Assessment of Program Student Learning Objectives (SLOs)
SLO Survey of Degree/Certificate Applicants
Architecture AS Degree, Summer 2012 – Fall 2012

CSM

	# of Respondents	Agree Strongly	Agree	Disagree	Disagree Strongly	Mean Score
Use basic architectural principles in elementary two & three dimensional design problem-solving	2	50.0%	50.0%	0.0%	0.0%	3.50
Use graphics, including freehand drawing and computer applications, and physical models to communicate three dimensional design concepts and alternatives	2	50.0%	50.0%	0.0%	0.0%	3.50
Describe architectural precedents and traditions, in particular the influences of the 20th/21st century, that impact the built environment and environmental design	2	50.0%	50.0%	0.0%	0.0%	3.50
Successfully carry out both individual and collaborative work as a part of a design team	2	50.0%	50.0%	0.0%	0.0%	3.50

Note: "Mean Score" is derived by assigning numeric values to each response (where 1="Disagree Strongly", 2="Disagree", 3="Agree", and 4="Agree Strongly") and calculating the mean of all responses for a given question item.

Narrative Comments

What particular elements of CSM's Architecture Program helped you the most?

- All the Architectural Design classes at CSM helped me develop and improved all my design skills.
- I mostly enjoyed working in the studio with conceptual design concepts.

What particular element of CSM's Architecture could be changed or added to help you?

- No changes, but I would recommend adding more Architectural design classes in addition to more Studio hours.
- While I enjoyed conceptual designs, I think that more technical/practical designs would have been helpful.