Institutional Effectiveness
2024-2025

Program: Studio Arts BS
College and Department: College of Fine Arts, School of Art, Craft, & Design
Contact: Kimberly Winkle
Mission:

The mission of the School of Art, Craft & Design is to provide a supportive creative learning environment that cultivates creative aptitudes and skills acquisition, grows cultural, historical, and theoretical knowledge, and develops critical faculties through visual art experiences. Students gain fluency in visual communication, critical thinking, personal expression through the discovery and transmission of knowledge, preparing them to contribute to the visual and social culture of their communities. A unique facet of Tennessee Tech is the School of Art, Craft & Design's satellite campus, the Appalachian Center for Craft, which is dedicated to promoting excellence in American craft by providing access to the highest quality professional education in studio crafts and presenting diverse craft artists, works and events in a community arts context. The ACC's primary function is in support of the academic program as stated in the undergraduate course catalog.

The School of Art, Craft, & Design has developed its degrees in accordance with the guidelines established by the National Association of Schools of Art and Design.

Attach Curriculum Map (Educational Programs Only):
Attached Files: See Appendix 1

PO1: Retention and Graduation

Define Outcome:

The School of Art, Craft, and Design will provide sufficient program supports to recruit, enroll, and graduate BS students.

Assessment Methods:

The Office of Institutional Assessment, Research & Effectiveness provides program level enrollment and graduation information.

- Enrollment: Enrollment information for the BS program is evaluated by program faculty at the annual start of academic year SAC&D faculty meeting.
- Degrees Awarded: Degrees awarded in the BS program is evaluated by program faculty at the annual end of academic year SAC&D faculty meeting.

Criteria for Success (Thresholds for Assessment Methods):

- Enrollment: Maintain 25 students in the program.
- Degrees Awarded: Award 10 degrees annually.

Link to 'Tech Tomorrow' Strategic Plan:

1.A Experiential Learning,4.B Programs, Certificates, and Training

Results and Analysis:

The threshold for success was met in 2024-2025. There were 35 majors in the BS-Studio Arts degree program and 10 degrees were awarded. As predicted, the number of majors has steadily increased since its inception in 2022-2023.

- Enrollment: Maintain 25 students in the program.
- Degrees Awarded: Award 10 degrees annually.

Enrollment Numbers by Year									
Concentration	Number of Majors								
	2016-2017	2017-2018	2018-2019	2019-2020	2020-2021	2021-2022	2022-2023	2023-2024	2024-2025
Art Education	22	25	26	29	32	38	28	29	38
Clay	17	12	8	7	7	5	8	7	5
Design	69	75	75	73	77	75	58	61	59

Dual-Focus	N/A	N/A	N/A	N/A	3	10	12	13	16
Fibers	4	6	7	8	7	5	4	4	4
Glass	14	14	16	13	8	3	3	4	5
Metals	20	13	11	12	11	11	6	6	11
Wood	10	10	7	7	9	6	8	9	6
Painting	19	21	15	15	10	7	6	10	8
TOTAL BFA	175	176	165	164	164	160	133	143	152
Studio Arts (BS)	N/A	N/A	N/A	N/A	N/A	N/A	18	21	35

Graduate History:								
	2024-25	**2023-24**	**2022-23**	**2021-22**	**2020-21**	**2019-20**	**2018-19**	**2017-18**
Ceramics	2	1	2	2	2	0	1	3
Digital Design	10	7	9	12	10	14	12	8
Fiber	2	1	1	2	3	1	0	1
Wood	0	4	2	0	1	0	2	0
Glass	0	0	0	1	3	2	2	0
Metals	1	1	1	1	0	5	0	3
Painting	1	4	1	0	3	3	3	4
Dual Focus	1	3	2	0	0	0	0	0
Art Education	8	6	6	3	7	3	2	2
TOTAL BFA	25	27	24	21	29	28	22	21
Bachelor of Science	10	7	2	N/A	N/A	N/A	N/A	N/A

Use of Results to Improve Outcomes:

Current methods for recruiting students into this program or retaining students from the BFA into the BS appear effective. Beyond current recruitment tactics, no other plans for changes currently exist. We will continue to monitor enrollment and graduation trends in this degree and respond accordingly.

SLO 1: Foundational Knowledge of Art and Design Principles

Define Outcome:
Students graduating with a Bachelor of Science in Studio Arts will have foundational knowledge of the principles and elements of design and be able to apply them in the creation of unique works of art.

Assessment Methods:
Successful completion of the final project in Foundations Studio I demonstrating the ability to apply the principles and elements of design into a cohesive and compelling work of art. (Direct assessment). The project is evaluated using a rubric that assesses the following components (rubric attached):

- Comprehension & Professionalism
    - Preparedness
    - Craftsmanship
    - Follows Project Directions
    - Concept Comprehension
- Project
    - Elements of Art and Design
    - Principles of Art and Design
    - Color
    - Visual Communication
- Critical Thinking
    - Visual Analysis

Attached Files: See Appendix 2

Criteria for Success (Thresholds for Assessment Methods):
Successful completion of 70% or higher on the final project for Foundations Studio I.

Link to 'Tech Tomorrow' Strategic Plan:
1.A Experiential Learning,1.D High Impact Practices,1.E Stackable Credentials,2.B Research, Scholar, Intellect, and Creativity

Results and Analysis:
100% of BS-Studio Arts students met the threshold for success of earning 70% or higher on the final project for Foundations Studio I. It is uncommon for students to not meet this threshold, not because it is too low but because the Foundations Studio I course is an experiential learning

course with significant instructor and student interaction thus creating a learning environment to provide in-process guidance/critique to better ensure successful outcomes. By this time in the course, at risk students have generally dropped the course, thus success rates are quite high.

2022-2023	2023-2024	2024-2025
Percent meeting threshold	Percent meeting threshold	Percent meeting threshold
100%	100%	100%

Use of Results to Improve Outcomes:

The Foundations Studio I course is an experiential learning course with significant instructor and student interaction thus creating a learning environment to provides in-process guidance/critique to better ensure successful outcomes. As such, these instructional methods appear to be yielding positive results, thus no changes will be implemented in the coming academic year.

SLO 2: Foundational Drawing Skills

Define Outcome:

Students graduating with a Bachelor of Science in Studio Arts will demonstrate foundational drawing skills required to articulate space, form, and ideas.

Assessment Methods:

Successful completion of Drawing I final project which displays synthesis of techniques and concepts. Direct assessment. The project is evaluated using a rubric that assesses the following components (rubric attached):

- Comprehension & Professionalism
    - Preparedness
    - Craftsmanship
    - Follows Project Directions
    - Concept Comprehension
- Project
    - Elements of Art and Design
    - Principles of Art and Design
    - Color
    - Visual Communication
- Critical Thinking
    - Visual Analysis

Criteria for Success (Thresholds for Assessment Methods):

Successful completion of "C" or higher on the Drawing I final project and one of the following: Drawing II, Technical Drawing, or Computer-Aided Drawing for the Artist.
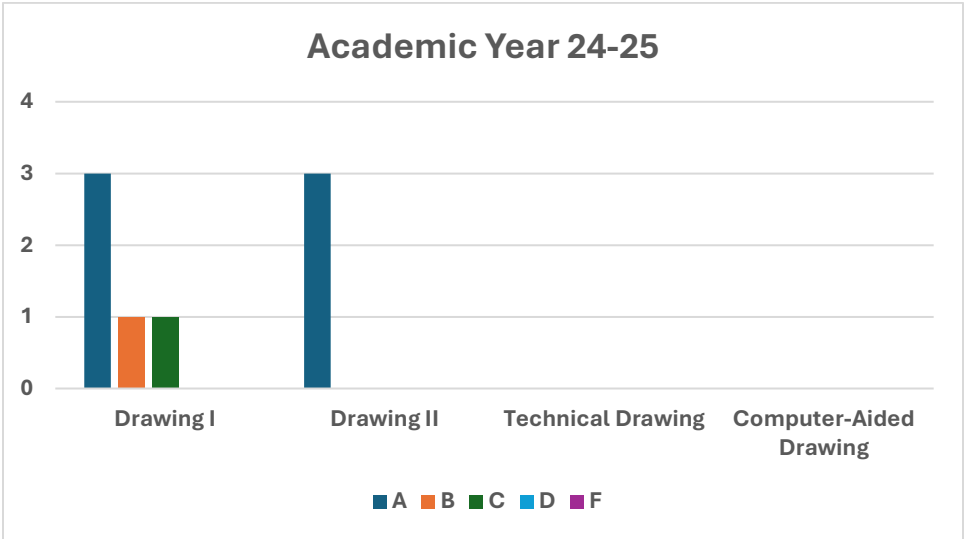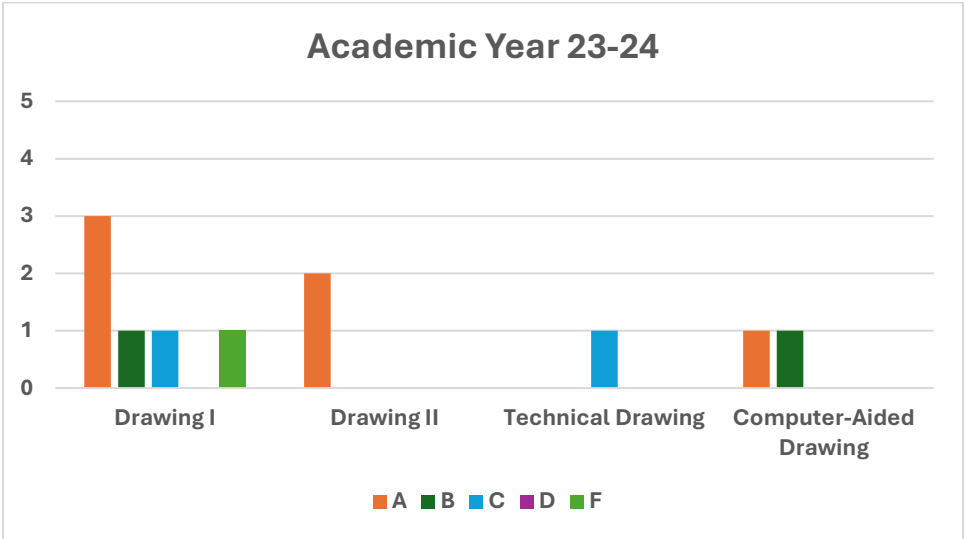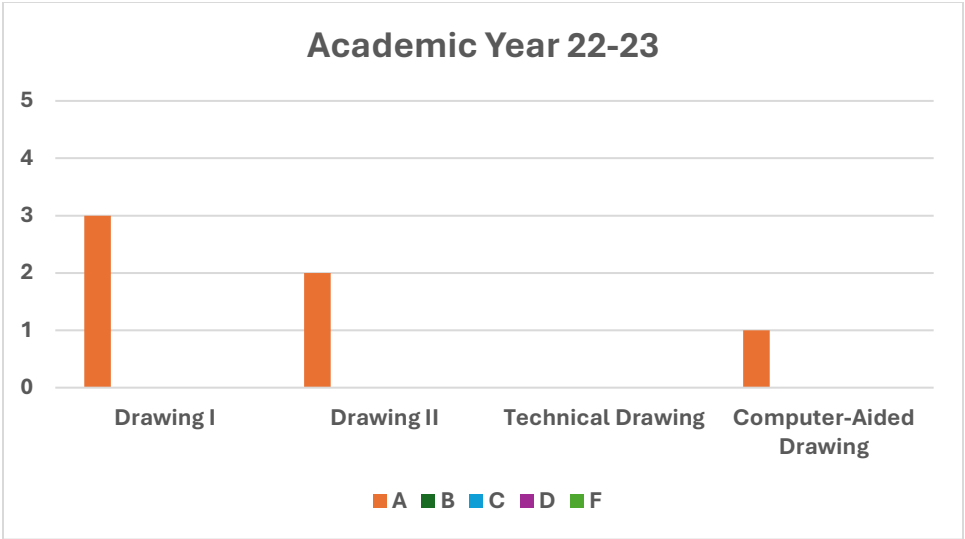
Link to 'Tech Tomorrow' Strategic Plan:

1.A Experiential Learning,1.D High Impact Practices,1.E Stackable Credentials,2.B Research, Scholar, Intellect, and Creativity

Results and Analysis:

Successful completion of "C" or higher on the Drawing I final project and one of the following: Drawing II, Technical Drawing, or Computer-Aided Drawing for the Artist.

100% of BS-Studio Arts students met the threshold of acceptance by passing the Drawing I and a secondary Drawing course's final project in 2024-2025.

Academic Year 22-23

Legend: A B C D F

Academic Year 23-24

Legend: A B C D F

Academic Year 24-25

Legend: A B C D F

Use of Results to Improve Outcomes:

All studio courses, including Drawing courses, are experiential learning courses with substantial instructor and student interaction which supports successful student success. This guided learning environment has yielded successful results; thus, no changes are anticipated in 2025-2026.

SLO 3: Understand Art History

Define Outcome:
Students graduating with a Bachelor of Science in Studio Arts will have the ability to synthesize and demonstrate the relationship of art within a historical context.

Assessment Methods:
Art History Final Exam Grades: The art history courses, including Survey I & II, are firmly entrenched within the historical context. Art movements and styles, artists' biographies, and the analysis of specific works of art are always considered within the socioeconomic, religious, political, and demographic context of a particular historical moment. Engaging the larger historical context while learning about works of art leads students to understand the deeper significance that art has always played in every facet of society.

The current assessment method is final exam grades in each of the respective courses.

Criteria for Success (Thresholds for Assessment Methods):
Threshold of acceptance is 75% of students earning a C or better. A final exam grade of 'C' in these courses indicates the student adequately participated and demonstrated understanding, while a 'B' shows a higher level of effort and quality of work. 'A' grades demonstrate the student was engaged, enthusiastic, and performing at the highest level.
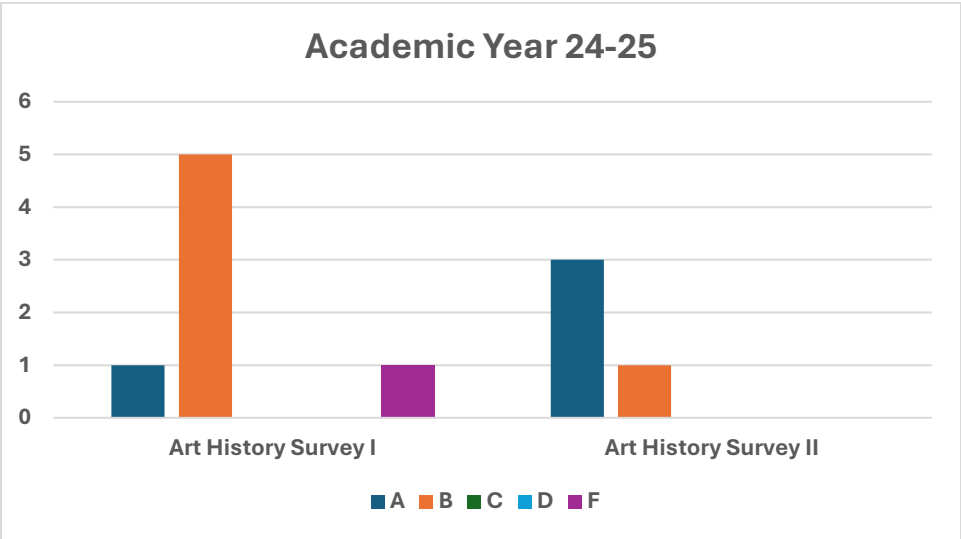
Link to 'Tech Tomorrow' Strategic Plan:
1.B General Education Curriculum,2.B Research, Scholar, Intellect, and Creativity

Results and Analysis:
Threshold of acceptance is 75% of students earning a C or better on ART 2000: Art History Survey I or ART 2020: Art History Survey II final exams. A final exam grade of 'C' in these courses indicates the student adequately participated and demonstrated understanding, while a 'B' shows a higher level of effort and quality of work. 'A' grades demonstrate the student was engaged, enthusiastic, and performing at the highest level.
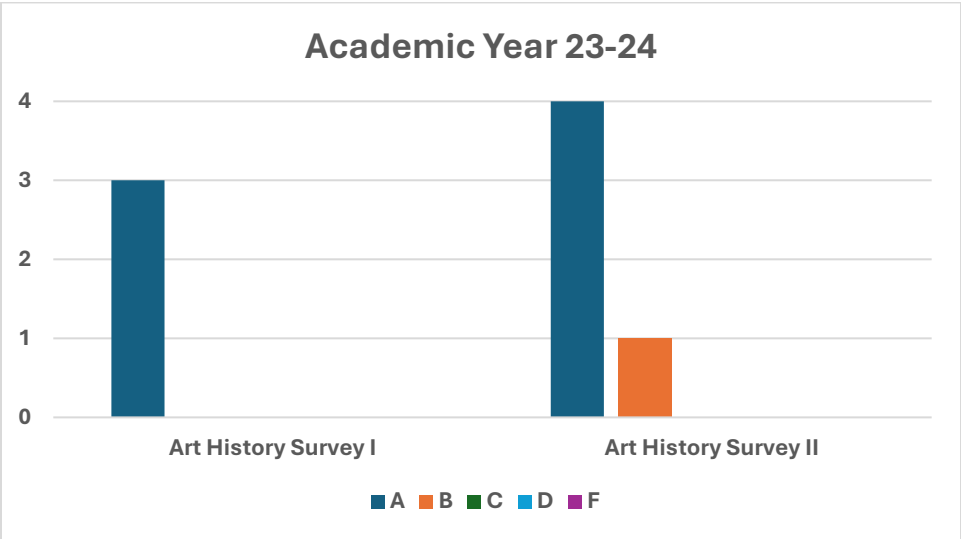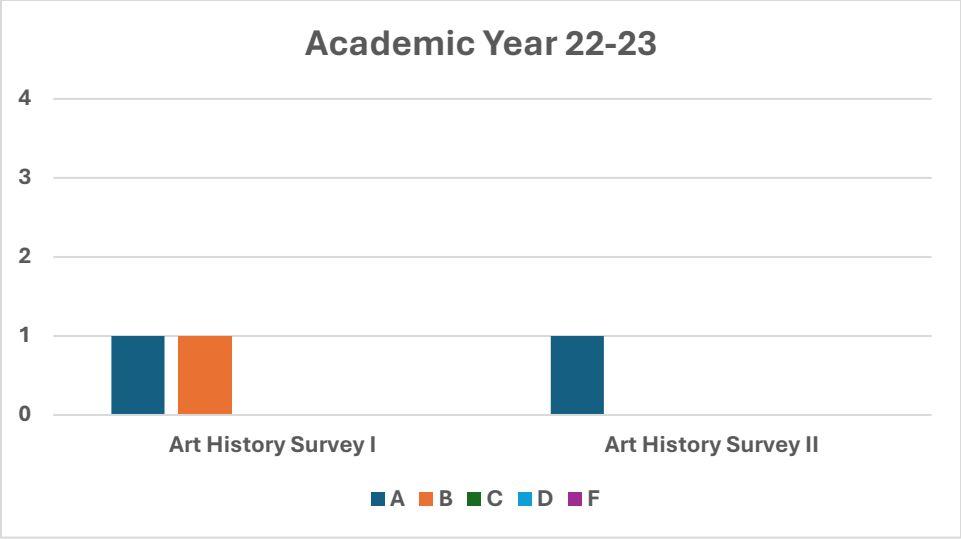
The threshold was met. Only 1 out of 11 students did not earn a C or better on either the ART 2000 or ART 2020 final exam. 100% of students earned a C or higher in the three previous years.

Academic Year 22-23

Art History Survey I | Art History Survey II

■ A ■ B ■ C ■ D ■ F

Academic Year 23-24

Art History Survey I | Art History Survey II

■ A ■ B ■ C ■ D ■ F

Academic Year 24-25

Art History Survey I | Art History Survey II

■ A ■ B ■ C ■ D ■ F

Use of Results to Improve Outcomes:

While the results are overwhelmingly positive, the SAC&D will strive to support students for the entirety of the semester thus reducing failure in the required Art History course(s). Intervention at various points in the semester should assist in meeting this goal to improve outcomes.

Summative Evaluation:

The SAC&D has been successful in meeting the program and student learning outcomes for the BS-Studio Arts in 2024-2025.

Assessment Plan Changes:

The SAC&D will strive to create and utilize assessment instruments that focus less on final semester grades to gauge progress and attainment of student learning outcomes.

List of Appendices:

Appendix 1: Curriculum Map
Appendix 2: Foundations 1 Final Project Rubric

Appendix 1: Curriculum Map

Bachelor of Science in Studio Arts, Curricular Map			
	STUDENT	**LEARNING**	**OUTCOMES**
Required courses and experiences: **I=Introduce** **R=Reinforce** **M=Mastery** **A=Assessment**	1. Develop foundational knowledge of art and design principles.	2. Develop Foundational Drawing Skills	3. Understand Art History
ART1045: Drawing I		I	
ART1050: Drawing II		R	
ART 1250: Intro. Digital Imaging	I		I
ART 1320: Creative Studio	I		
ART1340: FND Studio I	I		I
ART1350: FND Studio II	I		I
ART 2210, 2410, 2510, 2610, 2710, 2810, 2910: Intro studio courses	I		I, A
ART2000 or ART2020: AHI Survey I or II			I
ART 1035: Intro to Art	I		I
ART3170: History of Crafts, or ART 3170: History of Design, or ART 3180: History of Prints, or ART 3190: Medieval Art History, or ART 4100: Art Tour			R
ART3130: Art Since 1900			R
ART 4000: Senior Capstone	A	A	
ART 3210, 3220, 3230, 3410, 3420, 3421, 3510, 3520, 3610, 3611, 3710, 3720, 3810, 3820, 3910, 3920: Intermediate and advanced studio courses	R		

Appendix 2: Foundations 1 Final Project Rubric

Foundations 1 Final Project Rubric

Skills	
Craftsmanship (10)	**10**
Project	
Elements/Principles (20)	**20**
Color (20)	**20**
Visual Communication (20)	**20**
Composition (20)	**20**
Critical thinking	
Visual Analysis (10)	**10**
Days Late	**0**
Completion (100%)	**100%**
Total Score (100)	**100**

General Rubric Terms

- **Craftsmanship**: The work demonstrates careful attention to detail in both the design and fabrication. The work presented is free from careless errors that detract from the intent of the artwork.

- **Visual Analysis**: Student actively participates in critique using analytical language learned in the course to objectively and constructively describe and assess peer artworks.

Project Rubric Terms

- **Elements/Principles**: The artwork successfully utilizes the four appropriately selected elements and principles of art and design in the work in order to achieve a composition to that creates the desired visual impact.

- **Color**: The artwork successfully utilizes two color theory approaches in order to support the compositional goals.

- **Visual Communication**: The artwork successfully uses visual language and components to effectively communicate the core concept of the artwork to the viewer.

- **Composition**: The artwork successfully utilizes the arrangement of elements and compositional strategies in order to support the visual communication goals of the artwork.