PLO 5. Demonstrate information literacy and technological agility

Course/Key Assignment	Measure	Criteria	Results		
IST 605 Reference Scenario	A rubric is used to assess the student skill in describing user information needs in detail.	Using a rubric with a scale of 0-5 (no evidence, underdeveloped, developing, novice, advanced, emerging expert), 85% of students will achieve a rating of 4 or 5 on the specific section of the reference scenario assignment.	N=22		
			Did Not Meet	**Met**	**Exceeded**
			3 (14%) (rubric scores 0-3)	4 (18%) (rubric score of 4)	15 (68%) (rubric score of 5)
			To address the gap with students not meeting the criteria: faculty will reinforce stated criteria for this element by clarifying expectations in a variety of modes.		
IST 605 Reference Scenario	A rubric is used to assess the student skill in applying multiple evaluation criteria to sources.	Using a rubric with a scale of 0-5 (no evidence, underdeveloped, developing, novice, advanced, emerging expert), 85% of students will achieve a rating of 4 or 5 on the specific section of the reference scenario assignment.	N=22		
			Did Not Meet	**Met**	**Exceeded**
			6 (27%) (rubric scores 0-3)		16 (73%) (rubric score of 5)
			To address the gap with students not meeting the criteria: Faculty will improve instruction around analysis, rather than description, in the area of applying evaluative criteria to information sources.		
IST611 Collaborative Technology Project	Projects are evaluated on the quality of the advanced and	85% of students will achieve a total score of 21 to 25 on their project.	N=29		
			Did Not Meet	**Met**	**Exceeded**

	appropriate use of technology, organizational need, the challenges of the project, results, reflection, and professional presentation of the project.				100% (average score 24.2
IST 611 Coding in the Library	A rubric will be used to assess the one-page planning document for a coding event in the library, create a 1-2 minute promotional video for the event, and create two games using Scratch.	Using a summative score of 15 possible points, students will score a minimum of 12 (80%) on the Coding in the Library assignment.	N=29		
			Did Not Meet	**Met**	**Exceeded**
					97% (average score 14.3)
NY School Library Media Specialist Test: technology in educational settings section	Using a scale of 0-4 for the Information Technology section of the exam, students with a score of 3 or 4 will pass that section.	90% of students will achieve a rating of 3 or 4.	N=7		
			Did Not Meet	**Met**	**Exceeded**
					100% (1 earned a score of 3, 6 earned a score of 4)