



ACADEMY *of* ART UNIVERSITY

FOUNDED IN SAN FRANCISCO 1929 BY ARTISTS FOR ARTISTS

Master of Arts

MA Final Portfolio Review Guidelines

School of Landscape Architecture

Final Review is to assess your knowledge and skills as you near the end of your MA program.

After reviewing your portfolio the department will be better able to advise you about your career.

YOUR DIPLOMA CANNOT BE PROCESSED WITHOUT A COMPLETED FINAL REVIEW.

THE FINAL REVIEW PORTFOLIO MUST INCLUDE THE FOLLOWING:

- **Cover page** with title: “School of Landscape Architecture Master of Arts Portfolio”, your given name, your chosen name (if applicable), date of submission, and semester of completion of the MA degree
- **One page statement** explaining what you have learned in the MA program and how you will apply these achievements to your professional career.
- **Formal resume** that has been updated since your application to the program that includes significant activities and achievements you have accomplished since being a student in the School of Landscape Architecture.
- **LAN 660 project(s)**. Each project shall include:
 - Project description and requirements for project and/or each phase of project
 - Final Presentation(s): as presented to a guest jury
 - Site Analysis: if not included in the final presentation boards
 - Initial Concept Development: sketches, drawings, exploration of concepts, etc.
 - Design Development: sketches, drawings, exploration of details
 - One paragraph written description of design intent and how that intent was resolved in your proposed design

UPLOAD YOUR PORTFOLIO THROUGH LMS

For instructions on how to upload your portfolio PDF to the LMS and tips on how to reduce your file size, go to the Graduate Showcase resource page at this URL: <http://gradshowcase.academyart.edu/resources.html>

Please make sure to label each item.

DUE DATE: Check with the department for the due date.

Program Learning Outcomes to be considered:

Design Solutions

- Demonstrate basic command of the key principles, systems, and elements of design that inform two- and three- dimensional design and composition
- Produce defensible design and planning solutions that reflect an awareness of the historical, ecological and climatic factors of a given site
- Creatively solve design problems

Research and Design Process

- Conduct sufficient research and analyze findings at appropriate junctures in the design process
- Explore sufficient concepts and alternatives, and test them against relevant criteria and standards

Natural Systems

- Identify and evaluate key features and processes found on a site (such as soil types, individual plant species, plant communities, wildlife, climatic conditions, and hydrology) to determine design opportunities and constraints

Human and Social Factors

- Demonstrate an understanding of the complexities that exist between human behavior and outdoor space in design proposals

Technical Systems and Materials

- Apply the principles of sustainability to design technically accurate and ecologically sensitive grading and drainage plans and irrigation systems
- Select and evaluate materials that will both enhance the aesthetic and ecological qualities of a given site and provide for the programmatic requirements of the client and/or user group

History, Theory, and Criticism

- Demonstrate an awareness of fundamental design traditions, ideas, and influences in design proposals

Visual and Verbal Communication

- Consolidate research and present ideas in a concise and convincing verbal presentation
- Select appropriate representational media, including computer graphics and freehand drawing, to express essential information throughout the design process

Professional Readiness

- Produce a professional portfolio demonstrating their skills and design process

Academy of Art University Learning Outcomes for ALL degrees

Graduates of the Academy of Art University will demonstrate the ability to:

- Produce a body of work suitable for seeking professional opportunities in their chosen field of art and design.
- Solve creative problems within their field of art and design, including research and synthesis of technical, aesthetic, and conceptual knowledge.
- Communicate their ideas professionally and connect with their intended audience using visual, oral, and written presentation skills relevant to their field.
- Execute technical, aesthetic, and conceptual decisions based on an understanding of art and design principles.
- Evaluate work in their field, including their own work, using professional terminology.
- Recognize the influence of major cultural and aesthetic trends, both historical and contemporary, on art and design products.
- Learn the professional skills and behaviors necessary to compete in the global marketplace for art and design.
- Engage with a variety of communities beyond the classroom through internship opportunities, study abroad programs, athletics, student interest clubs as well as collaborative, civic and pro bono projects.