# B.C. Baccalaureate Outcomes

# 2023 Survey of 2021 Baccalaureate Graduates

# ☑ BC Student □ Outcomes

Detailed Summary of Survey Results

All Institutions

10.0304: Animation, interactive technology, video graphics and special effects

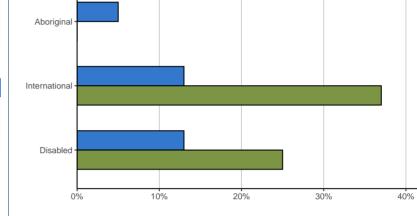
SYSTEM		
10.0304	SYSTEM	
	10.0304	

RESPONSE RATE										
Survey Response Rate:	10.0304 SYSTEM					Respo	onse Rate			
Baccalaureate Graduates Survey Cohort	53	100%	25,962	100%	SYSTEM -					
Survey Respondents and Response Rate	27	51%	8,603	33%	GIGIEM					
					10.0304 -					
					0%	10%	20%	30%	40%	50%

### DEMOGRAPHIC INFORMATION

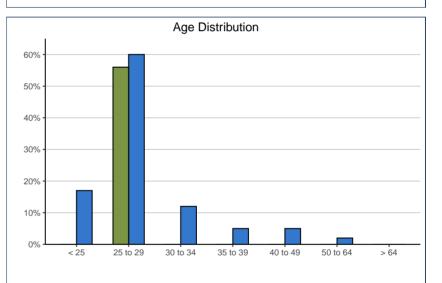
Self-Reporting Subgroups:	10.0304		eporting Subgroups: 10.0304		SYSTEM	
Disabled	6	25%	1,079	13%		
International	10	37%	1,153	13%		
Aboriginal	~	~	330	5%		

Gender:*	10.0304		SYS	TEM
Male	7	26%	3,534	41%
Female	20	74%	5,051	59%
Total	27	100%	8,585	100%
*Due to zero or low counts, institution-reported "Non-binary" demographic data are not included.				

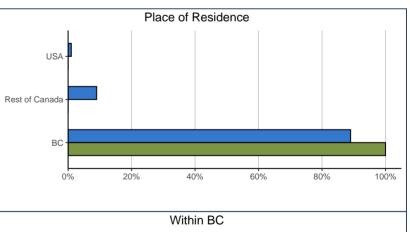


Self-Reporting Subgroups

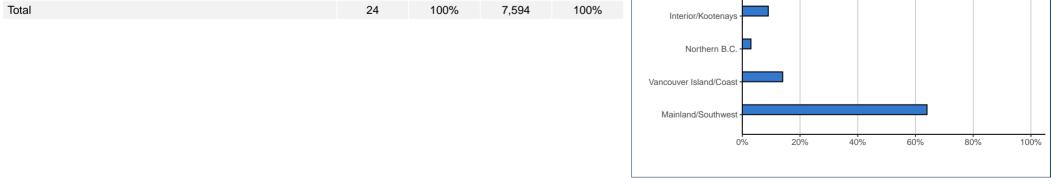
Age (at time of survey): 10.0304 SYSTEM < 25 ~ ~ 1,417 17% 25 to 29 15 56% 5,150 60% 30 to 34 0 0% 994 12% 35 to 39 ~ 417 5% ~ 40 to 49 0 0% 407 5% 50 to 64 0 0% 175 2% > 64 0 0% 26 0% Total 27 100% 8,586 100% Median Age 25 26 Average (mean) Age 25 28



Place of Residence (at time of survey):	10.	.0304	SYS	TEM
BC – Mainland/Southwest	~	~	4,824	64%
BC – Vancouver Island/Coast	~	~	1,065	14%
BC – Northern B.C.	0	0%	225	3%
BC – Interior/Kootenays	0	0%	673	9%
BC Subtotal	24	100%	6,787	89%
Canada – Alberta	0	0%	328	4%
Canada – Ontario	0	0%	239	3%
Canada – Other	0	0%	165	2%
U.S.A.	0	0%	75	1%
Non-BC Subtotal	0	0%	807	11%



1



# ☑ BC Student ☑ Outcomes

# Detailed Summary of Survey Results All Institutions 10.0304: Animation, interactive technology, video graphics and special effects

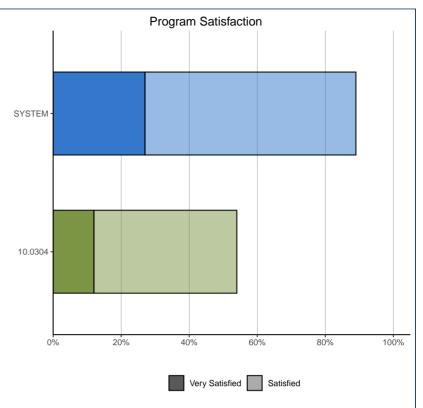
SYSTEM \_\_\_\_\_\_

### EDUCATION EVALUATION AND SKILL DEVELOPMENT

Program Satisfaction:	10.0304		SYSTEM	
Very Satisfied	3	12%	2,262	27%
Satisfied	11	42%	5,296	62%
Dissatisfied	11	42%	740	9%
Very Dissatisfied	1	4%	184	2%
Total	26	100%	8,482	100%

Usefulness of Knowledge, Skills, and Abilities Acquired during Program in Work:	10.0304		SYS	ТЕМ
Very Useful	5	24%	2,704	39%
Somewhat Useful	8	38%	3,247	46%
Not Very Useful	4	19%	814	12%
Not at All Useful	4	19%	250	4%
Total	21	100%	7,015	100%

Took upgrading, access, bridging, or other preparatory courses during or prior to studies:	10.0304		SYSTEM	
Yes	0	0%	818	10%
No	26	100%	7,545	90%



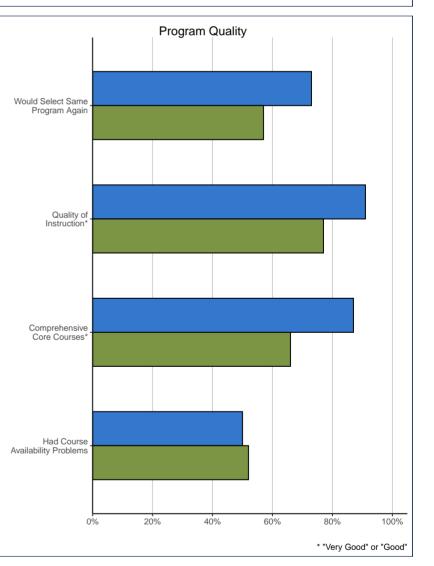
Would select the same program again:	10.0304		SYSTEM	
Yes	13	57%	5,501	73%
No	10	43%	2,019	27%

Quality of Instruction:	10.0304		SYS	ТЕМ
Very Good	6	23%	2,328	27%
Good	14	54%	5,423	64%
Poor	5	19%	649	8%
Very Poor	1	4%	131	2%
Total	26	100%	8,531	100%

Comprehensiveness of Core Courses:	10.0304		SYS	ТЕМ
Very Good	2	8%	2,206	26%
Good	15	58%	5,161	61%
Poor	7	27%	862	10%
Very Poor	2	8%	171	2%
Total	26	100%	8,400	100%

Course Availability:	10.0304		SYSTEM	
Encountered course availability problems	14	52%	4,193	50%

Financial Constraints:	10.0304		SYS	TEM
Had to interrupt studies for financial reasons	3	12%	926	11%
Had to take program part-time for financial reasons	7	28%	1,545	18%



Note:  $\sim$  indicates low cell count; data suppressed

# ☑ BC Student ☑ Outcomes

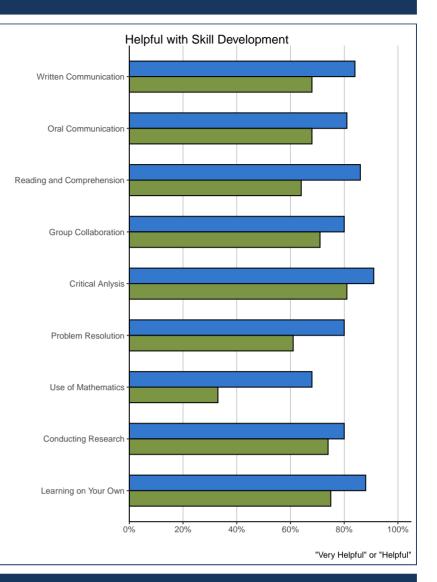
# Detailed Summary of Survey Results All Institutions 10.0304: Animation, interactive technology, video graphics and special effects

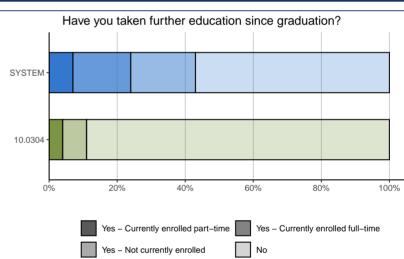
SYSTEM \_\_\_\_\_\_

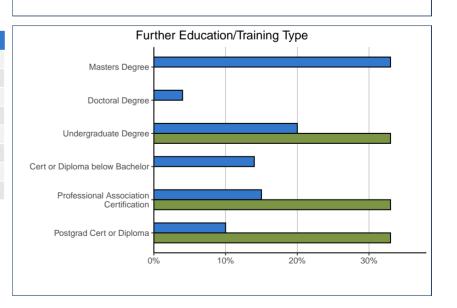
## SKILL DEVELOPMENT

			10.0304		
Skill Development: How helpful was institution?	Very Helpful	Helpful	Not Very Helpful	Not at All Helpful	# Resp.
Written Communication	24%	44%	28%	4%	25
Oral Communication	24%	44%	28%	4%	25
Reading and Comprehension	20%	44%	32%	4%	25
Group Collaboration	21%	50%	13%	17%	24
Critical Anlysis	35%	46%	15%	4%	26
Problem Resolution	23%	38%	23%	15%	26
Use of Mathematics	0%	33%	22%	44%	9
Conducting Research	22%	52%	17%	9%	23
Learning on Your Own	29%	46%	13%	13%	24

			SYSTEM		
Skill Development: How helpful was institution?	Very Helpful	Helpful	Not Very Helpful	Not at All Helpful	# Resp.
Written Communication	27%	57%	13%	3%	8,300
Oral Communication	25%	56%	17%	3%	8,321
Reading and Comprehension	30%	56%	13%	2%	8,343
Group Collaboration	28%	52%	17%	4%	8,403
Critical Anlysis	42%	49%	7%	2%	8,503
Problem Resolution	25%	55%	17%	3%	8,293
Use of Mathematics	21%	47%	24%	8%	6,569
Conducting Research	30%	50%	17%	4%	8,092
Learning on Your Own	38%	50%	9%	3%	8,397







### FURTHER EDUCATION

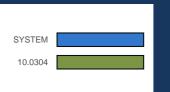
Took further education since 2021 graduation:	10.0	10.0304		ТЕМ
Yes	3	11%	3,668	43%
Not currently enrolled	2	7%	1,580	19%
Currently enrolled full-time	0	0%	1,472	17%
Currently enrolled part-time	1	4%	565	7%
No	24	89%	4,870	57%
Total	27	100%	8,538	100%

Type of Formal Post–Secondary Education:	10.	10.0304		TEM		
Masters Degree	0	0%	1,184	33%		
Doctoral Degree	0	0%	153	4%		
Another Undergraduate Degree	1	33%	718	20%		
Certificate or Diploma below Bachelor level	0	0%	510	14%		
Professional Association Certification	1	33%	538	15%		
Postgraduate Certificate or Diploma	1	33%	359	10%		

r oolgradaalo ooriinoalo or Dipiorna	•	0070	000	1070
Other	0	0%	162	4%
Total	3	100%	3,624	100%

# ☑ BC Student ☑ Outcomes

# Detailed Summary of Survey Results All Institutions 10.0304: Animation, interactive technology, video graphics and special effects



### EMPLOYMENT

Labour Fource Status:	10.	10.0304		TEM		
In Labour Force (working or seeking work)	25	96%	7,643	90%		
Not in Labour Force	1	4%	803	10%		
Total	26	100%	8,446	100%		
Employment:	10.	10.0304		10.0304 SYSTEM		TEM
Envelopment Datat	04	700/	7 000	000/		

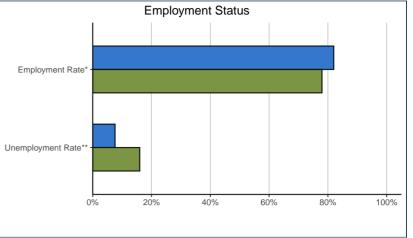
 Employment:
 10.0304
 SYSTEM

 Employment Rate\*
 21
 78%
 7,062
 82%

 Unemployment Rate\*\*
 4
 16.0%
 581
 7.6%

 \*Percent = Total employed divided by total number of respondents

\*\*Percent = Total unemployed divided by total number in Labour Force



Status of Graduates NOT in Labour Force:	10.0304		SYS	TEM
Attending School FT	0	0%	565	70%
Attending School PT	0	0%	20	2%
Other	1	100%	218	27%
Total NOT in Labour Force	1	100%	803	100%

Primary Employment Type:	10.0304		SYS	ТЕМ
Paid worker	19	90%	6,623	94%
Self-employed	2	10%	412	6%
Total	21	100%	7,035	100%

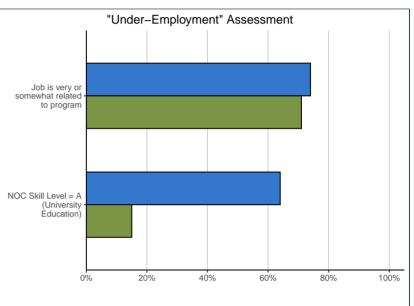
Job Characteristics:	10.	10.0304		ТЕМ
I hold more than one job*	6	29%	1,243	18%
My main job is full-time (>= 30 hours per week)**	15	71%	5,922	89%
*Of total Employed				

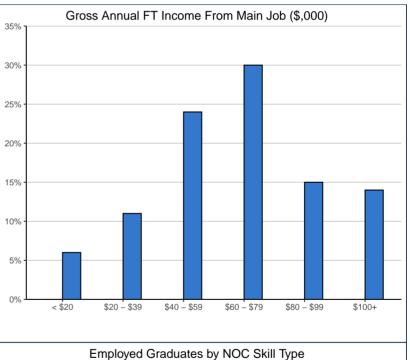


How related is your main job to your program?	10.0304		SYSTEM	
Very Related	6	29%	3,081	44%
Somewhat Related	9	43%	2,151	31%
Not Very Related	2	10%	901	13%
Not at All Related	4	19%	910	13%
Total	21	100%	7,043	100%

"Under-employment" Assessment:	10.0304		SYS	ТЕМ
Job is very or somewhat related to program	15	71%	5,232	74%
NOC Skill Level = A (University Education)*	3	15%	4,148	64%
*Of total valid responses				

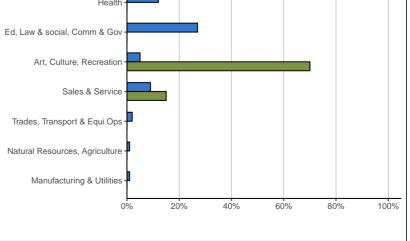
Gross Annual Income from Main Job:*	10.0	0304	SYS	TEM
Less than \$20,000	~	~	310	6%
\$20,000 to \$39,999	~	~	593	11%
\$40,000 to \$59,999	~	~	1,303	24%
\$60,000 to \$79,999	~	~	1,609	30%
\$80,000 to \$99,999	~	~	805	15%
\$100,000 and Above	~	~	729	14%
Total	16	100%	5,349	100%
Median Annual Income (full-time) (\$)	58,000		68,000	
Average Annual Income (full-time) (\$)	60,295		74,015	
*Where data provided				





Business, Finance, Admin

NOC Skill Type of Main Job:	10.	10.0304		TEM
Business, finance & administration	2	10%	1,558	24%
Natural & applied sciences & related	1	5%	1,354	21%
Health	0	0%	761	12%
Education, law and social, community & government	0	0%	1,787	27%
Art, culture, recreation & sport	14	70%	296	5%
Sales & service	3	15%	559	9%
Trades, transport & equipment operators & related	0	0%	114	2%
Natural resources, agriculture & related production	0	0%	35	1%
Manufacturing & utilities	0	0%	35	1%
Total	20	100%	6,499	100%



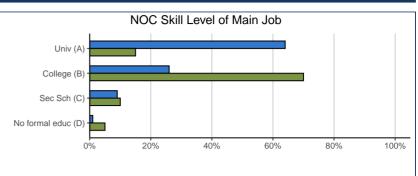
4

# ☑ BC Student □ Outcomes

# Detailed Summary of Survey Results All Institutions 10.0304: Animation, interactive technology, video graphics and special effects

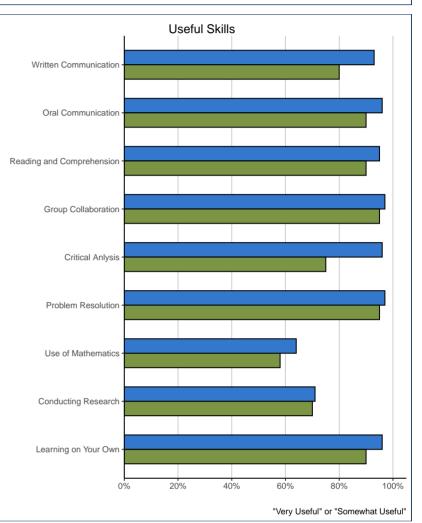
SYSTEM \_\_\_\_\_\_

### EMPLOYMENT, continued NOC Skill Level of Main Job: 10.0304 SYSTEM 3 A. University education 15% 4,148 64% B. College education/trade apprenticeship 14 70% 1,713 26% C. Secondary school + job-specific training 2 10% 564 9% D. No formal education 1 5% 90 1% Total 20 100% 6,515 100%



		10.0304			
How useful are the following skills and abilities in doing your main job?	Very Useful	Somewhat Useful	Not Very Useful	Not at All Useful	# Resp.
Written Communication	40%	40%	10%	10%	20
Oral Communication	65%	25%	5%	5%	20
Reading and Comprehension	65%	25%	0%	10%	20
Group Collaboration	75%	20%	0%	5%	20
Critical Anlysis	40%	35%	20%	5%	20
Problem Resolution	76%	19%	0%	5%	21
Use of Mathematics	11%	47%	26%	16%	19
Conducting Research	40%	30%	15%	15%	20
Learning on Your Own	70%	20%	5%	5%	20

	SYSTEM				
How useful are the following skills and abilities in doing your main job?	Very Useful	Somewhat Useful	Not Very Useful	Not at All Useful	# Resp.
Written Communication	71%	22%	4%	2%	7,014
Oral Communication	78%	18%	2%	1%	7,014
Reading and Comprehension	72%	23%	4%	1%	7,014
Group Collaboration	79%	18%	2%	1%	7,016
Critical Anlysis	76%	20%	3%	1%	7,016
Problem Resolution	80%	17%	2%	1%	7,013
Use of Mathematics	27%	37%	22%	14%	6,834
Conducting Research	37%	34%	17%	11%	6,904
Learning on Your Own	70%	26%	3%	2%	6,997



# Top 10 Full-time Octurations of 10.0304 determinants 10.0304 NOC NOC Skill Level Description % Employed FT in this Occ.\*\* 5241 B Graphic designers and illustrators 38% \* 38% \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* -

\* Data not displayed where n < 5

\*\* Percentages cited are of those employed

•	•		
NOC	NOC Skill Level	Description	% Employed FT in this Occ.**
3012	A	Registered nurses and registered psychiatric nurses	6%
XXXX	0	Unclassified occupations	5%
2173	A	Software engineers and designers	3%
1111	A	Financial auditors and accountants	3%
4032	A	Elementary school and kindergarten teachers	3%
4212	В	Social and community service workers	3%
1123	A	Professional occupations in advertising, marketing and public relations	3%
2174	A	Computer programmers and interactive media developers	3%
1221	В	Administrative officers	2%
4031	A	Secondary school teachers	2%
*			

\* Data not displayed where n < 5

\*\* Percentages cited are of those employed

# ☑ BC Student □ Outcomes

# Detailed Summary of Survey Results All Institutions 10.0304: Animation, interactive technology, video graphics and special effects

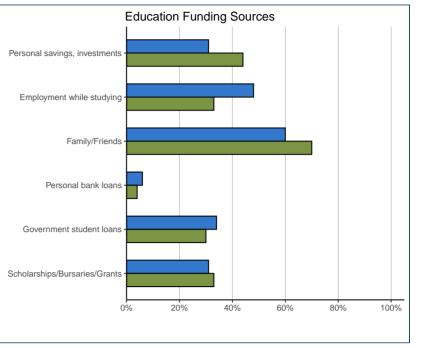
SYSTEM \_\_\_\_\_\_

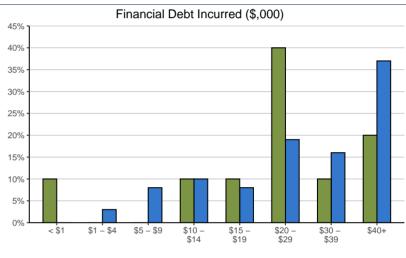
### EDUCATION FINANCING

Funding Sources (3 sources allowed):*	10.	10.0304		ТЕМ
Personal savings, investments	12	44%	2,643	31%
Employment while studying	9	33%	4,042	48%
Family/Friends	19	70%	5,041	60%
Personal bank loans	1	4%	535	6%
Government student loans	8	30%	2,834	34%
Scholarships/Bursaries/Grants	9	33%	2,631	31%
Other	9	33%	1,990	24%
Total	27		8,391	
* Percentage of respondents who identified this source				

Financial Debt Incurred to Finance Bac. Ed.:\*10.0304SYSTEMIncurred any form of financial debt1142%3,73644%Incurred government–sponsored student loan debt830%3,10537%\* Percentage of respondents who provided data

Financial Debt Amount:*	10.	10.0304		TEM
< \$1,000	1	10%	4	0%
\$1,000 to \$4,999	0	0%	85	3%
\$5,000 to \$9,999	0	0%	219	8%
\$10,000 to \$14,999	1	10%	298	10%
\$15,000 to \$19,999	1	10%	233	8%
\$20,000 to \$29,999	4	40%	545	19%
\$30,000 to \$39,999	1	10%	455	16%
\$40,000 or More	2	20%	1,064	37%
Total	10	100%	2,903	100%
Median Financial Debt (\$)	20,000		30,000	
* Includes only cases where financial debt was incurred				

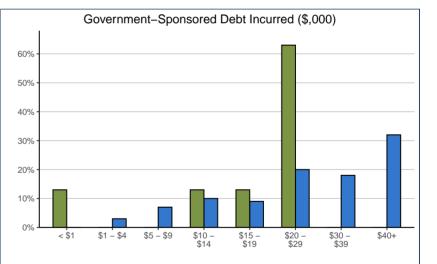




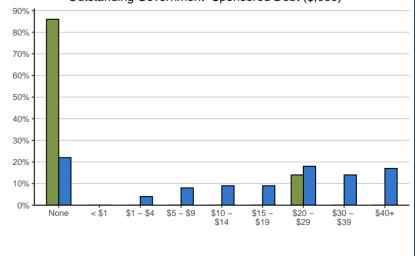
Gov't-Sponsored Student Loan Debt Amount:*	10.0304		SYSTEM	
< \$1,000	1	13%	6	0%
\$1,000 to \$4,999	0	0%	66	3%
\$5,000 to \$9,999	0	0%	156	7%
\$10,000 to \$14,999	1	13%	219	10%
\$15,000 to \$19,999	1	13%	189	9%
\$20,000 to \$29,999	5	63%	424	20%
\$30,000 to \$39,999	0	0%	394	18%
\$40,000 or More	0	0%	687	32%
Total	8	100%	2,141	100%
Median Gov't-Sponsored Loan Debt (\$)	20,000		30,000	
* Includes only seess where asymptotic encoursed debt was incu	ma al			

\* Includes only cases where government-sponsored debt was incurred

Gov't-Sponsored Loan Debt Outstanding:*	10.0	10.0304 SYS1		ТЕМ
None – Loan repaid in full	6	86%	524	22%
< \$1,000	0	0%	9	0%
\$1,000 to \$4,999	0	0%	103	4%
\$5,000 to \$9,999	0	0%	189	8%
\$10,000 to \$14,999	0	0%	213	9%
\$15,000 to \$19,999	0	0%	208	9%
\$20,000 to \$29,999	1	14%	447	18%
\$30,000 to \$39,999	0	0%	330	14%
\$40,000 or More	0	0%	406	17%
Total	7	100%	2,429	100%
Median Gov't-Sponsored Loan Debt Outstanding** (\$)	23,000		24,000	



Outstanding Government–Sponsored Debt (\$,000)



\* Includes only cases where government-sponsored debt was incurred, and valid "amount remaining" was provided \*\* Median amounts shown are based on those who had remaining government student loan debt