



TQF.6 Field Experience Report

Course Code : DEC4901

Course Title: Field Experience in Digital Creativity

Credits: 6(450hours)

Semester /Academic Year : 2/2560

Students : Bachelor of Fine Arts in Creativity and Digital Media
(International Program)

Lecturer : Eakapotch Dhanasiri , Siridej Sirisomboon

Field Experience Report

Institution : Suan Sunandha Rajabhat University

Campus/Faculty/Department : SuanSunandha International School of Art (SISA), Salaya

Section1: General Information

1. Course Code and Title: DEC4901 Field Experience in Digital Creativity

2. Pre-requisite (if any): None

3. Faculty Member(s) Teaching the Course and Sections

Eakapotch Dhanasiri
Siridej Sirisomboon

Sections: Everyday

4. Semester and Academic Year

Semester 2, Academic Year 2560

5. Venue

The place that the student internship.

Section 2 : Implementation that Differs from Field Experience Plan

1. Student Preparation

- (1) Orientation by the program prior to the cooperative education program;
- (2) Study tour or institutional visit to the host workplace;
- (3) Handbook and Forms (Leave Form, Student Record Form, Student Evaluation Form, Rubric Assessment Criteria)

2. Advisor/supervisor preparation

SISA contacts the required host workplace and sends an official letter to the workplace at least one month before the cooperative education program begins.

3. Field Supervisor at workplace preparation

- (1) The workplaces selected for cooperative education program under MOU with SISA.
- (2) The workplaces selected for cooperative education program are expected to provide documents for student practice. Document may include research or trade/professional journal articles, policy manuals, and electronic sources.
- (3) The workplaces selected for cooperative education program are expected to provide supervisor for internship students.
- (4) The host supervisor gives assignments, monitors, and evaluates tasks and projects for student's experiences.

4. Changes on Field Experience

None

Section 3 Result

1. Number of students who registered field experience: 4 students
2. Number of students at the end of field experience: 4 students
3. Number of students who withdraw: None
4. Variability of scores level (grade)

Student's score as percentage	Grade	Total	Percentage
86 – 100	A	1	25
82 – 85	A-	-	50
78 – 81	B+	2	-
74 - 77	B	1	25
70 – 73	B-	-	-
66 – 69	C+	-	-
62 – 65	C	-	-
58 – 61	C-	-	-
54 – 57	D+	-	-
50 - 53	D	-	-
46 - 49	D-	-	-
0 - 45	F	-	-
	I	-	-
	W	-	-

5. Factors Influenced field experience

Doing school-based research helped the students to have more experiences than learning in the class.

Section 4: Problems and Management Impact

1. Management problem from institution and/or workplace
None
2. Impact towards students' learning Research results showed the effectiveness ratio of field experiences impact towards students about 89.95
3. Solutions to avoid problem and obstacles in the future (if any).

Section 6 : Improvement Plan

1. Progress of teaching and learning improvement recommended in field experience report

Improvement plan proposed in Semester2 Academic year 2560 - Design program to monitor and evaluate students' progression every Wednesday and using internet-based communication.	Results of the plan implementation (In case no action was taken nor completed, reasons must be provided.) -
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2. Other improvements

Searching information for doing innovation in teaching mathematics from online database.

3. Suggestions for improvement for Semester 2 Academic year 2560

Suggestions	Time Frame	Responsible person
Work Placement in Digital Creativity	2016	Eakapotch Dhanasiri

4. Suggestions of faculty member(s) responsible for the course

The student understand in the real situation of the work placement in film or media production .