JCCC Program Review Summary 2021

Subject: **Animation**

Resource Utlization Indicators

	Number of Faculty		Student Credit Hours by Faculty Type		
	Part Time	Full Time	Part Time	Full Time	Total
2019	3	2	771	537	**1308**
2020	3	2	573	831	**1404**
2021	2	3	240	1302	**1542**

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 - Enrollment

Year	Subject	Subject Prefix	Headcount (unduplicated)	seats filled	#sections	Average Class Size	% Student Completion	% Student Success	% Student Attrition	Student Credit Hours
2019	Animation	ANI	150	437	29	15.1	94	81	5	**1,308**
2020	Animation	ANI	163	468	30	15.6	86	75	13	**1,404**
2021	Animation	ANI	179	514	33	15.6	90	71	9	**1,542**

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
2018	Animation	$88,540.45	$327,323.59	$263.55	$441,756.75	$622,774.73	$501.43
2019	Animation	$122,044.08	$353,482.86	$260.11	$511,470.56	$630,796.68	$464.16
2020	Animation	$127,179.04	$368,489.21	$254.31	$578,354.28	$685,655.28	$473.19

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 Fall 2020.

College Now and Honors Contract courses excluded; Quick Step included; Data is as of End-of-Term.
Source: Office of Institutional Planning and Research; Jan 11, 2022

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Quality Indicators - Program Outcomes

% Placement Rate for Graduates

Employed	2017-2018	2018-2019	2019-2020
Animation-Entert& Game Art Des (2630 assoc)	20%	20%	0%

Notes:
Source: JCCC Follow-Up Survey
Placement rate calculation: Total employed in a related field divided by the total who responded to the JCCC Follow-up Survey.

of Graduates Transferring

Transfers	2017-2018	2018-2019	2019-2020
Animation-Entert& Game Art Des (2630 assoc)	2	7	2

of Graduates

Graduates	2018-2019	2019-2020	2020-2021	Total
Animation-Entert& Game Art Des (2630 assoc)	18	23	19	60

College Now and Honors Contract courses excluded; Quick Step included; Data is as of End-of-Term.
Graduates who transfered to either a two year or a four year school counted.
Source: Office of Institutional Planning and Research; Jan 11, 2022

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