

Undergraduate Program – Continuous Improvement Actions

Learning Goal	Learning Objective	T2 Data Collection	T3 Data Collection
<p>Goal 3: Our graduates will demonstrate analytical skills. [Career ready]</p>	<p><u>Problem Solving:</u> Students will be analytical problem solvers in business environments.</p>	<p>When Assessed: Fall 2015</p> <p>Where Assessed: MGT 439 (F2F & Online)</p> <p>How Assessed: Rubric</p> <p>Actions Taken:</p> <p>1. Early in the semester, students were given a case with explicit instructions to use the information provided in their analysis to make recommendations (action plans). While all sections included this, it was implemented in different ways; some made it a standalone assignment, others made it part of an exam.</p> <p>2. In order to better identify the student’s level of comprehension, the rubric was changed to split Action Plan into the two categories of ‘Evaluation’ & ‘Recommendation’.</p> <p>Results: At least 70% of students online met or exceeded expectations for criteria 1-2 (Problem Identification and Analysis). Less than 70% of the online students met expectations for criteria 3 (Evaluation; 68%) and 4 (Recommendation; 46%).</p> <p>Continuous Improvement Actions:</p> <p>1. Implement a semester-long strategy simulation game. This will be used in both face-to-face and online sections of MGT 439. The simulation will address both the "evaluation of alternatives" and the "action plan" deficiencies multiple times throughout the semester. While the simulation will be at the group level (and therefore will not be used for assessment), the lessons learned will impact each student's understanding of the underlying concepts.</p> <p>2. While there was greater emphasis placed on evaluating alternatives and action planning throughout the semester, the measurement artifact was gathered early in the semester. It is recommended that we choose an artifact later in the semester.</p>	<p>When Assessed: Fall 2017</p> <p>Where Assessed: MGT 439 (F2F & Online)</p> <p>How Assessed: Rubric</p> <p>Actions Taken: Fall 2016, we adopted another textbook and implemented a semester-long simulation game with both F2F & online students.</p> <p>Results:</p> <p>Continuous Improvement Actions:</p>

