

**CALIFORNIA STATE UNIVERSITY, EAST BAY**

DESIGNATION CODE: **2008-09 CAPR 18**

DATE SUBMITTED: April 23, 2009

**TO:** The Academic Senate

**FROM:** The Committee on Academic Planning and Review (CAPR)

**SUBJECT:** Five-Year Program Review for Art

**PURPOSE:** For Action by the Academic Senate

**ACTION REQUESTED:** Acceptance of Five-Year Program Review for the B.A. and the B.F.A. in Art and Approval of Continuation of the Programs without Modification

**Executive Summary**

The Art Department at CSUEB is part of the College of Letters, Arts and Social Sciences (CLASS) and offers both a Bachelor of Arts (BA) degree program and a Bachelor of Fine Arts (BFA) program. The BA degree has seven option areas: Art History, Art Studio, Graphic Design, Multimedia (renamed Web Design in the Fall of 2009), Photography, Pictorial Arts, and Spatial Arts. The BFA degree is offered in Traditional Art, Graphic Design, Multimedia (renamed Web Design in Fall 2009), and Photography. The BFA degree requires 102 units of study in the Art Department. The Art Department offers minors in Art Studio, Art History, and Multimedia (renamed Web Design in Fall 2009). The Departments of Art and Mass Communication offer a joint minor in Photography. Minors require 36 units of instruction in the Art Department. A Certificate Program in Art Museum and Gallery Studies is offered through the Division of Continuing and International Education. Art is one of the larger departments on campus with approximately 385 majors and 33 full-time and part-time faculty and staff, with the teaching component comprised of 10 tenure- and tenure-track faculty and 13 lecturers.

The Art Department has implemented a number of changes since the last five-year review, developing several new courses, establishing a greater online presence, and revising its options to include a new elective track in the Spatial Arts option in Interactive Sculpture and to place greater emphasis on the web design aspects of its multimedia curriculum (reworking and renaming its BA and BFA Multimedia Options as Web Design). It is overhauling its multimedia, graphic design and photography course curricula, most notably moving to digital photographic technology and media. It has also begun to make some progress toward designing and implementing a set of assessment procedures. It has discussed, but has not advanced, the issue of an MFA program in the department. Based on Fall quarter numbers, the number of majors was seen to remain fairly consistent from 2003 through 2007, apart from an unexplained dip in Fall 2006. It is noted that the FTES for the Art Department fell between 2003 and 2007 from around 330 to around 270, while FTEF rose from around 16 to 21, with a drop in SFR from 19 to 14. In Fall 2008, the number of declared majors was 385. Over the last five years, the percentage of instruction taught by full-time faculty has varied between 51% and 57%, with lecturers responsible for 43% to 49% of FTES.

Over the coming five years, the Art Department expects to sustain its traditional fine arts offerings and Art History program while building up enrollment through new offerings in the various electronic arts options. The majority of faculty in the department have electronic arts interests, although they are trained in the traditional arts and it appears that presently electronic arts students comprise two-thirds of the department. The Art Department plans to develop a new option in Animation/Game Design which is expected to revive spatial arts course enrollments, especially the sculpture portion of the curriculum. It is expected that the next five years will result in a working outcomes assessment program, and specific courses are listed for assessment in the five-year plan. Of particular concern is the state of the physical

work space and key equipment in the department – ceramics, painting and drawing work spaces are inadequate and have equipment limitations. The full transition to digital photography will similarly require adequate resources if it is to be done successfully.

During the document review, concern was expressed to the CAPR Chair and Liaison that the traditional arts component of the program lacks adequate personnel, resources and representation in faculty governance and the Outside Reviewer referred to tensions between electronic and traditional arts. However, this is not reflected in the five-year review documentation provided and the Art Department Chair expressed the view that traditional arts instruction is strongly supported and that all staff, electronic arts or otherwise, are trained in and value the traditional arts as integral to the overall program. The Art Department was granted a graphics art hire in 2005 and has variously put in tenure-track requests for both electronic (web design) and traditional (pictorial arts, studio art) faculty. Future hires will likely be expected to span more than one option area and, should a new option be created, a specialist in animation/game design would be sought.

The Outside Reviewer found the Art Department to be “healthy, energetic, and eagerly building toward the future.” Apart from some general comments about the lack of CSUEB fiscal transparency and the Chair’s control over budget allocations, which address campus-wide policy rather than any specific departmental issues, the Reviewer recommended a significant increase in the percentage of full-time FTES for the Art Department by conversion of lecturer positions to tenure-track, greater efforts to hire faculty from a wider, more diverse applicant pool (i.e. not just graduates of its own electronic arts program), and a concerted effort to address space issues including providing dedicated studio space for faculty and addressing perceived ventilation and hence health and safety concerns. Some miscellaneous observations were also offered concerning the curriculum, IT support, and so forth, but none were elevated to the level of concrete recommendation.

The Five-Year Review documentation submitted by the Art Department did not originally include a copy of faculty accomplishments or a comparison of the CSUEB program with other programs in the CSU and UC system but these were provided by the Chair subsequently. The program comparison indicated that the CSUEB Art program has one of the smallest full-time faculties from across the CSU (the others for which faculty data are provided have over 20 full-time faculty) and that while CSUEB has the same breadth of offerings in the traditional arts (art history, painting, drawing, sculpture, printing, and ceramics) as other schools, it has a much broader curriculum in the electronic arts area. The most analogous schools, according to the Chair, are San Jose State University and California State University Northridge, although they have twice as many students and faculty. However, it appears that CSUEB currently has only one full-time faculty in the specialty areas of painting, drawing, and sculpture owing to faculty retirements. The accomplishments review provided listed the accomplishments for six of the departmental faculty: Henninger, Green, Hofstetter, Levy, Munakata and Rhabyt. An elaboration on learning outcomes assessment procedures was also provided to address CAPR questions, providing information on the efforts made to survey majors and to establish a blackboard-based student portfolio so as to be able to review student achievement at three stages in their progress to graduation.

### **CAPR Recommendation for Continuation of Program**

CAPR recommends continuation of the Bachelor of Arts (BA) and Bachelor of Fine Arts (BFA) without modification. The date of the next Five-Year review is academic year 2013-2014.

## **1. Background**

### **1.1 Overview description of the program**

The Art Department at CSUEB offers both a Bachelor of Arts (BA) degree program and a Bachelor of Fine Arts (BFA) program. The BA degree has seven option areas: Art History, Art Studio, Graphic Design, Multimedia (renamed Web Design in the Fall of 2009), Photography, Pictorial Arts, and Spatial Arts. As of Fall 2009, the different options require various unit levels — from a minimum of 64 for Art History all the way to 86 units in the Electronic Arts options — for completion of the degree. The BFA degree is offered in Traditional Art, Graphic Design, Multimedia (renamed Web Design in Fall 2009), and Photography. The BFA degree requires 102 units of study in the Art Department. The Art Department offers minors in Art Studio, Art History, and Multimedia (renamed Web Design in Fall 2009). The Departments of Art and Mass Communication offer a joint minor in Photography. Minors require 36 units of instruction in the Art Department. A Certificate Program in Art Museum and Gallery Studies is offered through the Division of Continuing and International Education.

The Art department manages and presents classes in a variety of studio spaces, many with complex equipment issues. They include:

- 2 sculpture studios and a large shop area (including foundry and welding area)
- 1 printmaking studio
- 3 ceramics studios and a kiln room
- 2 photography studios and 2 darkrooms
- 4 digital media studios
- 3 painting and drawing studios
- 3 multi-use or lecture rooms
- 1 small gallery for student exhibitions

Continued maintenance of these spaces and the equipment therein is critical to the successful functioning of the programs.

### **1.2 Overview of the documents submitted to CAPR**

- 1.2.1 Self Study 2009
- 1.2.2 Department's Five Year Plan and Appendices
- 1.2.3 External Program Review
- 1.2.4 External Program Reviewer Rubric
- 1.2.5 Department's Response to External Program Review
- 1.2.6 Option Matrix
- 1.2.7 Annual Report 06-07
- 1.2.8 Annual Report 08
- 1.2.9 Addendum Faculty Accomplishment List
- 1.2.10 Addendum Curriculum Comparison With Other Programs
- 1.2.11 Addendum on Assessment

## **2. Five-year Program Review Self-study (2002-2007)**

### **2.1 Summary of specific areas of the Self-Study**

The self-study performed by the Art Department describes a number of changes that have been implemented since the last five-year review which recommended that it:

- 1) develop assessment procedures and implement them across the option areas.
- 2) respond to technological changes with an evolution of curriculum in Photography.
- 3) develop and deliver new online classes in Art History.
- 4) deliver and assess the new courses History of Graphic Design (ART 4060), and Currents in New Media (ART 4070),
- 5) deliver and assess new courses in Pictorial Arts/Studio and institute Artist's Bookmaking in the printmaking area.
- 6) develop, deliver, and assess new courses in spatial arts that make up the option track in Interactive Sculpture.
- 7) near the end of this 5 year cycle, re-evaluate the feasibility of creating an MFA program.

It seems that the Art Department has directly addressed items 2) through 6) although work remains to be done in the area of developing and implementing assessment procedures and the question of an MFA can be described as still in the general discussion phase rather than at the level of feasibility evaluation. The Art Department has added four new art history online classes to the two that were already in place. The two new classes listed in the last review were delivered and the History of Graphic Design was one of those developed for online presentation. The department is now offering Bookmaking courses on a consistent and regular basis. It created a new elective track in the Spatial Arts option in Interactive Sculpture. In addition to these curricular developments, it has placed greater emphasis on the web design aspects of its multimedia curriculum (reworking and renaming its BA and BFA Multimedia Options as Web Design). It is overhauling its multimedia, graphic design and photography course curricula, most notably moving to digital photographic technology and media in response to technological changes so as to permit the evolution of its curriculum in Photography as called for in the last five year review.

The Art Department has begun to make some progress toward designing and implementing a set of assessment procedures. A rubric has been developed, the principal instrument being a portfolio of student work coupled with entrance and exit polls that ask for student self-evaluation relative to prepared questions that address the stated program goals with respect to their view of, knowledge of, and skills in the creative process (although these have not yet been developed applicable to Art History option students). Progress in assessment was discussed in more detail in the addendum on assessment provided by the Chair following CAPR requests for more information. Professor Suzy Wear is leading the assessment efforts having served on the University Assessment Committee, and the University Faculty Learning Community group on Learning Outcomes Assessment. The Art Department piloted major entrance and exit surveys in Spring 2008 using Survey Monkey but this was discontinued due to ADA compliance concerns; thus it plans to start again with a new instrument developed on the university-owned online polling system SurveyGizmo. Questions remain over the interpretation of computer generated survey data and thus no definite system of analysis of outcomes can be said to exist as yet. A portfolio system is envisaged for the faculty assessment of student work and this will be blackboard-based. It is unclear at this time what stage of development has been reached although the following unresolved issues were identified: persistence of visual data, efficient access for the faculty member, privacy for the student, appropriate response mechanisms, and methods of data output.

### **2.2 Summary of supporting data**

Art is one of the larger departments on campus with 385 majors and 33 full-time and part-time faculty and staff as of Fall 2008, with the teaching component comprised of 10 tenure and tenure-track faculty and 13 lecturers. Based on Fall quarter numbers, the number of majors was seen to remain fairly consistent from

2003 through 2007, apart from an unexplained dip in Fall 2006. It is noted that the FTES for the Art Department fell between 2003 and 2007 from around 330 to around 270, while FTEF rose from around 16 to 21, with a drop in SFR from 19 to 14. In Fall 2008, the number of declared majors was 385. Over the last five years, the percentage of instruction taught by full-time faculty has varied between 51% and 57%, with lecturers responsible for 43% to 49% of FTES. The following data tables were developed from the Art Department self-study:

Item	Fall 2003	Fall 2004	Fall 2005	Fall 2006	Fall 2007	Fall 2008
Number of BA degrees awarded (previous year)	112	97	91	65	58	83
Number of BFA degrees awarded (previous year)			12	14	11	14
Number of BA Art majors	345	349	317	280	329	No data
Number of BFA Art majors	18	12	17	18	16	No data
Total number of Art majors (undergrad only)	363	361	334	298	345	385

**Table 2.2.a Summary student data in the Art Department**

Item	Fall 2003	Fall 2004	Fall 2005	Fall 2006	Fall 2007	Fall 2008
Number of sections/courses	57	55	57	53	53	51
Average section size	23.0	22.927	20.596	20.283	22.245	23.04

**Table 2.2.b Numbers and sizes of sections in the Art Department**

Item	Fall 2003	Fall 2004	Fall 2005	Fall 2006	Fall 2007	Fall 2008
<i>Lower Division</i>						
FTES	112.5	102.9	102.4	101.33	96.2	No data
FTEF	5.94	5.59	5.68	6.09	8.73	No data
SFR	19.1	19.11	18.07	16.93	15.09	No data
<i>Upper Division</i>						
FTES	221.19	220.4	197.2	172.67	183.47	No data
FTEF	10.91	10.29	10.87	9.89	12.71	No data
SFR	18.77	20.05	18.54	16.85	14.24	No data
<i>Undergraduate (i.e. totals)</i>						
FTES	333.73	323.33	299.6	274	279.67	No data
FTEF	16.85	15.87	16.56	15.98	21.44	No data
SFR	18.86	19.79	18.39	16.88	14.54	No data
University SFR (undergraduate only)	17.60	29.72	17.17	21.47	8.85	No data

**Table 2.2.c Faculty and student ratios in the Art Department**

Item	Fall 2003	Fall 2004	Fall 2005	Fall 2006	Fall 2007	Fall 2008
Full time Tenure Track faculty	No data	10				
Part-Time Faculty	No data	13				
% FTEF that is Part-Time	47.5	42.8	48.8	46.7	43.2	45.1

**Table 2.2.d Number of faculty in the Art Department**

Ethnicity of Majors (Fall 2007)	Number	Percent
Black	25	7.6
Asian/Pacific Islands/Filipino	69	21
Hispanic	52	15.8
White	92	28
American Indian	4	1.2
Other	63	19.1
International	24	7.3
Gender of Majors (Fall 2007)	Number	Percent
Female	177	53.8
Male	152	46.2

**Table 2.2.e Ethnicity and gender of students in the Art Department**

Statistics provided in the Art Department Five-Year Plan appendices and discussion between CAPR and the Chair show an imbalance between the number of specialty faculty and the option area distribution of faculty, with the lowest student to full-time faculty advising ratio in Art History and the highest in Pictorial and Studio Arts. Advising was raised as an issue during the External Review, noting the pressure on lecturers to provide such services, which many of them do willingly but without compensation. Given the current faculty make-up, it seems to be the case although is not explicitly quantified that the traditional arts classes rely on part-time lecturers to the greatest degree, even more than the almost 50% Part-Time FTEF that characterizes the program as a whole. The faculty advising load is highest, therefore, in the traditional arts area.

### **3. Outside Reviewer’s Comments and the Department’s Response**

#### **3.1 Summary of Outside Reviewer’s Comments**

The Outside Reviewer, Keith Muscutt, who is the recently retired Associate Dean of the Arts at the University of California at Santa Cruz, found the Art Department to be “healthy, energetic, and eagerly building toward the future.” The Outside Reviewer had positive comments about the program pointing out that morale is high, and that students enrolled in the program expressed high levels of satisfaction with the learning experience as well as program management (advising, scheduling, and so forth). These favorable impressions were gained from both his formal and informal interactions with faculty, staff and students over the course of his visit.

Prof. Muscutt characterized the department as having a pioneering engagement with electronic arts (broadly, visual and interactive media employing digital tools), stating that this engagement is responsive to fast-moving, indeed revolutionary, developments in the arts, as well as to abundant student demand. He believed that this distinguishes the department from other CSUs in the region but that, the traditional studio arts program has diminished in scope as the center of gravity has shifted to electronic arts, which in turn has engendered some tensions. He said that these can be construed as healthy and concludes that the traditional arts portion remains an exemplary center of excellence producing very high quality work, anchored by the BFA program, despite its limited faculty resources.

As Outside Reviewer, Prof. Muscutt made suggestions for improvement of the Art Department programs in the following areas.

Comprehensive accounting of and control over resources – need for greater transparency concerning CLASS budget allocation, permanent versus temporary resource availability, and greater departmental abilities to determine spending priorities.

Convert existing positions occupied by temporary academic staff (lecturers) to permanent, tenure-track positions – elimination of the roughly 50:50 split between Full-Time and Part-Time teaching in favor of a majority tenure-track teaching platform, preferably better than or equal to 75:25, through lecturer position conversion.

Diversity of cultural, educational, and teaching experience in tenure-track faculty – in particular widen the pool of candidates to include faculty that are not graduates of the Department's own electronic arts programs (note that CAPR and the Art Department Chair did not interpret Prof. Muscutt to be referring to ethnic or gender diversity here – also note that no statistics on faculty diversity were provided in the review materials)

Facilities shortcomings – painting facilities were singled out for criticism with poor physical conditions and the lack of studio space for faculty and students to work together along with the need for enhanced collaborative space for electronic media faculty. A detailed space-needs review out to 2020 was recommended, with the suggestion that the Department urgently advocate for a new, purpose-built facility.

Curriculum - reconsider the current array and sequencing of foundational courses with a view to stabilizing and rationalizing them across the various options, consider the development of a distinct BA in Electronic Arts and Art History as opposed to their being options in an umbrella Art major, and develop an MFA (as recommended in the previous review).

Terminology – address what he considered idiosyncratic as opposed to mainstream terms to label program components.

Spatial Arts – consider suspending the sculpture program for lack of adequate resources to support it at the level needed and then secure those resources.

Lecturers – improve integration of and communication to lecturers and efforts to reward their considerable but uncompensated contributions to the program.

University Art Gallery – clarify and define its role and purpose within the programs.

Visual Resources Library – clarify administrative ambiguities and enhance digital storage and security capabilities.

Access to Computing Labs – resolve perceived access differences to departmental facilities by students from different option areas.

IT Support – maintain specialist IT support for electronic arts programs.

It should be noted that some of the above suggestions took the form of concrete recommendations while others were more observational, offered as talking points for faculty consideration rather than distinct action items. As distinct actionable items, Prof. Muscutt strongly recommended a significant increase in the percentage of full-time FTES for the Art Department by conversion of lecturer positions to tenure-

track positions. He also emphasized that greater efforts be made to hire faculty from a wider, more diverse applicant pool (i.e. not just graduates of its own electronic arts program). He questioned the adequacy of the physical facilities and their ability to support a program of sustained quality and stated that a concerted effort be made to address space issues, quantifying future needs and in particular, advocating for a purpose built art facility sometime in the future. He specifically suggested providing dedicated studio space for all faculty to encourage the creative process and interaction between faculty and their students and raised questions concerning what he believed might be potential ventilation and hence health and safety concerns in some of the departmental work spaces.

### **3.2 Summary of Department's Response to Outside Reviewer**

By and large the Art Department is in agreement with the letter and spirit of the Outside Reviewer's report. In response to his suggestions, as summarized in Section 3.1 above, it made the following responses:

Comprehensive accounting of and control over resources – no substantive opinion provided or action planned.

Convert existing positions occupied by temporary academic staff (lecturers) to permanent, tenure-track positions – the Art Department wholeheartedly supports this observation and will actively seek tenure-track positions in each of the next five years as it has in past years.

Diversity of cultural, educational, and teaching experience in tenure-track faculty – The Art Department concurs with this recommendation but raised the issue of needing to observe hiring rules concerning discrimination and fairness to all who apply for positions.

Facilities shortcomings - the Art Department agrees that a new, purpose-built facility is critical in enabling CSU East Bay to lead in digital media arts and fine arts education in the new century and will actively pursue this objective. The issue of studio space for faculty to work in is definitely a concern. The department has attempted to provide some studio space for electronic arts faculty but equipment resources have been inadequate to date and could fall into disarray if not addressed. On the issue of ventilation and health and safety of work spaces, the department believes that it meets the standards and practices for safe handling of hazardous materials, but that HVAC inadequacies may indeed lead to unsafe conditions for students and faculty. The department plans to bring this to the attention of campus administration.

Curriculum - The Art Department agrees with the reviewer that the number of options and degrees might confuse an outside viewer but points out that students are not confused and are satisfied with their programs and also that the complexity of offering three specialties in one department calls for a number of options and degrees that service those specialties. Thus it does not intend to change this structure at this time but will take the advice of the Reviewer and focus on the core curriculum in the next academic year to see if changes or reorganization of the core might serve the students better. The department does not see a way how to create separately named new degrees — such as BA in Electronic Arts, BA in Art History, or BA in Fine Arts — under the rubric of the existing Art Department although sees merit in the suggestion. The creation of an MFA degree in the Art Department, as promoted by the Reviewer, has been a long-time goal but would require two or three new tenure-track hires and new investment by the university and should not be sustained by volunteerism and a “generosity of spirit” from the regular and lecturer faculty as is the case with the current BFA program.

Terminology - Some of the regular faculty agree with the reviewer that the terms “pictorial arts” and “spatial arts” may be idiosyncratic and should be reviewed and that other usage, such as “Traditional Arts” and “option” should be examined to determine the need for change.

Spatial Arts - In consultation with CLASS, the department will examine the desirability for suspension or reorganization of this option, agreeing that some sort of reorganization is called for.

Lecturers - communication with lecturers is principally through informal contacts with the chair and with the option program managers and options suggested by the Art Department to improve this include periodically opening faculty meetings to lecturers and expanding the frequency of meetings with the chair (it is not clear if these changes are offered as concrete actions or merely suggestions as to what might be done). The department plans to explore ways of showing gratitude for lecturer dedication and effort.

University Art Gallery – in response to the Reviewer’s observation, the Art Department will form a gallery committee to “review and redefine its role, budget, oversight, and curatorial policies” and report its outcomes to the department and CLASS.

Visual Resources Library – the Art Department agrees with the Reviewer and will make the necessary equipment purchases and install the hardware/software system to provide protection to its visual resources.

Access to Computing Labs - computer laboratories hold open lab hours after the first two weeks of each quarter and these will be made available to all Art Department students along with training as necessary. Related to this, it will seek to promote greater contact and integration between the studio art and electronic media students using those labs.

IT Support – the Art Department strongly concurs with their need to have dedicated IT staff who must be literally “skilled in the arts,” and physically present in the labs. It will advocate for its IT support to remain discipline-specific in whatever reorganization might occur to campus wide IT services.

#### **4. Program’s Five-Year Strategic Plan (2008-2013)**

Over the coming five years, the Art Department expects to sustain its traditional fine arts offerings and Art History program while building up enrollment through new offerings in the various electronic arts options. The majority of faculty in the department have electronic arts interests, although they are trained in the traditional arts and it appears that presently electronic arts students comprise two-thirds of the department. The Art Department plans to develop a new option in Animation/Game Design which is expected to revive spatial arts course enrollments, especially the sculpture portion of the curriculum. It is expected that the next five years will result in a working outcomes assessment program, and specific courses are listed for assessment in the five-year plan. Of particular concern is the state of the physical work space and key equipment in the department – ceramics, painting and drawing work spaces are inadequate and have equipment limitations. The full transition to digital photography will similarly require adequate resources if it is to be done successfully.

The department expects that enrollment in its courses and its program will grown over the next five years although no quantitative projections are provided. Enrollment growth will, in part, depend on the addition of faculty teaching and advising capacity with the need to hire additional tenure-track faculty a key. Other resource needs include the necessary financial resources to maintain and upgrade ceramic kilns, purchase more storage racks for students’ in-progress art works, and install better tables, work surfaces, and adequate lighting in drawing studios. Photography needs the funds to complete its transition to digital technology and exhibition space must be expanded to show student work. Staff resources need to be added in the ceramics area with faculty being asked to do the job of technicians as well as teach the courses.

#### **5. CAPR Analysis of the Program’s Five Year Review**

During the document review, concern was expressed to the CAPR Chair and Liaison that the traditional arts component of the program lacks adequate personnel, resources and representation in faculty governance and the Outside Reviewer referred to tensions between electronic and traditional arts. However, this is not reflected in the five-year review documentation provided and the Art Department Chair expressed the view that traditional arts instruction is strongly supported and that all staff, electronic

arts or otherwise, are trained in and value the traditional arts as integral to the overall program. The Art Department was granted a graphics art hire in 2005 and has variously put in tenure-track requests for both electronic (web design) and traditional (pictorial arts, studio art) faculty. Future hires will likely be expected to span more than one option area and, should a new option be created, a specialist in animation/game design would be sought. The Art Department Chair acknowledged the loss of senior faculty in the traditional arts through retirement and suggested that one or more of the hires that will be requested in the next five years will likely be targeted towards strengthening the pictorial arts in some fashion. He also acknowledged that advising of the students in the Spatial Arts and Studio Arts options fell on a single full-time faculty member and on part-time faculty who were willing to voluntarily provide guidance. A review of student enrollment data by course for Fall 2008 provided in Appendix 2 of the Art Five-Year Plan and the declared option data as of January 2009 indeed suggests that there is a relatively heavy advising load in the traditional arts area as well as a greater reliance on Part-Time faculty to teach courses therein. In addition to supporting growth in the desired area of Animation/Game Design, future faculty hires and position conversion should seek to strengthen this area if the program is to maintain the traditional arts as “an exemplary center of excellence producing very high quality work, anchored by the BFA program”.

Based on a review of all the materials submitted to it and consultation with the Chair of the Art Department, CAPR makes the following specific recommendations with respect to the Art Department over the next five years.

Implement a new survey instrument to collect entry and exit self-evaluation information from majors, developing a version of the questions applicable to Art History option students, and finalize the necessary requirements to operationalize and implement a blackboard-based portfolio that permits faculty evaluation of student materials and faculty assessment of student learning outcomes.

Submit the necessary tenure-track requests to CLASS and the CSUEB to secure the conversion of five FTE Part Time positions to Full-Time tenure-track positions, raising the permanent faculty from 10 to 15 and to support continued excellence in the traditional arts and BFA program

Conduct a comprehensive space review and develop the necessary documentation to support a proposal for a new, purpose-built facility that will identify and correct the current inadequacies and enable CSU East Bay to lead in digital media arts and fine arts education in the new century.

Seek appropriate studio space for electronic arts faculty within the current space available in the Art and Education facility and the necessary equipment for it to meet faculty and student needs.

Instigate an examination by the appropriate parties on campus of the potential health and safety issues associated with the ventilation of work spaces used by department faculty, staff and students.

Develop a concrete proposal for the implementation of an MFA degree and submit the necessary documentation for approval to the university.

Suspend, reorganize and resuscitate the option in Spatial Arts.

Open departmental faculty meetings to lecturers and expand the frequency of meetings between lecturers and the Department Chair.

Form a University Art Gallery Committee to “review and redefine its role, budget, oversight, and curatorial policies” and report its outcomes to the department and CLASS.

Purchase the necessary equipment and install the hardware/software system needed to provide the needed level of protection for departmental visual resources.

Open electronic arts laboratory facilities to all Art Department students irrespective of their option and provide the necessary training required for their effective use by all who wish to do so.

CAPR also recommends that the CSUEB IT Services continue to provide discipline-specific support staff to the Art Department who are skilled in the electronic arts who also possess the required technical knowledge to support hardware and software.

#### **6. CAPR recommendation for Continuation of Program**

CAPR recommends continuation of the Bachelor of Arts (BA) and Bachelor of Fine Arts (BFA) without modification.

#### **7. Date of the Program's Next Five-Year Review**

Date of next Five-Year review is academic year 2013-2014.