



Program Review Data Summary

Subject: Animation

Resource Utilization Indicators

	Number of Faculty		Student Credit Hours by Faculty Type		
	Part Time	Full Time	Part Time	Full Time	Total
2015	5	1	776	261	1,037
2016	4	2	454	531	985
2017	3	2	336	684	1,020

Notes:

Faculty type determined using cost center (org #). Some subjects may have more than one org #.

A full-time faculty member teaching a subject NOT tied to his or her home cost center is counted as part-time for that subject.

Total Student Credit Hours (SCH) are divided by the number of faculty teaching the class. E.g., for a class generating 30 SCH with 3 full-time faculty, then 10 SCH go to each faculty member.

Quality Indicators

Year	Subject	Subject Prefix	Headcount (unduplicated)	seats filled	#sections	Average Class Size	% Student Completion	% Student Success	% Student Attrition	Student Credit Hours
2015	Animation	ANI	133	338	25	13.5	90	77	9	1,037
2016	Animation	ANI	136	321	27	11.9	90	78	9	985
2017	Animation	ANI	123	341	27	12.6	93	82	6	1,020

Notes:

Attrition rate: number of students with a W grade divided by total enrolled (unduplicated headcount)

Success rate: number of students with grades A, B, C, or P divided by total enrolled (unduplicated headcount)

Completion rate: number of students with grades A, B, C, D, F, or P divided by total enrolled (unduplicated headcount)

Quality Indicators - Expenses & Revenue

Year	Subject	Direct Tuition Revenue	Direct Expenses	Direct Cost Per CrHr	Total Revenue	Total Expenses	Total Cost Per CrHr
2016	Animation	\$88,491.13	\$310,214.03	\$326.89	\$321,088.85	\$584,401.39	\$615.81
2017	Animation	\$90,232.98	\$399,399.74	\$368.79	\$410,396.65	\$622,796.81	\$575.07

Notes:

CrHr: Credit Hour

direct: Includes department expenses/revenues as well as percentage of direct administrative expenditures.

indirect: Includes a percentage of expenses and revenues associated with all other areas of campus that provide support to your program.

total: includes both direct and indirect

source Activity Based Cost (ABC) model updated Spring 2018.

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Quality Indicators - Program Outcomes

%Placement Rate for Graduates

employed	2013-2014	2014-2015	2015-2016
Animation-Entert& Game Art Des (2630 assoc)	20	25	30

of Graduates

graduates	2015	2016	2017	total
Animation-Entert& Game Art Des (2630 assoc)	12	22	16	50

of Graduates Transferring

transfers	2013-2014	2014-2015	2015-2016
Animation-Entert& Game Art Des (2630 assoc)	2	7	2