Teaching Philosophy

As a designer, educator, and life learner, I am dedicated to the facilitation of educational opportunities to promote student advancement and to provide students with the tools and skills necessary for students to become productive members of society. Within higher education it is important to be able to anticipate the needs and abilities of students. In the years I have spent teaching in higher education and studying pedagogy for a variety of educational levels, I have become well versed in the necessary progression of advancement in standards and curricula a student must travel, from public education, to higher-level learning, and finally to postgraduate level research. Within my courses I facilitate student research and self-discovery by developing diverse opportunities, integrating innovative practices, and fostering social discourse.

Design as a field of research should be an experience where all students can learn more about themselves and the world around them, so that they are better prepared for the futures they will build for themselves. For students to truly develop as creators and innovators, they must be given a variety of methods, materials, and practices to explore their audience, message, and content. It is essential for students to learn to work and think in an interdisciplinary fashion, incorporating strengths from design, technology, and marketing. By focusing on diverse perspectives, students can build connections using their strengths. For example, in my Web 126 course (Technical Interface Skills) I build connections to the way that the visual elements are coded by discussing what the visual components are and relating them back to the coded wireframe pieces. In my Web 110 courses (HTML & CSS) I encourage students to sketch out sitemaps before they begin coding so that they can see the relationship between the files and understand the layout of their coded elements on the page through wireframing. Pushing students to consider a variety of techniques opens them up to further reflection on how their own work will be ultimately viewed and communicated through multiple methods, helping them become well-rounded designers.

My goal is not only to help students foster a drive for continual growth and exploration, but to develop new skills and techniques utilizing contemporary theories and practices within the tech industry. UI and UX are providing new paths for harnessing information and developing

discourse within digital content creation. Quickly evolving enhancements within technological practices has sparked a demand and budding opportunity for research within user experience. By integrating new technologies and curricula, such as UI and UX into core curricula, students can build designs truly developed for users. I believe it is my duty as a fellow digital designer and researcher of user experience to promote the advancement and exploration of these technologies as they integrate with emerging design practices.

In my own work I have been researching how user experience and interactive art can alter and shape cultural experience and vice versa. Whether it is through video, sound, programming, or digital media, technology helps us to develop new perspectives and connections to the world around us. In 2022 I was invited to be part of a UISFUL grant developed to promote more engagement between STEM students and International Studies. Since then, I have been co-developing and leading a GIST 101 course which takes students on a 10-day trip through Tokyo to explore innovative technological practices in web development and digital media, while also gaining an appreciation for Japanese culture, language, and traditional artistic practices within the country. In preparation for leading this program I studied Japanese at JCCC for two years and began researching global design practices and traditional art in Japan. While my previous research has been in user experience and interaction design through art, I am currently building off the research for this Study Abroad trip to look more into how culture influences design and communication and how these concepts can be incorporated within the department's curricula. I believe that by integrating cultural studies into design, that students will be better prepared to consider their own methods of design and communication in future projects.

Since I became chair of the Web Development and Digital Media department, I have been serving on the board for the CSIT Career Fair to help plan and run networking events every semester for current students and alumni. In addition to this, my department holds Advisory Board meetings twice a year and I encourage board members to visit the college as guest speakers in panel events or as a class speaker. Students are eager to gain meaningful real-world experiences, and as chair I try my best to facilitate those partnerships by passing along opportunities for internships, employment at the Student Agency on campus, and community events relevant to web development and design.

It is essential within higher education to give students opportunities to connect with the world around them and to explore diverse and innovative practices within their field of study. By integrating interdisciplinary practices, innovative technology, and collaboration into core curricula, I believe that students will be better prepared to explore their own research and its future impact within the tech industry.