

Advisory board meeting feb. 20 2004

1. A vote was taken to elect a chair person for the committee and Bob Huser an Architect from target in Minneapolis was elected.
2. Changes to the curriculum such as the credit changes from quarter based system to semester and the removal of the structures class were reviewed again and approved with some reservation as to the possibility of weakening the program.
3. There was discussion as to placement of the Animation students they have been at 100% with 4 graduates, 3 working in related field and 1 continuing education.
4. There was also discussion as to the starting pay of Animation students and Architectural Drafting students. Consensus varied depending on the location, lower pay in the upper half of Minnesota and North Dakota, to higher pay as you travel south, Minneapolis etc.
5. There was discussion as to Recruiting efforts for student in Animation and Architecture as the College did not recruit for program specific. Consensus was to recruit for ourselves and with word of mouth from advisory board members.
6. Software issues such as using AutoCad or Architectural Desktop were discussed. The general consensus was that many people were using different software. Microstation, AutoCad and Desktop were the primary software in this area, while Sketchup was a big hit out west. Everyone agreed that we should keep teaching AutoCad and Architectural Desktop.