Hallmarks Learning Goals: B.S. in Animation and Digital Media

The chart below indicates where the curriculum for your major offers courses or assignments that address the 8 Hallmarks Learning Goals. Your work in these courses can be uploaded as an artifact for your Hallmarks Folio.

As you progress through your major, you may produce work that fulfills a Learning Goal for which you already have an artifact. If this is the case, you are free to replace the earlier artifact with the more recent one, along with a new reflective essay to accompany it.

For more information about the Hallmarks Program, go to PhilaU.edu/hallmarks.

	Year 1	Year 2	Year 3	Year 4
Animation and Digital Media courses				
Curiosity		ANIM-202 Storytelling / Storyboarding		
Confidence				ANIM-497N Animation Capstone I
Contextual Understanding	Introduction to Animation			
Global Perspectives			ANIM-303 History of Animation	
Empathy			DECMTHD-300 Research Methods	
Collaboration		DECFRM-200 Business Models		
Initiative	DECPROC-101 Integrative Design Process			
Ethical Reflection				ANIM-499N Animation Capstone II
Hallmarks Core courses				
Curiosity	Science		Debating Global Issues (can address any of the 8 Learning Goals)	Capstone Folio Workshop (can address any of the 8 Learning Goals)
Confidence	Mathematics			
Contextual Understanding	Writing I: Written Communication			
Global Perspectives		Global Citizenship		
Empathy		Global Diversity		
Collaboration		Writing II: Multimedia Communication		
Initiative	Debating U.S. Issues		Integrative Seminar	
Ethical Reflection		Ethics		