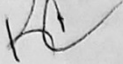


TO: Dean Eric Rothenbuhler
School of Communications

FROM: Kathy Corley 
Chair, Electronic and Photographic Media Department

DATE: April 7, 2016

RE: Second-year review for Assistant Professor Kevin Taylor

The Electronic and Photographic Media Department has conducted a second-year review of Assistant Professor Kevin Taylor. Comments were solicited from the faculty, students and Webster University community. Kevin's course evaluations from Fall 2015 and his contributions to the department were also taken into consideration.

In his second year as program coordinator of the Games and Game Design program, Kevin has demonstrated both leadership and vision for one of the most rapidly growing academic programs in the university. In the past year, this program has grown from 20 majors to 53 majors, a 165% increase. Such growth would not be possible without effective teaching and good management of an academically solid curriculum. This year, Kevin revised the major to fine tune the gaming courses, and he worked with me in recruiting an excellent group of adjunct faculty who are part of the emerging technology and new media companies in St. Louis. In addition, Kevin worked with IT last summer in the purchase and installation of the hardware and software needed to create a viable game lab. His teaching evaluations are overall positive, and students cite his knowledge of game design technology and the gaming industry. He also effectively works with approximately 30 student advisees.

Letters of support enthusiastically describe Kevin's contributions to the program and our department. "Kevin's dedication to developing curriculum is only matched by his genuine engagement in the work of the department at every level," noted one colleague. Another colleague observed "his vision to expand into VR and AR seems like exactly the kind of future-minded thinking that the school desperately needs at this point in its development." Kevin worked closely with the entire department in the multiple job searches, and he was actively engaged in departmental governance and planning in our monthly meetings. His collegiality is recognized and praised by other faculty in our department: one colleague aptly noted "the way that he handles disagreement as a concept to be worked and discussed and wrestled with rather than an injury to pride and sense of self is refreshing in academics, where people guard their ideas somewhat too vigorously at times. His vision is clear and resolute and yet malleable."

It is my impression that Kevin has been the most active person in our department this year in the recruitment process. He has attended open house events, recently managed a table at a career expo at the St. Louis Community College-Wildwood campus, and was involved over spring break with the Academy of Science workshops for high school students. In addition, he has on countless occasions met individually with parents and prospective students in his

office to promote our Games and Game Design program, and he has also assisted with recruitment in Animation while Chris Sagovac is on sabbatical.

Kevin has produced a variety of notable accomplishments in the area of professional development: His visual art has been displayed at the Central Print Gallery "City of Night" exhibition; Rowman & Littlefield publisher has accepted one of his articles on gaming history and culture for a future publication; one of his comic shorts has been accepted for publication in the Brain Cloud Comics graphic novel/comic compilation; and he is developing a 28-page solo comic book to be independently published for international distribution. He is also constantly learning new software and scripting systems, and he is continuing development on a PhD proposal in Virtual Environmental Narrative. Kevin is a member of the Independent Game Developers Association (IGDA) and the Higher Education Video Gaming Association (HEVGA).

For future recommendations, more than one colleague has recommended that Kevin become more involved in at least one university committee or initiative in preparation for his initial status review.

It has been a pleasure to work with Kevin in my role as department chair. I speak on behalf of my colleagues in strongly endorsing the continuation of Kevin Taylor's position in our department, and I noted last year, I encourage the university to provide all the support possible for the development of the faculty and technological resources needed to support the Games and Game Design program.

Cc: Kevin Taylor