

# Assessment Plan: Leisure Studies

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**ASSESSMENT CYCLE:** 2015-2021

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## Program Learning Outcomes

*Our graduates will:*

1. Demonstrate the application of knowledge through a conceptual understanding of leisure studies.
2. Produce a scholarly product based on both existing information and student effort
3. Demonstrate the ability to adapt and innovate to solve problems.
4. Apply critical and creative thinking to synthesize information

## Curriculum Map

<add courses in curriculum, mark with **I** (introduce), **D** (develop), **M** (mastery) >

All the following courses are common to both Leisure Studies Options and Minor.

Rubric	Course Title	Outcomes			
		1	2	3	4
LSRE 135	Introduction to Leisure Studies	I	I	I	
LSRE 292	Outdoor Recreation-Adventure	D		I	I
LSRE 297	Campus Recreation		I		D
LSRE 300	Global Tourism	D			D
LSRE 370	History of Tourism	D		D	
LSRE 375	MGMT in Therapeutic Recreation		D	D	
LSRE 380	Statistical Methods in Education		D	D	D
LSRE 381	Social Foundations of Leisure			M	M
LSRE 385	Intergenerational Rec/Wellness	D	D	M	M
LSRE 391	Leadership in Leisure Studies	M	M		M

## Review Schedule

Schedules should include a 6-year rotation. Program Reviews will incorporate the data gathered over the assessment period. On the year Program Reviews are due, please submit a new assessment plan for the next 6-year rotation.

In the chart below use the course rubric to indicate when each class is to be reviewed.

Outcome	Year					
	2014-15	2015-16	2016-17	2017-18	2018-19	2019-20

1	LSRE 135 LSRE 292 LSRE 300 LSRE 370		LSRE 499R		LSRE 385 LSRE 391	
2		LSRE 297 LSRE 375 LSRE 380			LSRE 385	LSRE 135 LSRE 391 LSRE 499R
3	LSRE 135 LSRE 292		LSRE 370 LSRE 381	LSRE 375 LSRE 380	LSRE 385	LSRE 499R
4			LSRE 292 LSRE 381 LSRE 499R	LSRE 297 LSRE 300 LSRE 380	LSRE 385	LSRE 391

## Response Threshold

*Students will be rated based on the course level utilizing the following rubrics.*

I classes, 75% of the students should demonstrate acceptable (developing) skill level (3-4 score)

D Classes 75% of the students should demonstrate developed skill level (4-5 score)

M Classes 75% of the students should demonstrate mastery skill level (5-6 score)

### Rubric will be based on a 6 point structure

Not Observed		Developing		Strongly Present	
1	2	3	4	5	6

## Process for Assessing the Data

1. The Department Faculty identifies the nature of the assessment/s and will develop scoring rubric
2. Data is collected from identified courses (Spring and Fall).
3. Random samples of collected assignments will be scored by the Leisure Studies Head and at least two additional Leisure Studies instructors, using prepared scoring rubrics (a sample of at least 30 students per outcome).
4. The group tabulates the assessment scores.
5. Areas where acceptable performance threshold has not been met are highlighted, a reassessment plan will be submitted.
6. The scores will be reported to and discussed with Leisure Studies instructors at department meeting.
7. A summary of the year's assessment activities and faculty decisions are recorded in Program Assessment Report.
8. Reported to the Assessment and Outcomes Committee, which will provide feedback to the Department.