

SECTION V. SABBATICAL LEAVE APPLICATION

Lucy Snow

February 7, 2023

Name (Open Print Preview to have your name populate throughout the form)

Date

Los Medanos College

Fall 2023

College

Sabbatical leave period requested

Art

16

Teaching field(s)

Years of service in CCCC

Have you had previous Sabbaticals? If "yes" give time period(s) and activity (activities).

Fall Semester 2015, Pottery Wheel and ceramic sculpture professional study and practice, curriculum integration

Indicate type of Sabbatical program (see United Faculty Agreement, Section 12.5.6) If program can be categorized by more than one type, check where applicable.

- Institutional study (complete Form A)
- Travel (complete Form B)
- Professional Study and/or Creative Study (complete Form C)

GENERAL SUMMARY OF SABBATICAL PROGRAM

(GIVE A 100-WORD MAXIMUM STATEMENT)

3D Art Digital Design Research, Exploration, Application, and Integration

I propose to learn and work with digital software programs to create three-dimensional art and design. I will make new sculptures/prototypes using these programs and create a digital portfolio/webpage to show examples of that work. I will apply the skills and knowledge gained to better integrate LMC's Three- Dimensional Design Certificate Program with other programs at LMC and transfer programs. I will research successful 3D design programs and the topic of Design Thinking and will apply this knowledge to create assignment monographs/modules that can be used to collaborate with my colleagues and better prepare students for transfer or work in design.

VALUE TO EDUCATIONAL PROGRAM

(The Sabbatical Leave Committee will utilize this information as the basis for scoring Rubrics 1, 2, 3 and 4)

Describe how the proposed sabbatical will benefit the educational program. In particular:

1. *How will it benefit students, programs, or staff/colleagues?*

For this proposed sabbatical I will study design thinking and digital art processes with the immediate goal of integrating those tools and processes into the sculpture and ceramics curriculum. This will improve and update the Three- Dimensional Design Certificate program. Another immediate goal is to further integrate the 3D program with tools and processes that my colleagues in 2D media and graphic communication at LMC are already using. This will benefit students by making it easier to complete courses in art (because of better integration with other topics they are studying at LMC and better alignment of this program with requirements of schools they may transfer to). Since all the courses in the 3D-Design certificate program are required courses or electives that count toward our departments' AA or a AA-T degrees, this will benefit all art majors. Improvements in the Three-Dimensional Design course itself (Art 011), will benefit all students who take the design foundation sequence (Two-Dimensional Design and Three-Dimensional Design). Further, I will work to support our existing portfolio workshops and create opportunities for instruction in that area so that more art majors learn how to prepare and use their portfolios more effectively.

2. *How will it enhance and/or improve your background and professional competence?*

I have not studied digital art aside from one class in Photoshop decades ago. I have not had time to study digital art or integrate digital processes into my classroom, given this limited background in digital art and the demands of teaching and creating/maintaining sculpture and ceramics curriculum and facilities. This project will enhance my professional competence and expand my knowledge of 3D art tools and processes.

In addition, I need to be more familiar with digital portfolios and processes, therefore I propose to create a digital portfolio using steps given in our Canvas portfolio workshop, which is currently mostly used by our graphic communications students. This project will help me to better integrate my curriculum with 2D media-studio arts and graphics communication as it will help me support and expand our offerings in that area.

3. *How will it relate to your ongoing professional assignment?*

I plan to apply the skills and tool knowledge gained in my ongoing instructional assignment by creating and updating new project and process assignments into 3D curriculum and by using the skills and knowledge gained to connect with 2D media and graphic communication concepts. In addition, I propose to research the topic of general design thinking and use that information to improve the conceptual processes taught in my classes. Creative collaboration is an increasingly valued skill set for any job. Although the textbook I use covers topics such as how to generate ideas and convergent/divergent thinking, I would like to research and add in more topics about analyzing problems in a group, trying out solutions or prototypes, and ways to give and get feedback during the design process. Researching other successful 3D design programs will help me better advise students who plan to transfer or otherwise continue their education and development.

4. *How are the breadth and depth of the project appropriate for the sabbatical leave rather than the regular teaching year?*

Given the demands of teaching as well as creating and maintaining sculpture and ceramics curriculum and facilities with very limited lab tech support, there has not been time for activities proposed here such as researching successful three-dimensional arts/design programs (to gain knowledge about what is most effective for students as they are learning and when they transfer or continue in fields such as interior or product design). Learning to use digital tools to help design prototypes and sculpture will be a completely new experience, especially applying software program outputs to use a laser cutter or a CNC cutter. As I am a hands-on learner, I will need uninterrupted blocks of time to develop some fluency and trouble-shooting abilities with both the software and the equipment. Updating my knowledge of contemporary practices for portfolios is another important activity that I have been needing time for, along with refreshing and increasing my awareness of trends in design thinking and collaboration. The more flexible hourly schedule of a sabbatical semester means that I can find time for more in-depth collegial conversations about what works in LMC's 2D media classrooms, and better connect that to what is being presented in 3D media classrooms. We can discuss processes and tools that overlap and connect instructors and students in collaborative assignments or activities, creating better learning and community for future semesters.

PROPOSED OBJECTIVES AND EVIDENCE OF COMPLETION

(The Sabbatical Leave Committee will utilize this information as the basis for scoring Rubrics 5 and 6). Note that Rubric 6 regarding the "Proposed Evidence of Completion" is weighted twice that of all other rubrics.

Identify specific objectives and describe in detail the evidence that will accompany your report, which indicates that you have met each objective. The product of your approved sabbatical leave program will be subject to review by the Sabbatical Leave Committee at the time of making your final report. Examples follow:

Institutional study

Objective: 9 units of graduate level history courses as indicated on Form A will be taken at ... University.

Evidence: (Here you would describe the transcripts, class notes, exams, class projects, etc., you would submit as evidence of completing these units.)

Travel

Objective: Travel to archeological zones in Central America.

Evidence: (Here you would describe exactly what you plan to submit to document your sabbatical leave travel. You should specify the kinds of things you will present, like journals, artifacts, and slides, and you should give the committee an idea of the extent of the evidence by specifying the minimum number of slides, pages in a journal, number of museums, etc. If you so state, you must provide tangible evidence in your final sabbatical leave report that you have, in fact, written the minimum number of pages you proposed, visited the minimum number of archaeological zones you proposed, etc.

Professional study and/or creative study

Objective: Compose a musical score or write a textbook.

Evidence: (Here you would clearly indicate the scope of the project, including the minimum number of pages you plan to write, approximate length, an outline of the contents, description of the complexity, etc.)

The Committee will rely on the information you provide in the evidence section to determine if you have met the contractual obligation of the leave.

Objective 1: 3D Art Digital Design Research, Exploration: work with digital software programs that can be used to create sculpture and product/packageing prototype

Evidence: At least two Adobe Illustrator and SketchUp files used to create at least two sculptures of at least 12-18" in h/w/d. In addition, at least one output file from Sketchup or Illustrator that will be connected to a prototype of a product or packaging. Documentation: please see Objective #4.

Objective 2: Research/Study of Design Thinking to update/incorporate into 3D media curriculum

Evidence: One Annotated Bibliography of Design Thinking resources to be shared with colleagues, incorporated into 3D media curriculum. In addition, one assignment monograph of at least 1 page, as an example of how some of the concepts of design thinking are integrated into an assignment for a 3D media course.

Objective 3: Integrate LMC's Three-Dimensional Design Certificate program with other programs at LMC.

Evidence: Two assignment monographs: one using a laser cutter, one using SketchUp software.

Objective 4: Create a digital portfolio, develop activities to support more students making better portfolios.

Evidence: Digital portfolio (website) with examples of my sculpture and digital art prototypes. Also, at least one Assignment monograph/Canvas module that includes examples portfolios with sculpture and 3D design.

Objective 5: Research successful 3D media programs at other colleges

Evidence: A list of program descriptions, at least two interview summaries

**INSTITUTIONAL STUDY
Form A**

Name of Institution

Place of Institution

Period of Attendance

UNDERGRADUATE LEVEL

- Semester units to be attempted*
- Quarter Units to be attempted
*(Minimum 12 semester units)
*(Minimum 18 quarter units)

**Neither continuing education units (CEUs) nor courses taken from unaccredited institutions will be considered as Institutional Study. Please see Professional Study Form C.*

GRADUATE LEVEL

- Semester units to be attempted*
- Quarter units to be attempted
*(Minimum 9 semester units)
*(Minimum 13.5 quarter units)

**Neither continuing education units (CEUs) nor courses taken from unaccredited institutions will be considered as Institutional Study. Please see Professional Study Form C.*

Accepted for Admission:

- Yes No Other

If "Yes," attach evidence of admission.

If "Other," explain:

List courses and unit value from the institution's catalogue. In case your choice of courses is not available, please indicate substitutions. (The Sabbatical Leave Committee will utilize this information as the basis for scoring Rubric 7. Be sure that the scope of your studies is clearly defined.)

** A full load is considered to be 12 semester units of undergraduate work or 18 undergraduate quarter units, or 9 semester units of graduate work or 13.5 quarter units at an accredited college/university.*

**TRAVEL
Form B**

Plan: Itinerary *(The Sabbatical Leave Committee will utilize this information as the basis for scoring Rubric 7. Be sure that the purpose, duration, and schedule of your travel are clearly delineated.)*

Place	Duration of Visit	Purpose

PROFESSIONAL STUDY AND/OR CREATIVE STUDY Form C

(The Sabbatical Leave Committee will utilize this information as the basis for scoring Rubric 7. Units completed at any unaccredited and/or international institutions will not be considered. Be sure the kind and scope of your study methods, resources, and activities are clearly delineated. Include an estimate of the time that will be spent engaged in various activities.)

Objective 1: 3D Art Digital Design Research, Exploration: work with 2D-3D digital software programs to create sculpture and product/packaging prototypes: 10 weeks

- Learn Adobe Illustrator and SketchUp program basics, produce output files to be used with digital cutter.
- Access LMC graphics lab/office Mac computer, use online tutorials and colleague consultation.
- Learn/refresh Adobe Illustrator skills and learn Sketchup fundamentals.
- Use output files from these programs to produce layers of material/templates/prototypes using a laser cutter and possibly a CNC router that are available on campus.
- Assemble templates/layers to produce product/packaging-prototypes and sculptures in modeling materials such as card stock, cardboard and lauan or acrylic sheeting. Use models/process results to assemble/design layered/template-using sculptures in mixed media or ceramic or wood or steel, possibly including casted, carved, or modeled elements, glazing/firing/welding/plasma-cutting, etc.
- Finish product/packaging-prototypes and sculptures: glazing/firing, grind/sand/stain/paint, etc.
- Document product/packaging-prototypes and sculptures for digital portfolio.

Objective 2: Research/Study of Design Thinking to update/incorporate into 3D media curriculum: 1 week

- Internet and Library research to create a list of articles, books, journal publications
- Reading/summarizing researched resources
- Writing summaries and assembling annotated bibliography of 1-2 pages on Design Thinking resources
- Writing assignment monograph of 2 pages that incorporates Design Thinking concepts/practice

Objective 3: Integrate LMC's Three-Dimensional Design Certificate program with 2D-media at LMC: 1 week

- Interview/collaborative conversations with art/design colleagues to find areas of overlapping interest
- Research software and project possibilities
- Draft possible assignments for collegial feedback
- Write Assignment monographs/modules in Canvas

Objective 4: Create a digital portfolio, curriculum support for more students making better portfolios: 2 weeks

- Using the existing Canvas portfolio workshop, create an online portfolio that includes ceramics and sculpture in traditional materials as well as sculptures/prototypes made using digital tools
- Research portfolio use for 3D-media programs and transfer programs at various colleges
- Create course outline template for short-or full-term course in portfolio development

Objective 5: Research successful 3D media programs at other colleges: 2 weeks

- Internet/networking research on 3D programs with transfer, employment successes
- Request and schedule interviews with colleagues
- Write interview summaries
- Assemble List of program descriptions

LOS MEDANOS COLLEGE

January 30th, 2023

To Whom it May Concern:

Lucy Snow is the second longest-serving full time faculty in the Art, Humanities, and Philosophy Department (*I'm the first.*) She is a highly valued colleague and a much appreciated friend. In addition, she is an excellent teacher, who truly can be *both* teacher and artist! Her Sabbatical Leave Project proposal outlines a course of study and application to the classroom that will improve both the quality and depth of students' education and experience in three-dimensional studies, enhancing their work here at LMC and in their future studies at their transfer institution.

Therefore, I recommend that the Sabbatical Committee support her as I do... without reservation!

Sincerely,

Kenneth Alexander

Ken Alexander
Co-Chair, Art, Humanities, and Philosophy
Los Medanos College