

**Argosy University
 College of Creative Arts and Design
 Game Programming Bachelor of Science Assessment Review
 FY17 (2016-2017)**

To support program quality and integrity, the Hollywood campus of the College of Art and Design’s Game Programming bachelor program undergoes annual assessment reviews. Below are some statistics, findings, interventions and outcomes related to those reviews. If you have any questions, please contact Dr. Melinda Lester, Senior Director of Institutional Effectiveness at 714-338-4211 or mlester@aii.edu.

By The Numbers		FY16	FY17	FY18
Annual Enrollment		6	46	18
Annual Enrollment Demographics: Race and/or Ethnicity				
American Indian or Alaska Native				
Asian				2
Black or African American				1
Hispanic/Latino			16	10
Native Hawaiian or Other Pacific Islander				
Race and Ethnicity Unknown			11	1
Two or more races		3	3	1
White		3	16	3
Gender				
Female		0	1	1
Male		6	36	16
Annual Graduation (Total Headcount)		N/A	4	14
Completion Rate - (Expected program length = 12 quarters or 132 weeks)	On Time – % of students who completed the program within 100% of the expected program length.	N/A	N/A	N/A
	150% – % of students who completed the program within 150% of the expected program length.	N/A	N/A	N/A
	200% – % of students who completed the program within 200% of the expected program length.	N/A	N/A	N/A
Job Placement (Headcount of Students Available)		0	4	N/A*
Job Placement Rates (% of Students who accepted a position within 6 months of graduation)		0.0%	25.0%	N/A*

*Not Yet Reported

Programmatic Student Outcomes assessment was not conducted for this program in FY17 (2016-2017) and not yet available for FY18 (2017-2018).