

## **Institutional Service (updated June 2014)**

### ***[Ongoing]* Technology Committee, Chair and Media Arts & Animation program representative**

The Technology Committee is comprised of a broad cross-section of faculty and members of the technology department. Our task, in short, is to provide the best possible experience for students, faculty, and staff in regard to how they use technology on campus. We compile the annual capital purchase requests, set policy for computer labs and the eCage, and look for ways to make our existing suite of hardware and software serve the mission of the school to the best of its ability. We inform our conversations with feedback from faculty and student polls, the Noel-Levitz Student Satisfaction Inventory, and personal experience on campus. If it plugs into the wall or runs on batteries, it's probably our purview -- not only computers, but scanners, copiers, projectors, cameras, and so on. Our meetings also serve as a direct line of communication between faculty and the technology department; I find the dialogue fruitful in helping each group understand the other's wants and needs.

### ***[Ongoing]* Media Arts Festival Committee, Chair**

The Media Arts Festival Committee serves as the force behind AiM's annual Blockhead Festival. Created in 2004, this annual event is a public celebration of our students' efforts in the Ai School of Media, and as faculty it is one of the highlights of our year. Comprised of members from the Media Arts & Animation, Visual Effects & Motion Graphics, and Digital Film and Video programs, the committee tackles the logistics of putting the festival together, promotes the festival and garners student involvement, collects and juries entries from students, organizes involvement from industry professionals, and of course conducts the festival itself. This year we are adding an informal "student subcommittee" to increase our grassroots efforts in getting students excited about participating, and we are collecting entries year-round to compile what we hope will be the strongest body of work yet. The festival is typically held in late October, often with a fun Halloween/costume theme. We also hope this year to get the audio and photography programs involved in the festival so that we more roundly represent the School of Media as a whole.

### ***[June 2014]* Sci-Candy: Animation-Based Learning and the Next Wave of Science Education**

At the June faculty development in-service, over 20 faculty attended my presentation of how cognitive research of animation-based learning shaped my design choices when creating the educational animation "Geothermal Energy: Enhancing Our Future."

## Level of pictorial detail

- Increased realism does not equate to increased learning
- Abstract images (reduced detail) are better retained than concrete ones
- “Appropriate” level of detail depends on instructional goal, target audience

### ***[June 2014] Spring 2014 Graduation Commencement***

I attended the graduation commencement ceremony for the winter and spring grads at the Pantages Theater.

### ***[June 2014] Spring 2014 Senior Screening***

I attended the senior screening for the School of Media’s spring grads, including work from the digital film, animation, and visual effects programs. An after-screening social gathering of faculty allowed me to catch up on some of the quarter’s activities from the digital film program.

### ***[May-June 2014] Hennepin Theater Trust “Made Here”***

The “Made Here” initiative turns the windows of downtown Minneapolis into a giant art gallery. I am currently working with representatives of Hennepin Theatre Trust to present “A Celebration of Biking in Minneapolis,” a short animation produced by seven of my animation students. I also co-advised the project with fellow instructor Jon Dege. The short will play in one of Ai’s windows along LaSalle Avenue, and the display will feature large cutouts of some of the characters. Our involvement in this initiative will promote the creative spirit of Ai to passersby in the downtown area.

## Made Here

SHARE

# MADE HERE

Presented by

WINDOWS • DOORS  
**Andersen** 



### Meet *Made Here*

With *Made Here*, Hennepin Theatre Trust showcases Minnesota's wealth of artistic talent to activate the vibrant downtown Minneapolis Cultural District. From locally created visual displays in vacant storefronts, to pop-up parks and art galleries and live performances in commercial spaces, the rich diversity of the Twin Cities' cultural community is front and center for all to share.

The Cultural District stretches from the Walker Art Center and the Minneapolis Sculpture Garden to the Mississippi Riverfront to create a unified, attractive and walkable destination to benefit residents, businesses and property owners, artists and visitors alike

Special thanks to [Andersen Windows](#), *Made Here's* presenting sponsor. Additional sponsorship support is provided by [Faribault Woolen Mills](#) and [Arts Institute International](#). The Cultural District in downtown Minneapolis is led by Hennepin Theatre Trust with active partners [Artspace](#), the [City of Minneapolis](#) and [Walker Art Center](#).



***[August 2012-January 2013] Media Arts & Animation Curriculum Task Force***

I served on the system-wide Media Arts & Animation Curriculum Task Force. Comprised of animation faculty from Ai campuses across the country, the task force gathered in Pittsburgh in November 2012 to overhaul the existing program, updating the curriculum to reflect changes in industry trends, technology, and pedagogy. The process resulted in a single curriculum to be implemented at all campuses, unifying the variants that evolved independently over the previous years in order for students to transfer seamlessly between campuses. The intensive summit required compromise between regional emphases in 2D vs. 3D animation, visual effects vs. character/narrative animation vs. game animation, and so on. Additionally, we had to work within the many structures and regulations of accreditation. Our dedicated efforts resulted in a balanced and robust four-year curriculum that will serve the needs of the system's students for many years to come.

***[July 2011] Faculty development session: Effective Course Design***

I co-hosted a faculty development breakout session wherein I laid out a number of considerations I take into account when designing content for my courses, from project complexity to timeline to grading breakdown. You can see an in-depth list of these considerations in the Reflection on Teaching section of my portfolio.

***[Ongoing] Program Assessment***

The Media Arts & Animation program at Ai Minnesota is a leader in program assessment. Our initiative of conducting formal portfolio reviews at the 5<sup>th</sup>, 9<sup>th</sup>, and 12<sup>th</sup> levels of the students' program is an exemplar for other programs to adopt. This process raises the bar for student achievement and provides valuable feedback to the faculty on our effectiveness in the classroom. In addition, we have regular discussions of the efficacy of our metrics (i.e. "assessing the assessment") in an effort to continually improve the usefulness of the feedback we receive from these efforts. These reviews are held quarterly or semi-quarterly. The capstone 12<sup>th</sup> level review serves as the program level assessment where student learning outcomes are measured at the institutional level.

***[Ongoing] Portfolio Shows and Graduation Commencement***

I attend end-of-quarter portfolio shows on a regular basis, congratulating students on their successes and participating in Best-In-Show voting. It is also a pleasure to attend June and December commencement ceremonies to further celebrate student achievement.

***[Ongoing] Open House***

On a rotating basis, I serve as the School of Media representative at the school's Open House events. In conjunction with the Admissions department, I meet prospective students and their families, answer questions, and present information about the various programs within the School of Media.

***[Ongoing] Volunteer hours in the Academic Achievement Center***

On a periodic basis, I conduct my office hours in the Academic Achievement Center, making myself available to a broader range of students and assisting with challenges outside the animation program.