

## Sabbatical Leave Application (2021-2022)

NOTE: If submitting two plans, you are required to submit two separate applications titled Plan A and Plan B. If submitting a second application because you are unsure the first one will work out, please title your preferred application, Plan A and the second application, Plan B.

Email address \*

kcleveland@miracosta.edu

### PART I - Signature Page

A hard copy with signatures to be submitted to the SLC Administrative Assistant separately. Download and print the Signature page here.

<https://drive.google.com/file/d/1jntUnjYo3ohXCkxS6JBpgM3hJmArMbm/view?usp=sharing>

Name \*

Karl Cleveland

Department \*

Media Arts and Technologies

Date Submitted: \*

MM DD YYYY

09 / 21 / 2020

Full-time Hire Date (semester and year): \*

Fall, 2006

Academic School year of sabbatical leave requested (for example: 2019-2020): \*

2021-2022

Select the period of sabbatical leave requested: \*

- One semester
- One-year at 50% compensation (do not include unbanking)
- Variable (approval of Superintendent/President required prior to submission of application).

Indicate semester of preference \*

- Fall
- Spring

Date of proposed return to full-time service (if unbanking):

-----

Prior to submitting your application, perform the following steps. Check off each one to acknowledge that you have: \*

- Step 1: Notify your Department Chairperson (or equivalent) of your intent to request a sabbatical leave, giving him/her the opportunity to consider staffing, budgets, previous evaluations and other issues.
- Step 2: Notify your Dean (or equivalent) of your intent to request
- Step 3: Notify your Vice President (or equivalent) of your intent to request a sabbatical leave, giving him/her the opportunity to consider staffing, budgets, previous evaluations, SLO assessment calendar, and other issues.
- Step 4: Submit a hard copy of Sabbatical Leave Application Signature Page with original signatures to SLC Administrative Secretary prior to deadline. SLC will review applications and make recommendations for revisions.

## PART II - Abstract of Sabbatical Leave Application

Check the type of sabbatical leave: \*

- Advanced Academic Studies (Select Advanced Academic Studies only if all 12 semester/18 quarter units are upper division/graduate credit. Otherwise, choose Self-directed studies.):
- Self-directed studies

Abstract: In the box below, clearly state the purpose(s) of the proposed sabbatical leave (try to keep the abstract 200 words or less). \*

During sabbatical leave, I intend to study full stack web application development using advanced JavaScript and the MERN technology stack. I further intend to study computer programming in the context of the visual arts through explorations of generative and algorithmic art-making. Lastly, I plan to explore traditional printmaking with a goal of finding ways to integrate digital and analog printmaking processes in creative ways.

Media arts touches upon so many differing technologies and interdisciplinary skillsets that it requires constant professional development in order to keep pace with industry. A suite of evolving web technologies and frameworks have brought new capabilities to desktop and mobile browsers, but also increasing sophistication. In order to keep pace with student and industry needs and expectations, I must keep my web development skills on the cutting edge. This proposal allows me to do that. In addition, as a faculty member in media arts and technologies, I need to engage in and develop my own artistic and professional practices. I need to 'make stuff' as I often teach from direct experience creating media products and user experiences. This proposal allows me to cultivate and learn new artistic practices in both digital and traditional media.

-----

## PART III - Identification of Objectives, Description of Proposed Activities & Documentation

OBJECTIVE #1: \*

a) My objective:

Explore and increase my knowledge of advanced JavaScript and JavaScript frameworks, including full stack web application developing using Node.js and the technologies in the MERN Stack (MongoDB, ExpressJS, ReactJS, NodeJS).

-----

\*

b) How I plan to accomplish my objective and anticipated outcome:

I plan to accomplish this objective through a variety of means, including:

1) Reading. I intend to read and utilize chapters from JavaScript and/or JavaScript frameworks textbooks and reference manuals. Such books may include: Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node by Vasani Subramanian (Apress), Web Development with Node and Express: Leveraging the JavaScript Stack by Ethan Brown (O'Reilly), and/or Learning React: Modern Patterns for Developing React Apps by Alex Banks (O'Reilly).

2) Online training. I intend to engage in online training courses or tutorials. Such training may include: Create a back-end app with JavaScript (8 weeks) from Codecademy, LinkedIn Learning courses such as Learning Full-Stack JavaScript Development: MongoDB, Node, and React, Learn Node by Wes Bos (LearnNode.com), React For Beginners by Wes Bos (ReactForBeginners.com), and/or Fullstack Advanced React and GraphQL by Wes Bos (AdvancedReact.com).

3) Creating my own coding samples and demo applications. I plan to create my own coding examples using JavaScript and JavaScript frameworks to document my learning, put it in practice, and so that I can provide practical use cases and coding solutions as reference material (for myself or future students).

I anticipate that as a result of these activities I will be better able to support student's web development efforts on an advanced-level, including supporting students who are building full stack web applications. I will be able to provide ready-made coding examples to support student learning goals and project needs. Moreover, I will be better prepared to teach and provide leadership in the web design and development curriculum, including the potential to develop new courses or integrate more advanced-techniques and programming into current courses.

\*

c) Documentation and estimation of time spent on my activity:

Cumulatively, I expect to spend between 190 to 260 hours on these activities. Documentation will include an accounting of the hours spent on each activity and appropriate accompanying evidence, such as certificates of completion (when available), screenshots of progress, and/or posting my application demos and coding samples online.

#### OBJECTIVE #2 (if applicable):

a) My objective:

Explore and increase my knowledge of generative art, creative coding, and computational media practices.

b) How I plan to accomplish my objective and anticipated outcome:

I plan to accomplish this objective through a variety of means, including:

1) Reading. I intend to read and utilize chapters from generative art and creative coding books and reference manuals. Such books may include: The Nature of Code: Simulating Natural Systems with Processing by Daniel Shiffman, Generative Art: A Practical Guide Using Processing by Matt Pearson (Manning Publications), Learning Processing: A Beginner's Guide to Programming Images, Animation, and Interaction by Daniel Shiffman (Morgan Kaufmann), Generative Design: Visualize, Program, and Create with JavaScript in p5.js by Benedikt Gross, and/or Form +Code in Design, Art, and Architecture by Casey Reas and Chandler McWilliams.

2) Online training. I intend to engage in online training courses or tutorials. Such training may include: The Nature of Code from The Coding Train/YouTube (based on the NYU course, The Nature of Code, by Professor Daniel Shiffman) and/or Generative Art and Computational Creativity course by Professor Philippe Pasquier on Kadenze.

3) Creating my own coding samples, applications, and/or generative art projects. I plan to create my own generative, code-based artworks for display online and/or for print.

I anticipate that as a result of these activities I will better understand the historical and contemporary practice of computing in the arts. Explorations of generative art, algorithmic art, and the programming strategies and techniques behind computer simulations of natural systems will allow me to explore the artistic intersection of programming, computer graphics, and individual expression. I am interested in understanding how the mathematical principles behind our physical world can help us to create digital worlds as well as how to capture the unpredictable evolutionary and emergent properties of nature in software. These activities will allow me to develop my own artistic practices as well as enrich my computer programming skills. Ultimately, this exploration should make me better prepared to teach and provide curriculum oversight and leadership within the media arts and technologies discipline.

c) Documentation and estimation of time spent on my activity:

Cumulatively, I expect to spend between 200 to 240 hours on these activities. Documentation will include an accounting of the hours spent on related activities and appropriate accompanying evidence, such as certificates of completion (when available), screenshots of progress, and posting my generative artworks, creative applications, and/or coding samples online.

#### OBJECTIVE #3 (if applicable):

a) My objective:

Explore traditional printmaking techniques and processes such as woodcut, etching, lithography, screen printing, and/or other related contemporary printing techniques.

b) How I plan to accomplish my objective and anticipated outcome:

I plan to accomplish this objective by:

1) In person training. I plan to take a course such as the Art 210: Printmaking I course at MiraCosta College.

2) Reading. I intend to read and utilize chapters from Printmaking: A Complete Guide to Materials and Process by Bill Fick and/or Modern Printmaking: A Guide to Traditional and Digital Techniques by Sylvia Covey.

3) Creating my own physical prints and artworks.

I've always wanted to take a printmaking class and learn more about traditional printmaking techniques. I hope to ultimately engage in an artistic process that combines digital and analog techniques in creative ways. I anticipate that as a result of these activities I will be better able to compare, contrast (and potentially combine) digital and analog printmaking processes. Ultimately, this exploration should allow me to better assist and prepare digital imaging and design students in their commercial and/or artistic endeavors.

c) Documentation and estimation of time spent on my activity:

Cumulatively, I expect to spend 190 to 240 hours on these activities. Documentation will include a transcript or certificate of completion (if applicable) for any courses or workshops taken, an accounting of the hours spent on each activity and appropriate accompanying evidence, such as posting images of artworks or prints online.

OBJECTIVE #4 (if applicable):

a) My objective:

b) How I plan to accomplish my objective and anticipated outcome:

c) Documentation and estimation of time spent on my activity:

Total Estimate of Hours for all objectives (minimum of 576 hours) =

600 hours

PART IV. - Explanation of Contribution to District

\*  
A. Explanation of how my activities will contribute to my professional development:

Through this sabbatical I expect to gain expertise in both client-side and server-side programming and web application development techniques, with a focus on JavaScript and full stack JavaScript frameworks. My graduate education focused on communication and art and my technical skills in web design and development are largely self-taught or have come through professional experience. Therefore, the opportunity to formally study these topics will contribute greatly to my professional skills and make me a more capable web developer and teacher. Beyond web development, media arts requires an interdisciplinary artistic and technical skill set. I need to engage in and develop my own artistic and professional practices. I need to 'make stuff' as I often teach from direct experience creating media products and user experiences. This sabbatical will allow me to cultivate and learn new artistic practices in both digital and traditional media.

\*

B. Explanation of the anticipated short- and/or long-term benefits of your project on the following groups: students, department, college, and/or community. Include specific information on SLOs, PSLOs, Core Competencies and/or equity, diversity and inclusion.

I. Students. I believe students stand to benefit the most from my sabbatical. The capabilities of Career and Technical Education students rely heavily on the expertise of the faculty designing and teaching their curriculum. In order to prepare themselves for professional jobs within the industry, students need to develop projects of real depth and breadth, both in creative design and technical implementation. As a result of my sabbatical, I will be more qualified to support student's client-side and server-side web development efforts on an advanced-level, including supporting students who are building web applications. Moreover, I will be better able to support student learning goals and project needs in relation to computing in the arts. For example, one of the SLOs from MAT 190 includes the ability to "Conceptualize, design, and produce user interfaces, applications, and/or experiences that integrate media, animation, and interactivity." Satisfying this SLO requires faculty with robust artistic and technical skills, including how to apply computer programming techniques to artistic contexts.

II. Department. The PSLO for the Web Development and Design Certificate of Achievement reads: "Plan, design, and develop professional-level graphical user interfaces, web pages, and websites that utilize appropriate tools and techniques and demonstrate effective communication solutions." Of particular note in this PSLO is the need for students to demonstrate "professional-level" skills so that they are prepared to enter and thrive within the industry. But, the standards of the web design and development industry continually evolve and increase in sophistication. In order to remain on the cutting-edge, faculty must foster their own skills to ensure that students are getting relevant, useful, and up-to-date information. This sabbatical will help me be better prepared to teach and provide leadership in the web design and development curriculum specifically, but also across media arts disciplines more broadly, including the potential to develop new courses within the department or integrate more advanced-techniques and programming into current courses.

III. College and Community. The reputation and effectiveness of the College benefits from faculty who are experts in their fields of study and who are actively engaging with evolving technical and artistic practices. As a faculty member with advanced technical and creative experience in web design and development, computational media arts, and digital imaging and printmaking processes, I can assist the College in supporting media arts students with wide ranging interests. The community as a whole benefits from having a place to go to learn advanced, professional skills and from students who are well-prepared to transfer to four-year universities or take on industry jobs.

THIS IS THE END OF THE SABBATICAL LEAVE APPLICATION

This content is neither created nor endorsed by Google.

Google Forms