

GALLAUDET UNIVERSITY
SUMMARY SHEET FOR REQUEST FOR PROMOTION/TENURE

Name :	Max B. Kazemzadeh	Department:	ART	School:	Gallaudet University
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Current Rank:	Assistant Professor	Years in Current Rank:	3.5
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Action Requested: <small>Check one</small>	X	<u>Tenure</u>		Promotion to (rank):	N/A
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Appointment Date to Gallaudet:	August 2009	Years of Service:	3.5
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Highest Degree Held:	MFA	Year Awarded:	2000	Field:	Art, Design & Technology
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Terminal/Other Degree in Progress:	<u>Yes</u> No <small>(circle one)</small>	Degree:	PhD	Expected Completion Date:	2014
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ASLPI Rating:	2.8	Date Taken:	10/05/11
SCPI Rating:	N/A	Date Taken:	N/A

For tenure, targeted ASLPI rating of 2.5 or SCPI rating of **Advanced is required. For promotion, targeted ASLP rating of 3.0 or SCPI rating of Intermediate Plus is required. If the rating is below the required score, please provide additional documentation.*

Teaching:

Since 2009 Kazemzadeh has served the Art Department at Gallaudet University in the area of teaching by revamping the digital media courses to offer students more complete education with technologies that would better prepare students and their portfolios to enter the workforce in a range of fields, to apply and get accepted to better graduate programs in digital media, interactive design, web design, fine art, motion graphics, film, and graphic design, and to become more successful digital artists entering the professional artist community. Upon arrival at Gallaudet Kazemzadeh immediately worked to revamp the format, descriptions, and lesson plans for digital media courses to accommodate these goals as well as identifying what new courses should be in the curriculum that didn't yet exist. Prior to his arrival at Gallaudet students had been requesting web art/design, 2D/3D animation, and interactive art courses to be taught in the Art Department. Adjuncts on and off campus with little experience teaching were only able to cover an introductory web design course ineffectively. Anything beyond basic .html was not being taught, and the incorporation of interactive media with film and animation ignored. Areas like interactive film, basics of 3D modeling, 2D and 3D animation, merging animation with film (aka. Compositing), the fusion of graphic design or design for that matter with film or web, digital installation, software art, programming, hardware art / robotics and art / sensor-based interactive systems, were nowhere to be found. Kazemzadeh introduced these areas into the curriculum through digital media courses as well as other film- and studio- based courses that he taught. To accommodate advanced students that had been at Gallaudet for years and in some cases were working to prepare a portfolio to try to get into the better digital media and design programs in the country, Kazemzadeh accepted many of them as independent study students to allow them to focus on advanced techniques and to prepare their portfolios getting them ready for the job market or to apply to graduate schools and possibly receive scholarships. This proved effective for students like Christine Perrott, Joanna Jimenez, Gabriel Pasman, Mae Sellers, Jason Nesmith, and more.

In advanced "Special-Topics-like" courses that were flexible enough to introduce different topics and methods each semester it was offered, such as Studies in Sculpture, Kazemzadeh introduced industry standard 3D modeling and animation software with film and gaming. Students in those courses modeled characters and environments with textures and animations within 3D worlds. For two semesters, he made Studies in Sculpture a collaboration course with Professor Ian Parberry's "Game Programming" course in the computer science department at The University of North Texas, where Gallaudet students met, worked, and collaborated in groups with UNT students via iChat, Skype, faceTime, and gChat to design custom designed, fully functional 3D games together.

Both Web Design I and II began teaching Flash, Flash Actionscript, and advance Flash Actionscript that would lead students into the area of programming interactive and generative interfaces on the web. Web Design I and II also introduced extensive .html and JavaScript scripting, advanced design and development with Photoshop and Dreamweaver, and for some advanced students basics in PHP scripting and Drupal.

The 2D animation course explored more indepth processes with After Effects, Special Effects, and Flash and introduced techniques that overlapped between preparing vector-graphic/image animations for the web versus raster graphic animations for film and video. This course also helped students gain a deeper understanding of how vector and raster animations could be incorporated more effectively into interactive experiences.

Another Studies in Sculpture was used to introduce hardware/robotic or kinetic art development in class, which has evolved into the Advanced Digital Media course we have now, as well as his collaborative GSR 230 Scientific and Quantitative course with Dr. Dave Snyder. Kazemzadeh also introduced the notion of automation as an alternative methods and practices component within my Drawing course, which explored perception even more deeply using Roy Ascotts Groundcourse methods discussed in his book Telematic Embrace.

Kazemzadeh continuously adopted courses from the range of disciplines offered within the Art Department including Graphic Design, Studio Art, and Film, and feel comfortable teaching in all areas, including Art History, within the Art Department. One semester during the "Special-Topics-like" advanced course called "Studies in Film" he taught a history of Italian and French Film for instance that surveyed film strategies for film-makers from the beginning of the Italian and French Film industry to the present.

During office hours as well as other times, Kazemzadeh meets with students either in his office or the lab to help them with any implementation issue relating to projects. He maintains an open door policy in regards to helping students outside of class. His efforts in regards to teaching has been to motivate students so that they can be autonomous in both producing, criticizing, as well as constantly working to independently expand their skill sets as artists and designers.

Scholarship/Creative Activities/Research:

Since 2009, Kazemzadeh has completed every entry on the list of the Art Department tenure criteria sheet every year, while serving as an engaging figure in the classroom and being able to motivate his students to produce outstanding work.

The professional work ranges from being invited to exhibit his interactive installation work in national and international exhibitions, writing, publishing, and presenting papers at conferences, giving workshops on art and technology around the world, giving artist talks in universities and institutions of art, science, and engineering around the world, being invited to participate in residency programs to invent and create new products and experiences in art and technology around the world, as well as serving on boards and advisory committees for grant review boards (Capitol Grant Foundation), institutes (such as the Cultural Programs of the National Academy of the Sciences in support of the DASERs events), and more. These professional activities has served to motivate the students already at Gallaudet and attract students to want to attend Gallaudet to further there education in these areas. Since the Art Department at Gallaudet University does not yet have an MFA Master of Fine Arts program, Kazemzadeh has been invited to serve on advisory boards as an external advisor for MFA students at other institutions. His hope is that this will lead to the further advancements and development in art and cross-disciplinary education at Gallaudet in the future.

These professional activities have also paved the way with institutions and professors, for some extensive collaborations in reference to developing conferences on art and technology with NIMK (Netherland Institute Media Kunst), summer courses abroad (at Hangar in Barcelona-, or Medialab Prado in Madrid-, Laboral in Gijon-, Spain, Shanghai-, Beijing-, China, at more), and connections that can help students get inroads into the top graduate programs at home and abroad.

Additionally, his professional practice incorporates research in the overlap between culture, design and technology, and finds it's way into projects for clients interactive systems and experiences as art exhibited in galleries and museums. His most recent opportunity is to exhibit in the Corcoran Gallery of Art. Todd Gray's Muse Café at the Corcoran Gallery of Art is preparing an event around the my "Jabbertalky" project in the central space of the Corcoran Gallery of Art Museum Building, opening Dec 15th.

Even though I've been at Gallaudet for 3.5 years as a tenure track professor, I've been a tenure track professor in all for 9.5 years and have been working professionally in the area of art and media technology professionally for more than 15 years. During this time I have established many connections nationally and internationally in the area of Digital Media Art and Technology. I am passionate about my field and research and hope to further the connections between my research in computer vision and perception, communications technologies, virtual reality, 3D worlds, generative software and artificial sensor-based and robotic systems as it better serves the Gallaudet Community, cross-cultural communication, bilingual education, and society by and large.

Service:

In addition to serving on the CUE Committee for over a year, and a CUE subcommittee in reference to Assessment, I have served on many production-based committees and subcommittees within the Art Department to implement specific tasks relating to PPTF, assessment, the revision of the old curriculum, the development of the new curriculum, the assistance with student needs in other courses, and the assistance with student entrance and exit portfolios. In regards to recruitment, I have served the Art Department and in many instances being the sole representative, at open house recruitment events. In reference to recruitment, I have also been interviewed in the past for Gallaudet exhibitions and brochures to use to share with prospective students visiting the university and online. In the WAB, I actively maintained and set up artworks to be displayed on the walls and plasma screen in the halls of the art building and around campus from student's activity in courses. For three and a half years, I redesigned and maintained the art department website. I constantly helped to connect Gallaudet students with institutions that would exhibit their work off campus in festivals and institutions such as the H Street Festival and the OH Gallery. I worked diligently to connect students with Internships on/off campus, such as with NASA, US News and World Report, and Discovery. I am in the process of organizing exhibitions on campus such as the upcoming NASA exhibition in January, which will also host a range of scientists to give presentations during the month at Gallaudet University about their research (which includes the director of Mars research and the longstanding curator of the NASA art collection, Bertrand Ulrich). I consistently would exhibit my newest work in the WAB's Linda Jordon Gallery to show students what is possible using the newest technologies available to them that may be more advanced or not covered in class. I worked hard to maintain the WAB Lab Software with new installations, updates, and more, for all Art Department faculty. I established the Skinny Tuesday monthly lecture series open to the Gallaudet community within the Gatehouse/FUNCOLAB space that invites creative professionals from a range of fields that merge cross-disciplinarily with art and design. I established a strong connection with the National Academy of the Sciences so that we could have interpreters for the last two years at the monthly DASERs (DC Art Science Evening Rendezvous Events) with their Cultural Programs division, also worked with the CPNAS (Cultural Programs of the National Academy of the Sciences to get Gallaudet Students to manage the Graffiti Wall at the NAS's "Decision Town" at the National Science and Engineering Festival in the DC Convention Center, collaborating with Parsons School of Design students and Jonah Brucker-Cohen who I invited to offer "The Scrapyard Challenge" A hardware workshop.

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Department Chair	Date

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Faculty Member	Date

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Provost	Date