

2023-24 Program Review

Program Name: 2D Art

Program Contact: Cheyanne Cortez

Academic Year: 2023-2024

Status:

Updated on:

1. Description of Program (200-400 words)

Two-dimensional art is the processes and techniques created on a flat plane. Often referred to as the fine arts and studio arts, 2D visual expressions can be created using a variety of mediums, such as pencil, charcoal, ink, watercolors, acrylic and oil paints.

The 2D Art program is part of the Art Department, which also includes Art History, 3D Art, and Photography. The program offers both an AA-T and a General Studio Art major. 2D Art provides opportunities to establish and improve students' skills and knowledge for students both transferring to baccalaureate institutions and those seeking a second career.

The program consists of nine adjunct faculty who teach a total of ten different Art courses in painting, drawing and 2D design. The Art History full-time faculty serves as lead faculty and develops assessments and SLO's in coordinator with the adjunct faculty.

The program's faculty are passionate about fostering academic excellence and ensures equitable outcomes. (Mission and Values) We strongly support the solidarity statement and recognize that we have work to do. The 2D Art program's traditional focus has been on observational drawing and painting as a foundational skill set for artists. This is a Eurocentric point of view based on Renaissance contributions to art. We are committed to expanding our pedagogy to incorporate other ways of seeing and expressing ourselves and our cultures in art making. (Statement of Solidarity)

The 2D Art history faculty believe in strengthening educational offerings and support programs that increase both in-person and online student access, success, and completion. (District Strategic Goals) While the College has instituted fees exemptions with the SB893, AB540, and AB1232, we recognize the financial encumbrance for student art supplies required in many of our courses. The 2D Art faculty regularly participate in professional development and QOTLE/DE training to support innovations in teaching and learning necessary to respond to changing student demographics, learning styles, and technology. (Strategic Priorities)

2. Results of Previous Program Review (200-500 words)

Our previous goals

1. Hire a Full-Time Program Services Coordinator
2. Increase viability and visibility of the arts both on campus and off through exhibitions and fairs.
3. Finish 2021 Assessment for future scheduling, to see which classes should be offered online, in-person, or hybrid.
4. Research and implement other art courses that fit into contemporary careers.

Results Achieved

Goal #1 has not been met. Approval and funding for the position have not been given. A Program Services Coordinator can help promote the program, and coordinate activities, including scheduling models and assisting with student art exhibitions on campus.

Goal #2 has been met but there is room for growth. Faculty have tabled several college fairs including the CSM Block Party (spring), Connect to College (spring), Back-to-School Bash (fall). Additionally, a future opportunity may present itself with the re-instatement of the Art of Campus Committee which was derailed due to Covid.

Goal #3 has been met. Faculty completed the 2021 Assessment and have a better understanding of our student success rates correspondence with modalities.

Goal #4 has not been met. A difficulty in completing this goal is the lack of a full-time 2D Art professor. Adjunct faculty help where they can, but that is not sufficient for the time and attention required to accomplish this goal. These kind of curriculum changes can only be done by a 2D Art discipline expert and not by the art history full-time department faculty lead.

Changes Implemented

Unfortunately, goals #1, 3, and 4 were derailed or postponed because the full-time 2D Art professor retired in 2022 and the lead faculty for art history (Cheyanne Cortez) has overseen both Art History and 2D Art since then. The program and these goals require a full-time 2D Art professor. We still feel our un-met previous goals are worth pursuing. We are asking this year in our Resource Request for a full-time 2D Art professor position and Program Services Coordinator to be prioritized.

Plans still in progress

All of the above.

Any notable or surprising results and outcomes

It has become evident that our program cannot implement desired goals without a full-time instructor. Adjunct faculty help when and where they can, but the program requires a full-time professor with the necessary time and effort required to accomplish these goals. This is why we're asking for a full-time 2D Art position.

a) Explain any curriculum or programmatic changes since last program review

The 2D Art program's only full-time faculty retired in 2021-2022. Without a full-time faculty member, the program is solely focused on teaching classes and has no capacity for growth or self-assessment.

b) Discipline-level and SLO (Student Learning Outcomes) assessment/Student Services and SAO (Service Area Outcomes) assessment:

The 2D Art program's only full-time faculty retired in 2021-2022. Without a full-time faculty member, the program is solely focused on teaching classes and has no capacity for growth or self-assessment.

3. Current Program Review (200-400 words)

a) **Student population equity:**

Findings	Analysis	Resources	Plans to Address Opportunity Gaps
1. Extremely low enrollment rates for Black (0.8%), Native American (.2%), Pacific Islander (0%) students.	One aspect may be a lack of communication with academic counseling and learning support centers to encourage students' exploration of the fine arts. We may also attribute this to a lack of viability and therefore appeal to the studying the fine arts.		Initiating a student dialog and illuminating the importance and viability through academic counseling (Guided Pathways), college-wide events. The creation of new and revising of 2D courses to appeal to a wider range of students interests and relevance.
2. Disproportionately low enrollment rates of male (<17%) students.	We suspect some of this gap to various negative biases about a lack of viability and therefore appeal to the studying the fine arts.		Initiating a student dialog and illuminating the importance and viability through academic counseling (Guided Pathways), college-wide events. The creation of new and revising of 2D courses to appeal to a wider range of students interests and relevance.

b) **Modes of Delivery equity:**

Changes since last Program Review	Analysis of Gaps	Plans to Address Opportunity Gaps
1. The loss of the 2D Art program's only full-time faculty.	Without a full-time faculty member, the program is solely focused on teaching classes and has no capacity for growth or self-assessment.	Hire of a full-time 2D Art instructor position to be approved.

(c) **Challenges and Opportunities:**

A full-time faculty is required for the program. A full-time instructor will be the lead with coordinating scheduling, updating curriculum, and coordinating with adjunct faculty on SLO assessments and program needs.

Current adjunct faculty maintain high standards and prepare students to improve their skills and to transfer. Faculty remain active in their professions and maintain studios, have successful art exhibitions – serve as role models for students.

4. Planning

a) Discipline-level and SLO (Student Learning Outcomes) assessment/Student Services and SAO (Service Area Outcomes) assessment for 2023-2025:

SLOs/SAOs	Assessment Plan	Resources for SLO/SAO assessment
1. Unable to meet request for assessment. Refer to 3c for rationale.		

b) Program goals

Goal	Actions	Measurable Outcomes	Timeline	Responsible Party	Support Needed
1. Hire a full-time 2D Art professor. Position required to meet program goals, address equity gaps, to update course catalog.	Include position in 2D Art Fall 2023 Resource Request. Gain CASS Division endorsement for prioritization and receive College approval.	Full-time 2D Art faculty required to develop and improve curriculum and program-at-large. The full-time professor will have the necessary time, discipline expertise, and effort essential to collaborate with other programs, address equity gaps, and create broader appeal to a wider range of CSM students.	ASAP Submitted in current 2D Art Resource Request (Fall 2023)	CASS Division for prioritization, CSM for approval	CASS Division for prioritization, CSM for approval
Hire a Program Services Coordinator. Position required to meet program goals of equity, viability, and visibility.	Include position in 2D Art Resource Request. Gain CASS Division endorsement for prioritization and receive College approval.	Program Services Coordinator required to relieve ART department (2D, 3D, Photography, and Art History) of multiple administrative and specialized tasks and help reach program goals of equity, viability, and visibility.	ASAP Submitted in current 2D Art Resource Request (Fall 2023)	CASS Division for prioritization, CSM for approval	CASS Division for prioritization, CSM for approval
Increase visibility and viability of 2D Art program on campus.	Initiate student dialog through academic counseling (Guided Pathways), Umoja, Mana and Puente. Reach out to Ethnic Studies and other programs about developing cross-listed courses.	Increased overall student enrollment, retention, and success rates.		2D Art faculty. Realistically, it won't be the adjuncts, who all are "freeway fliers" and it won't be the art history lead faculty (Cheyanne Cortez). A full-	Hire of a full-time 2D Art instructor position to be approved. Hire of a Program Services Coordinator position to be approved.

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	<p>Participation in college-wide fairs and activities such as CSM Block Party (spring), Connect to College (spring), Back-to-School Bash (fall)</p> <p>Continue student exhibition opportunities both on and off campus.</p> <p>Use social media and promotional materials to outreach to local high schools and diverse communities.</p>			<p>time 2D Art faculty member is necessary for this goal to be met. The hiring of a Program Services Coordinator will make these actions not only achievable but more successful.</p>	<p>Budget augmentation for additional funding for marketing and outreach.</p>
2. CSM program funding of student materials	We recognize the financial encumbrance for student supplies/materials required in many of our courses	Increased enrollment, retention, and success rates for all CSM students.		CASS Division for prioritization, CSM for approval	CASS Division for prioritization, CSM for approval
Decolonize the Art 2D program curriculum with the creation of new and revising of 2D Art courses.	<p>Create new courses that are not Euro-centric in instructional and visual contexts.</p> <p>Revise and remove the Euro-centric in instructional and visual contexts in current 2D Art courses.</p>	Increased overall student enrollment, retention, and success rates.		<p>A full-time 2D Art faculty member is necessary for this not only achievable but will have the obligatory time, discipline expertise, and effort to be successful.</p>	<p>Hire of a full-time 2D Art instructor position to be approved.</p> <p>Professional development is needed for educating our faculty on how to incorporate world-wide cultural and visual aesthetics into our curriculum.</p>

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<p>Create and institute a GE-transferable courses in digital animation and illustration.</p>	<p>Interview former students majoring in animation & illustration to find out how to better prepare them for transfer to undergraduate colleges.</p> <p>Follow CSM Curriculum Committee course submission process to create and include course into AA and AA-T credits.</p> <p>Therefore, this course will address our goals for the program's viability on campus and with undergraduate colleges.</p>	<p>Increased overall student enrollment, retention, and success rates because we have created a class that provides foundational experience in digital animation and illustration.</p>		<p>A full-time 2D Art faculty member is necessary for this not only achievable but will have the obligatory time, discipline expertise, and effort to be successful.</p>	<p>Hire of a full-time 2D Art instructor position to be approved.</p>
<p>Research and implement other art courses that fit into contemporary careers.</p>	<p>Interview former students majoring in animation & illustration to find out how to better prepare them for transfer to undergraduate colleges.</p> <p>Follow CSM Curriculum Committee course submission process to create and include course into AA and AA-T credits</p>	<p>Increased overall student enrollment, retention, and success rates because we have created classes that provide training for up-and-coming careers for students in the arts.</p>		<p>A full-time 2D Art faculty member is necessary for this not only achievable but will have the obligatory time, discipline expertise, and effort to be successful.</p>	<p>Hire of a full-time 2D Art instructor position to be approved.</p>

5. CE Only

- a) Review the program's available labor market data, as applicable, and explain how the program meets a documented labor market demand. Here are two relevant links:
 - [State of California Employment Development Department, Labor Market Information Division](#) (the official source for California Labor Market Information):
 - [Employment data](#) (by Program Top Code) from the State Chancellor's Office
- b) Summarize student outcomes in terms of degrees and certificates. Identify areas of accomplishments and areas of concern.
- c) Review and update the program's Advisory Committee information. Provide the date of most recent advisory committee meeting and outcomes of the meeting (updates, changes, new members, etc.).
- d) What strategies have you discussed in your recent Advisory Committee's meetings to meet the needs and challenges of getting people retrained and back to work?

