Innovative Teaching – Course Redesign project (ITCR)

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**PHYS 123: Physics of Animation**
An introduction to the principles and concepts of physics relevant to animation and special effects.

**Summary of course re-design activities**
In Fall 2012, the course materials for *Physics of Animation* were converted for use in Canvas. This semester everything in the course is done via Canvas except for lectures, which are in a large lecture hall (Science 258), and in-class quizzes using clickers.

The proposed re-design would convert the course into an *all-online course* by having the lectures available as videos and by having the quizzes administered through in Canvas.

We intend to assess the to-be-developed on-line version of the course using the "Student Assessment of Learning Goals" (SALG) survey system, and compare student outcomes in the face-to-face and on-line versions of the course.

This course routinely has a waiting list of over 50 students. We hope to better meet demand with the flexibility that comes with an on-line course.

**Brief description of the course and its place in the curriculum**
Physics of Animation is an SJSU Studies course (Area R).

It was created with the support of a National Science Foundation grant for Transforming Undergraduate Education in Science, Technology, Engineering and Mathematics. It has been offered for six semesters, starting in Fall 2009.

It is a required course for Animation Illustration majors.