**University of Arkansas - Fort Smith**
**5210 Grand Avenue**
**P. O. Box 3649**
**Fort Smith, AR 72913-3649**
**479-788-7000**

**General Syllabus**

**BSAT 4044 Senior Capstone Project**

Credit Hours:  4                  Lecture Hours: 2                  Laboratory Hours: 4

Prerequisites:  Senior Standing in BSAT program or consent of department head

Effective Catalog: 2018-2019

I.      **Course Information**

   A.  **Catalog Description**
   Assemble and refine an applied animation based upon projects completed
   during their junior and senior years. Focus will be on creativity and real-world
   application.  All advanced animation skills will be required for the completion
   of the project.

   B.   **Additional Information**
   This final project represents the culmination of the Bachelor of Science in
   Applied Animation Technology. This project is expected to be a significant
   and rigorous representation of the student's academic and creative
   accomplishments. Working independently under the direction of primary and
   secondary faculty advisors, the student will identify an area of critical inquiry
   that best combines personal creativity, academic achievement and
   professional ambition.

II.     **Student Learning Outcomes**

   A.  **Subject Matter**
   Upon successful completion of this course, the student will be able to:

   1.  Recognize, analyze and solve problems of applied animation.
   2.  Research fully the background of such problems as well as alternative
       solutions.
   3.  Understand and communicate effectively to various audiences.
   4.  Understand and master the elements and principles used in applied
       animations.
   5.  Understand professional practices, including time budgeting, work
       discipline, and clear communication with clients, end-users, and co-
       workers.

**B. University Learning Outcomes**
This course enhances student abilities in the following areas:

**Analytical Skills**
**Quantitative Reasoning**: Students will apply math and science knowledge when reading and analyzing models. Applied animation projects will require quantitative reasoning.

**Communication Skills (written and oral)**
Students will prepare and deliver written and oral presentations. Students will demonstrate the ability to communicate complex ideas visually and verbally.

**Ethical Decision Making**
Students will apply ethical frameworks to resolve a variety of ethical dilemmas.

**Global and Cultural Perspectives**
Students will reflect upon cultural differences and their implications for interacting with people from cultures other than their own when developing their applied animation projects. Student will deal with methods of communicating information between offices that can be located in various parts of the country and/or world where cultural issues must be addressed.

**III.   Major Course Topics**

    A.   Mastery of applied animation elements and principles
    B.   Professional ethics pertaining to the applied animation field
    C.   Attention to animation details
    D.   Effective communication skills to various audiences
    E.   Preparation of professional presentation
    F.   Communication: both visual and verbal