



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
2016	4	2	454	531	985
2017	3	2	336	684	1,020
2018	3	2	501	729	1,230

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
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
2018	Animation	ANI	140	411	30	13.7	92	80	7	1,230

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	\$399,713.65	\$369.08	\$410,396.65	\$623,230.05	\$575.47
2018	Animation	\$88,540.45	\$327,056.55	\$263.33	\$442,735.98	\$566,337.19	\$455.99

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.



Program Review Data Summary

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Quality Indicators - Program Outcomes

%Placement Rate for Graduates

employed	2014-2015	2015-2016	2016-2017
Animation-Entert& Game Art Des (2630 assoc)	25	30	0

of Graduates Transferring

transfers	2014-2015	2015-2016	2016-2017
Animation-Entert& Game Art Des (2630 assoc)	7	2	3

Quality Indicators - Expenses & Revenue

of Graduates

graduates	2016	2017	2018	total
Animation-Entert& Game Art Des (2630 assoc)	22	16	16	54