Research and Creative Practice

2016-2017 programming in the Borland Project Space featured 14 Projects, 65 Presenters (14 faculty/51 students), and 30 Events.

47.5% of 2017 graduates participated in creative activity outside the classroom; 28.75% reported involvement in research during their time at Penn State.

The Center for Pedagogy in Arts and Design (C-PAD) was launched to advance arts and design pedagogies in teaching, research, and outreach.

Landscape Architecture began planning a Center for Ecological Design and Research (CEDAR) to link environmental designers and scientists.

Students*

94% of graduating seniors in 2017 reported they were satisfied with their educational choices.

84% of graduates reported they were satisfied with their level of preparation for their career path or academic endeavor.

89% of graduating seniors took an online course during their time at Penn State.

61% of graduates had a study abroad or study away experience while at Penn State.

*Data compiled from the Spring 2017 Senior Exit Survey; 90% response rate (165 out of 183)
The School of Music broke ground on a new recital hall in summer 2017; scheduled to open fall 2018.

The college was a core participant in the feasibility study for an “Arboretum Cultural District,” to feature a new museum of art and a museum of science and technology.

The Center for the Performing Arts’ presentations generated attendance of more than 30,000 patrons (one-third were Penn State students).

*Data compiled from the 2013 and 2016 Strategic National Arts Alumni Project survey (1014 respondents in 2013, 985 in 2016)
**GOAL #1**

**CREATE TRANSFORMATIVE EXPERIENCES FOR STUDENTS**

- **80%**

In the past year, 80% of students surveyed in the first PULSE survey attended at least one arts event on campus. 90% of students agree that Penn State’s arts events reflect the institution’s commitment to diversity and inclusion.*

- **1,000** students participated in Center for the Performing Arts programs in addition to performances.
- **79%** of A&A graduating seniors were involved in art or design projects outside their area of study at least once every three months.
- **60%** of A&A alums reported working with an artist in the community; up from 43% in 2013 (SNAAP).

*PULSE survey: the CPA, HUB Galleries, Center for Arts and Crafts, and College of Arts and Architecture collaborated with Student Affairs to survey 12,000 students.

**GOAL #2**

**MAXIMIZE VISIBILITY OF THE ARTS AND DESIGN AT PENN STATE**

- **26%** Facebook followers increased by 26%
- **76%** Twitter followers increased by 76%
- **670%** Instagram followers increased by 670%
- **46%** number of stories featured in Penn State newswires increased by 46%
GOAL #3

ENGAGE COMMUNITIES THROUGH RESEARCH, CURRICULA, AND ARTS PRESENTATION

>30,000
patrons attended Center for the Performing Arts presentations; 800 family members were engaged in children’s programming; 3,850 educators/students attended School-Time Matinees; 2,100 students, faculty, staff, and community members were engaged through the Classical Music Project.

73
artists from across the country were featured in Woskob Family Gallery exhibitions.

>100
participants at multiple Arts and Design Research Incubator workshops; the ADRI fostered research programming that integrates art and creative practice into Penn State’s research enterprise; for example, FaceAge was installed at the HUB in fall 2016 and at the 2017 IAGG World Congress on Gerontology and Geriatrics.

50%
of graduating seniors were involved in a service learning or community project at Penn State.

GOAL #4

LEAD IN TECHNOLOGY IN THE ARTS AND DESIGN

The Palmer Museum of Art collection is now searchable on the Penn State Libraries website; past exhibitions are archived on the museum’s website.

The Arts and Architecture Resource Collaborative was launched to function as a college-wide digital asset management system; all archival and promotional photography will be searchable and downloadable on the site, with detailed tags, photo info, and more.

The School of Visual Arts created the World Campus Digital Multimedia Design degree in collaboration with the colleges of Communications and Information Sciences and Technology.