

Faculty Development Grant Summary Report

Name and discipline?

Ava Hassinger, Visual Arts

What was the focus of your Faculty Development grant project?

The primary goal of this project was to improve my motion design skills. I enrolled in online motion graphics courses developed by the School of Motion. The purpose of the project was to also support my development of new teaching methods and materials for motion design courses as well as increase engagement and for students.

Why was the project important to you: what led you to propose it?

The project was important to me because I felt that I did not have strength in my understanding of Adobe After Effects, the industry leader software for motion design. This personal challenge affected my confidence in teaching when giving assignments related to motion graphics. Motion design is an important subset of graphic design that has become more prominent commercially in the last several years.

What did you learn from doing it?

The grant was used to attend online courses at the School of Motion, which focused on motion graphics and animation. This provided me an opportunity to learn from leading experts in the field and gather new ideas and techniques to bring back to the classroom as well as my artistic practice.

I learned the essentials in developing and designing an animation in Adobe After Effects through dynamic assignments and exercises. I was also able to see examples from the other students who were participating in the course. I found it very helpful to see how the other students interpreted the prompts.

Where will the project go from here?

I plan to continue working in motion design and develop relevant assignments and projects to engage students in my graphics courses.

I am still working on finding new ways to combine this new found knowledge with my studio art practice, which is primarily sculptural and photographic.

How has this project informed your teaching: what did you learn about the topic or about yourself as a teacher that has made a difference? What is the “takeaway” for the other instructors?

I now have confidence in instructing Motion Graphics to students. I know which areas of After Effects students should begin with as well as which projects will benefit their comprehension and development. One can always improve on their technical skills , especially when it comes to digital design programs like After Effects. Software is always changing and as an educator, I must stay up to date. I think it's also important to note that it's helpful to see how other instructors organize their courses as a way to evaluate one's own teaching style and strategies.