Program Review Data Summary

Subject: **Animation**

Resource Utlization Indicators

	Number of Faculty		Student Credit Hours by Faculty Type		
	Full Time	**Part Time**	**Full Time**	**Part Time**	**Total**
2017	2	3	684	336	**1,020**
2018	2	3	729	501	**1,230**
2019	2	3	537	771	**1,308**

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
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**
2019	Animation	ANI	150	437	29	15.1	94	81	5	**1,308**

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

Subject: **Animation**

Quality Indicators - Program Outcomes

% Placement Rate for Graduates

employed	2015-2016	2016-2017	2017-2018
Animation-Entert& Game Art Des (2630 assoc)	30	0	20

of Graduates Transferring

transfers	2015-2016	2016-2017	2017-2018
Animation-Entert& Game Art Des (2630 assoc)	3	6	2

Quality Indicators - Expenses & Revenue

of Graduates

graduates	2017	2018	2019	Total
Animation-Entert& Game Art Des (2630 assoc)	16	16	18	50

College Now and Honors Contract courses excluded; Quick Step included; Data is as of End-of-Term.
Graduates who transferred to either a two year or a four year school counted.
Source: Office of Institutional Planning and Research; Jul 30, 2020

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