

- Professors/Staff coordinating the program:
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- The Tech and Design program at the University of San Francisco provides students with hands on training to design, build, produce and manage arts based productions. Housed in the Performing Arts department, the program recognizes and utilizes the hybrid nature of arts creation as a laboratory for the application of skills and knowledge from a myriad of disciplines, and includes courses of study and resources from Media Studies (Film Studies), Art+Architecture (Architecture & Community Design, Arts Management, Fine Arts), and Physics.

- PLOs
 - Describe the history and context of technology in the arts
 - Explain the design and production processes necessary to create
 - Conceptualize an idea into real space
 - Function effectively in an active production environment
 - Analyze the role of social justice in the act of making

- For 2020/21 we focused on PLO #2 “Explain the design and production processes necessary to create”
- Two Classes were used for assessment: Design Lab f20, and Sound Lab S21. Final Audio production projects from both classes were used as examples by which students discussed and described their creative processes in making the podcast and sound scapes. A simplified rubric was used as the process was highly subjective and organic and not graded.

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	1	2	3
PRODUCTION: Explain the design and production processes necessary to create	Is not able to communicate in a collaborative way with fellow artists.	Is able to communicate effectively with and about all aspects of creating performative art.	Is able to communicate and take on limited managerial tasks related to the creative process.

- Results: Of the 14 projects all students were able to reach level 2 or 3: They were able to communicate effectively with both their artistic work and about their artistic work, with many also taking on leadership and management roles.
- These works were shared via google docs with PASJ faculty.
- Curriculum Map:

I = Introductory	PLO1	PLO2	PLO3	PLO4	PLO5
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D = Developing					
M = Mastery					
Tech and Design Curriculum Map	Describe the history and context of technology in the arts	Explain the design and production processes necessary to create	Conceptualize an idea into real space	Function effectively in an active production environment	Analyze the role of social justice in the art of making
Courses or Program Requirement					
PASJ					
MUS 111 Electric Sound Collective		I	D	I	
PASJ 120 Workshop in Stage Production	I	D	D	D	I
PASJ 220 Design Lab	I	D	D	D	D
PASJ 230 Stage Management		D	D	M	
THTR 210 Costume Design		D	M	D	I
THTR 215 Lighting Design		D	M	D	I
MUS 312 Music Technology		D	D	D	
MUS 315 Creating Soundscapes	I	M	M		D
THTR 372 Workshop in Play Production			M	M	M
Art +Architecture					
ARCD 104 Fabrication Lab	I	I	D		

ARCD 150 Architectonics	I	D	D		
ARCD 151 Architectonics II	D	D	D	I	
ARCD 250 Computer Aided Design and Drawing	I	D	D		
ARCD 270 BIM & Applications		D	D	I	
ARCD 300 Computer Aided Design and Drawing 2		M	M		
ARCD 370 Construction Innovation Lab	D	D	M	D	D
ARCD 372 Engineering Design and Testing		M	M		
ARCD 430 Professional Practice/Internship		M	M		D
Media Studies					
MS 101 Multi-Media Storytelling	I	D		I	I
MS 221 Audio Production	I	I	D		
MS 222 Video Poduction	I	I	D		
MS 305 Advanced Audio Production		I	D	M	
MS 302 Communication for Social Change	D	D		D	D
MS 307 Advanced Radio Production		M	M	D	
MS 320 Digital Media Production	I	D	D		I
MS 322 Media Production III Advanced Production	D	D	D	D	D
MS 327 Scriptwriting	M	D			
MS 330 Documentary Production	I		M	D	
MS 331 Narrative Flicion	I	M	M	D	

Film Production					
MS 340 Experimental Cinema	M	M	D	D	M
Physics					
PHYS 135 Masterpiece Physics	D	D			I
PHYS 261 Electronics		D	D		
PHYS 262 Intro to Digital Electronics		D	D	D	

- The Tech and Design Certificate Program has been a passion of mine for some time, but has been hit hard not only by COVID related issues, but also the loss of Production Faculty in the PASJ department and the shuttering of Presentation Theater which would have been the program’s home. Without Full time Faculty, and without the dedicated space, we have not been able to attract enough students to continue in good faith and have stopped recruiting over the last 2 years. I plan to wrap up with the current students and either fold the program into another, or close it entirely.

Peace,

Josh