Iovine and Young Academy Faculty Council Progress and Activities 2022 - 2023
Prepared by Aaron Siegel, June 4th, 2023.

The USC Iovine and Young Academy Faculty Steering Committee (our equivalent of a Faculty Council composed of all of our full-time faculty members) have been focused on the growth of our student body, our course offerings, and the faculty contributing to our program. We meet weekly for an hour and a half to discuss current issues, upcoming plans, student performance, and curriculum planning.

Starting in August 2022, faculty members were charged with proposing new potential course offerings in an area of interest they are passionate about, believe would contribute well to the currently existing offerings of the program, and what future facing subject matter would be appropriate for our students. Each faculty member developed at least one new syllabus for a class to begin the curriculum approval process with the goal of offering new classes starting in fall of 2023 or spring of 2024.

In the fall of 2022 the school put out a call for applications for three faculty positions in the areas of creative computing, data science and analytics, and research. Faculty were placed in different search committees based on their area of expertise. After numerous first and second round interviews, one full-time hire was made in the area of research and one part-time hire was made in the area of creative computing. We also hired our first post-doctoral researcher who will be contributing to our focus on mixed reality as it's applied to health innovation.

Our faculty steering committee is also responsible for reviewing incoming freshman applications over the winter break. Each faculty member is given between 60 -70 applications to review with two to three other faculty members, from which a combined score is derived to decide on the top 100 applicants for us to interview via Zoom. This year we will have our largest incoming freshman class of 54 students.

At the end of the spring semester, the school had an all day retreat focused on curriculum refactoring where the faculty was split into different working groups focused on challenge based learning, technology, design and strategy, business of innovation, product and physical computing, and mixed reality. Each group works together to strategize the curriculum trajectory, the material in each course, hard and soft skills that students are learning and how they apply those new skills in future courses, as well as possible tracks that students can follow through their classes.