

**ADM –Computer Graphics Curricular Sub-Committee
September 19, 2008 4PM**

Attending: Sharon Wood, Fred Clark, Carolyn Shafer, Mike Reish

Agenda:

- 1. Software changes this year. CS4? Maya 2009?*
- 2. Any changes in courses or curricula needed?*
- 3. ILF job description*

1. What classes would be effected by software upgrades. ARTS 171, ARTS 173, ARTS 229, ARTS 232, ARTS 237, ARTS 234, ARTS 235 and ARTS 237. What do we know about the upgrades? CS4 buzz is that it is not really worthy of full-upgrade status just tweaks. From demos at SigGRAPH that also seems to be the case with Maya 2009.

Do we feel the need to have upgrades in place for Spring? NO, if things turn out to be larger upgrades than anticipated we need time and more money to do course upgrades as well. It was also determined that change in the middle of the year without having time for testing could also be a bad idea. We need to get copies of software to faculty for evaluation as soon as they come in, however.

May need to request course rewrite money in next budget cycle in software changes are substantial.

2. No changes in course or curricula seem necessary at this time. See above proviso.

3. ILF job description for the Mike Reish position replacement:

Job Summary:

Instructional support for the Art, Design & Multimedia program. Instructional support includes but is not limited to mean training/tutoring with students at all levels. This tutoring/training to deal with learning objectives set forth by the Art, Design & Multimedia faculty in ARTS digital classes.

Students learn by practice. Students need guided problem-solving experience because many of the problems are not "broken equipment". There are often specialized problems that arise from the complex interactions between many software packages, specialized hardware, and

complex user needs. Problem-solving requires working with the situation "as it occurs" with the user, the file, and all the equipment in place.

Qualifications:

Associates degree in Art or a related field (Photography, Digital Media, Multimedia, Web Design) required. Experience with Mac OS X computers required. Teaching experience in classes which combine artistic and technological objectives recommended. Must possess excellent written and verbal communication skills. Must work collaboratively with faculty in the ADM program. Must be knowledgeable in a majority of the following software used by the Program: Adobe Photoshop, Adobe Dreamweaver, Adobe Flash, Corel Painter, professional video editing software (such as Adobe Premiere or After Effects, Avid, or Final Cut Pro) and 3D animation software (such as Autodesk Maya, NewTek LightWave or Autodesk 3D Studio).

The committee felt that the following was appropriate to state:

- a. ILFs assist instructors in class when needed for specific activities.
- b. ILFs support students one on one when they are working in open lab. ILFs in consultation with students need to analyze whether the problem is hardware/software/student understanding. If ILF determines it is a hardware problem then they need to submit a trouble ticket but don't necessarily need to fix. Same with software. If student understanding then they need to assist student to understand and facilitate workflow.
- c. ILFs don't write curriculum. They may write handouts if they see consistent questions but should consult with instructor as to cause. Then instructor and/or ILF in collaboration may write something up for distribution to class.
- d. Web sites and handouts alone are not good customer service. Students have consistently said that what they like about our labs is the ability to ask a real person a question. Students need to interact with someone above student aide because faculty should have a better understanding of educational objectives.

4. A question for the curricular committee as a whole: *What should theartprogram.org website be to best benefit the program?*