

## Student Learning Outcomes Matrix – Academic Year 2022-2023

Learning Outcome (measurement tools)	Benchmark	Number of students observed	Data for each tool or rubric	Percentage of students meeting expectations	Exceeds expectations Meets expectations Falls below expectations Insufficient data
<b>SLO 1</b> 1. Describe and demonstrate the fundamental knowledge and key skills required for success in the sport industry.					
Measure 1: (direct: a) Internship & Career Goals Paper & Portfolio	85% of students will achieve a score of 80/100 or better on both	38	38	100%	Meets
Measure 2: (direct: b) Seminar Case Studies	85% of students will achieve a score of 80/100 or better	40	36	90%	Meets
Measure: 3: (indirect: f) Internship Supervisor Evaluation	85% of students will be rated as being proficient or exemplary in all areas under parts I and II of the evaluation.	38	I: 27/38 II: 34/38	71% 89%	Falls below Meets
Measure 4: (indirect: g) Senior Exit Survey	85% of students will rate their basic knowledge of all Sport Industry core topics as emerging or strong. 85% of students will agree or strongly agree with all survey statements.	38	Basic: 32/38  Survey: 28/38	84%  74%	Falls below  Falls below
<b>SLO 2</b> Accumulate more than 400 hours of applied experiential learning in which knowledge and skills acquired in SM classes are successfully applied in a sport industry setting.					

Measure 1: (direct: a) Internship & Career Goals Paper & Portfolio	85% of students will achieve a score of 80/100 or better on both	38	38	100%	Meets
Measure 2: (indirect: f) Internship Supervisor Evaluation	85% of students will receive a “yes” response to both statements in part IV of the evaluation.	38	38	100%	Meets
SLO 3 Develop and apply problem- solving skills related to effective decision-making in the sport industry.					
Measure 1: (direct: b) Seminar Case Studies	85% of students will achieve a score of 80/100 or better	40	36	90%	Meets
Measure 2: (direct: c) Risk Management Project	85% of students will achieve a score of 80/100 or better	34	28	82%	Falls below
Measure 3: (indirect: f) Internship Supervisor Evaluation	85% of students will be rated by their supervisor as proficient or exemplary regarding their ability to “apply effective decision making and problem-solving skills related to issues in the sport industry”	38	34	89%	Meets
SLO 4 Recognize, describe, and assess issues related to diversity, equity, and inclusion.					
Measure 1: (direct: b) Seminar Case Studies	85% of students will be rated as proficient or exemplary. “Provided insightful and	40	37	92.5%	Meets

	thorough analysis of all the problems/questions, with specific attention paid to any potential ethical issues”				
Measure 2: (indirect: f) Internship Supervisor Evaluation	85% of students will be rated by their supervisor as proficient or exemplary regarding their ability to “understand and explain the necessity for ethical behavior when conducting business”	38	37	97%	Meets
Measure 3: (indirect: g) Senior Exit Survey	85% of all graduating seniors will rate their basic knowledge of sport in society/social issues as “emerging or strong.” and 85% of students will “agree or strongly agree” with the statements regarding ethics and social justice.	38	37  36	97%  95%	Meets
SLO 5 Model professionalism and employ effective oral, written, and interpersonal communication.					
Measure 1: (direct a) Internship & Career Goals Paper & Portfolio	85% of all students will score 80% or better on both	38	38	100%	Meets
Measure 2: (direct: d) Seminar White Paper	85% of all students will score 80% or better	40	33/39 *one student did not submit	85%	Meets

Measure 3: (indirect: f) Internship Supervisor Evaluation	85% of students will be rated by their supervisor as proficient or exemplary regarding their ability to “employ effective oral and written professional communication when sharing information across multiple channels” <b>and</b> agree or strongly agree regarding the professional quality: “effectively communicates when writing”	38	35	92%	Meets
			35	92%	Meets
SLO 6 Effectively research and select software/technology applications appropriate for use in the sport industry					
Measure 1: (direct: e) Technology & Social Media Assignment	85% of students will score 80% or better on Technology & Social Media in Sport assignment	43	41	95%	Meets
Measure 2: (indirect: f) Internship Supervisor Evaluation	85% of students will be rated by their supervisor as proficient or exemplary regarding their ability to “effectively select and engage technology and software appropriate for use in the sport industry” <b>and</b> agree or strongly agree regarding the professional	38	35	92%	Meets
			35	92%	Meets

	quality: “is efficient in utilizing technology”				
Measure 3: (indirect: g) Senior Exit Survey	85% of all graduating seniors will rate their basic knowledge of technology and social media in the sport industry as “emerging or strong.” and 85% of students will “agree or strongly agree” with the statement, “The SM program provided opportunities to learn about and apply technologies that I am likely to encounter as a professional”	38	36  35	97%  92%	Meets  Meets