p>- The ability to develop original concepts and a unique aesthetic.</p> <p>3. Business Practices - An understanding of basic business practices and production pipelines, including the ability to be self-directed and work individually, as well as to work effectively within a team.</p> <p>- An understanding of basic entrepreneurial knowledge and skillsets that supports a successful computer animation business practice.</p> <p>4. Technology</p>
--	--	--

## NYIT Learning Goals and Program Level Learning Goals Alignment

		<ul style="list-style-type: none"><li>- The ability to effectively use technology in order to implement and innovate the creative phases, including research, preproduction, production and post-production.</li><li>- The ability to respond to the fast pace of change in emerging technologies and trends of today's world.</li></ul>
		Other: