UNIVERSITY OF ONTARIO INSTITUTE OF TECHNOLOGY

FINAL ASSESSMENT REPORT
March 2017
Bachelor of Information Technology
18-Month Follow-Up
Dean: Dr. Pamela Ritchie

Under UOIT's Quality Assurance Framework, all degree programs are subject to a comprehensive review every eight years to ensure that they continue to meet provincial quality assurance requirements and to support their ongoing rigour and coherence. Program reviews involve several stages, including:

1. A comprehensive and analytical self-study brief developed by members of the program under review.
2. A site visit by academic experts who are external to and arm's length from the program who prepare a report and recommendations on ways that it may be improved based on a review of the program's self-study and supporting material, and a two day site visit involving discussions with faculty, staff and students and a tour of the facilities.
3. Development of a plan for improvement by the program and proposed timelines for implementation.

All programs that undergo a review must provide a report eighteen months after the completion of the review to gather information on the progress that has been made implementing the agreed upon plans for improvement.

In 2013-2014 a program review was scheduled for the Bachelor of Information Technology programs: Game development and Entrepreneurship (GAME) & Networking and Information Technology Security (NITS). The Faculty has submitted to the Provost's Office a comprehensive chart outlining the achievements they have made made relative to the action plans resulting from the review. A summary of these achievements is provided below. The summary report is reviewed by the appropriate standing committee of Academic Council, and is subsequently reported to Academic Council, the Board of Governors and the Quality Council.

The program review site-visit for the Bachelor of Information Technology was completed September 25-26, 2014. Since that time, the Faculty made some progress in implementing the plan of action from the program review.

Identify math assessment tool and build remedial supports in math
Discussion is taking place on the best way to implement the assessment tool: whether it should be done prior to the commencement of the program or built into the curriculum.

Review math requirements and recommend changes that will make math courses more relevant and appropriate
GAME: Math courses were updated to reflect more game specific math material; outcomes are to be assessed.
NITS: To be completed

Review and redesign the business curriculum

GAME: Faculty member responsible for this was on leave and then left the university. The program area is meeting in the winter of 2017 to review progress and determine next steps.

Establish a Program Advisory Committee to develop a set of key performance indicators they would like to monitor
Members of the Program Advisory Committee have been identified and will be contacted during the winter 2017 semester.

Investigate causes of low retention and develop strategies to improve retention
Program areas have been working with the associate dean and academic advisors to identify key areas of challenges for students (math and programming) and resources have been dedicated to these areas, although there is much room for improvement.

Review the existing capabilities of the Hacker Research Lab (HRL). Integrate the HRL into the NITS program
HRL has been overhauled with new equipment and resources. Students are using the HRL during the IT Skills workshop and INFR 2600U.

Assess the design and implementation of the Capstone
GAME: The program area is looking at alternatives to capstone such as a 4th year Game Development Workshop (GDW) or Incubator (or both).

Curriculum evaluation for security certifications
NITS: The program area mapped out current course learning outcomes to the relevant security certifications. Where there were any lacking, those areas were integrated into the IT Skills workshop.

GDW Re-Evaluation (make more effective and more clear)
GDW has been redesigned with a new coordinator and new learning outcomes to make it more relevant for students and link more closely to industry and course work.

Curriculum Evaluation (e.g. effectively integrate Unity/Unreal, role of business courses, industry skills vs academic, ability to hold Minor programs)
GAME: Unity 3D and other engines have been integrated into courses and required for 3rd year GDW. A Games User Research minor is in development with an anticipated implementation date of September 2017. "Art" courses have been refocused and redeveloped into a more technical art stream and core teaching focused faculty have been hired to fill these gaps.

Business Engagement (engage business professors, involve in GDW)
This is in development.

Administrative Evaluation (graduate tracking, quality indicators, evaluation of GDW criteria, plan for faculty research leave)
Alumni tracking has been done for both BIT majors. Program areas are still working on quality indicators and the GDW coordinator is reassessing the GDW criteria for the 2017/18 academic year.

Next Scheduled Program Review: 2021-2022