# MEDIA STUDIES PROFESSIONAL DEVELOPMENT



## **PORTFOLIO PLATFORMS**

- Learning Portfolio
- Behance
- Wix
- Carbonmade
- Coroflot
- Wordpress
- Tumblr
- Squarespace

## **PORTFOLIOS TIPS**

- Make an immediate impact
- Explain what people are looking at
- Be clear
- Tell who you are
- Show your process
- Your portfolio can be more than visual work
- It's not permanent

## **PORTFOLIOS MISTAKES**

- Lack of descriptions for work
- No visual consistency between pages and other documents
- Too much stuff
- Broken links
- Poor use of language
- Not easy to use
- Not clear
- Poor image/video quality
- Doesn't use the language of your intended audience

## SOCIAL MEDIA

- LinkedIn
- Tumblr
- Instagram
- Does not have to be included on your resume or website unless it relates to your work (no personal stuff)

## **HACKING THE CURRICULUM**

Using your coursework to build your portfolio

 Student should see their coursework in Media Studies as a way to build a portfolio of content and skills

 Meet with faculty early to discuss your goals for the class. Discuss ways to shift their assignments and coursework to build your portfolio.

# USE MULTIPLE COURSES TO BUILD CONTENT

(JUST PRESS PLAY.)



NOT JUST A WEB SERIES.
IT'S A CONVERSATION.













Producing Episodes - Content Creation
Projects: Digital Editing - Editing and Polish
Innovation in Digital Marketing -Brand Development
Social Media Metrics -Increase Market Reach
Independent Production - Continued Content Creation

# USE MULTIPLE COURSES TO BUILD CONTENT



#### SAGE

SAGE is an app prototype aiming to engage users in a community that educates and supports sustainability through promoting local: urban farming, farmers markets, farm-to-table dining, grocers, events, and volunteer opportunities located in New York City's five boroughs.

The app will provide navigation services for users looking to access any of these nearby locations. The mission is to live simply and sustainably, while discussing why supporting local is important for the preservation of our health, environment, ecosystem, and economy. A lot of research went into the selection of navigation filters and page features that best serve a user-friendly, helpful experience.

[1] The process. [2] The pitch.





Design Process – Idea and Concept
Media Practices: Design Principles - Graphic Design Content

#### Mame' Says











TECH - MARCH 28, 2017

#### Python Party-Learning A New **Programming Language**

Happy Tech Talk Tuesday! Guys, it's that time again. After clinging on to programming languages I...





NERDY GIRL, TECH - MARCH 21, 2017

#### Tech Talk With #BUILTBYGIRLS Danielle Letayf

Happy Tech Talk Tuesday! As much as I love babbling about women in the tech space, I'm the biggest advocat...







Hi. I'm Mame' Damey. Pronounced Mah-May Dah-May. The New School grad student, Web Developer, soon to be App Developer, Stylist, and free spirit connecting my dots through



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## Biz. Strategies for Social Media-**Content and Idea** development

## **Entrepreneurship** and Media-**Turning blog into** business

**Media Practices:** Web Design - web **Development** 

**Projects in** Interactive Design -**Further Project Refinement and** Content development



## **EXAMPLES OF PORTFOLIOS**

About

Portfolio

Categories ×

STRATEGY

ART DIRECTION

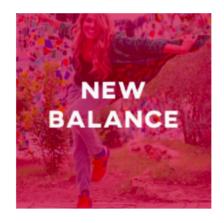
BLOG

ACADEMIC WRITING

### Keep it simple

- Organize your portfolio
- Create categories
- Highlight exceptional work







## **EXAMPLES**

APP DESIGN

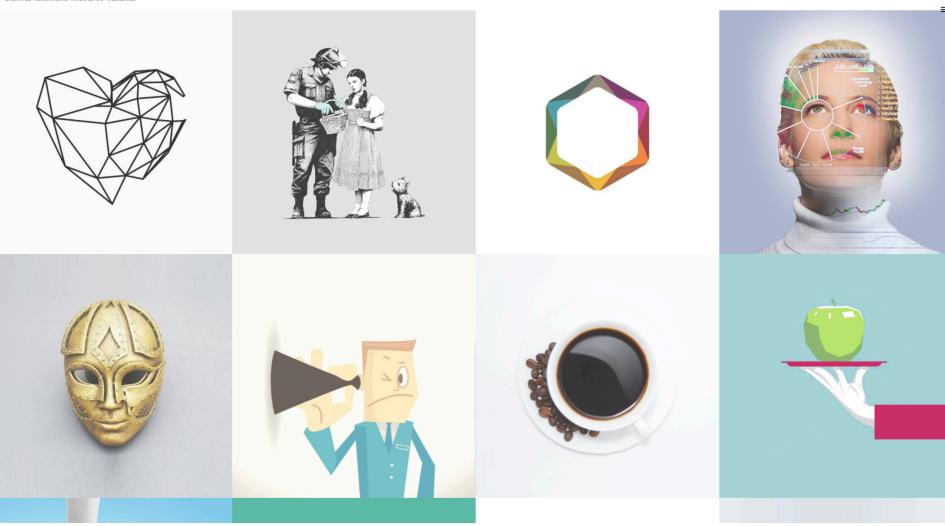


## Include Course projects in your portfolio and add context

**CHALLENGE:** Create an interactive story about misuse of data by using technology and situational design to create an immersive experience that provokes, educates and empowers people to take ownership of their data.

**SOLUTION**: A game in which the players have to give up pieces of their personal lives in order to play it. It unfolds both online and in the real world, tracking the player, the information the player provides and the choices the player makes. At the end of the game, the player is handed a physical file folder that contains all the information gathered on the player throughout the game in addition to what might be concluded from it.

**WHY A GAME?:** Because games can help people develop more complex narratives, and more awareness of systemic factors, whether of surveillance or of climate change. This game is designed to get you to think about the surveillance system in relation to your data body without pushing you toward one solution or another. It presupposes that the player is a learning subject who will then go and investigate different solutions related to surveillance and privacy his or her data body. Email me for further details.



# PORTFOLIOS CAN BE USED TO SHOW CASE WRITTEN WORK AND RESEARCH TOO



ABOUT ME

**PUBLICATIONS** 

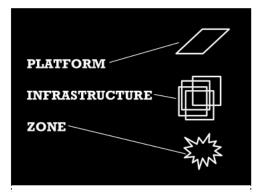
**TEACHING** 

**PRESENTATIONS** 

PROJECTS

BLOG

LINKS



I was invited to speak about "information spaces" at the 2017 Association of College and Research Libraries conference in Baltimore on March 23, 2017. I tested my talk at Pratt,

CONTINUE READING



As part of the DESIS Studio Talks event on "Designing Time," I discussed Time's Interfaces.

Here are my slides and text: TIME'S INTERFACES In looking back at the email correspondence

CONTINUE READING



As part of GIDEST's March 3, 2017, "Our Own
Devices" workshop on ethnographic tools and
techniques, I responded to Alberto Corsín
Jiménez's paper, "Ethnography: A Prototype." Here
are my comments: An

CONTINUE READING

## **BEFORE THE SEARCH**

- Meet with your career advisor (212.229.5400 x1518)
- Make sure your resume and portfolio are updated
- Do research on what types of companies or positions you are interested in
- Network
- Practice interviewing skills

## THE SEARCH

- The Village
- SMSCommons.newschool.edu
- Check your favorite brands/companies' sites for job listings
- Use LinkedIn
- Network

## MEDIA CAREER FAIR

Thursday, April 27th

1-4pm

Tishman Auditorium (63 Fifth Ave)

## STUDENT SUPPORT

## Who Helps at What Part

CAREER ADVISOR	ACADEMIC ADVISOR	EXPERIENCE
<ul> <li>Searching &amp; applying for internships</li> <li>Resume/cover letter/mock interview/ portfolio help</li> </ul>	<ul> <li>The number of credits a student can earn from internships</li> <li>The number of hours you can work each week at an internship</li> <li>Whether the internship is relevant to your program of study</li> </ul>	<ul> <li>The ELA process</li> <li>Issues at your internship</li> <li>International student questions</li> <li>Employer support</li> </ul>

# EXPERIENCE LEARNING AGREEMENT

(ELA)

School of Media Studies students use the ELA on The Village to document internships.

You need to have completed 15-18 credits (depends on degree progress) to be eligible to register an internship for credit.

## PRODUCTION / RESEARCH

What is the difference?

- You will need to indicate on your ELA whether your internship is a production or research internship
- Production internships deal directly with creative aspects of the field
- If you're not sure, your academic advisor can help you determine which is appropriate

## **CREDIT AMOUNT**

- Students can earn up to 3 credits per internship.
- Dep't recommendation is 60 hours/credit.
   Dep't approval required for exceptions.
- Students can earn a maximum of 3 research internship credits and 3 production credits. (There is no restriction on the number of 0credit research or production internships a student can do.)

## **DEADLINES**

SEMESTER	DEADLINE
SUMMER 17	Monday, June 5 <sup>th</sup>
FALL 17	Sunday, September 10 <sup>th</sup>
SPRING 17	Sunday, February 4 <sup>th</sup>

## INTERNATIONAL STUDENTS

- International students in School of Media Studies must submit an ELA to have their CPT processed
- A student that isn't eligible for CPT yet can't receive compensation for an internship or register the internship for academic credit. They must meet with an ISSS advisor before undertaking an unpaid internship.
- Working more than 20 hours per week is considered full-time for visa purposes.

## **ADDITIONAL INFO**

- http://www.newschool.edu/publicengagement/school-of-media-studiesinternships-independent-study/
- experience@newschool.edu
- Schedule an appointment with Experience through Starfish

# CAREER TRAJECTORY CAREERS

Media Thinkers

Media Makers

Media Managers Media Studies self-reported data (2004-2015)

- 73% are in full-time careers in a media related fields
- 11% are in Freelance media employment
- 7% are in full or freelance employment in unrelated fields
- 5% are professors or lecturers at Universities
- 2% are students in PhD or post-master's programs
- Less than 1% are in interning or unpaid work









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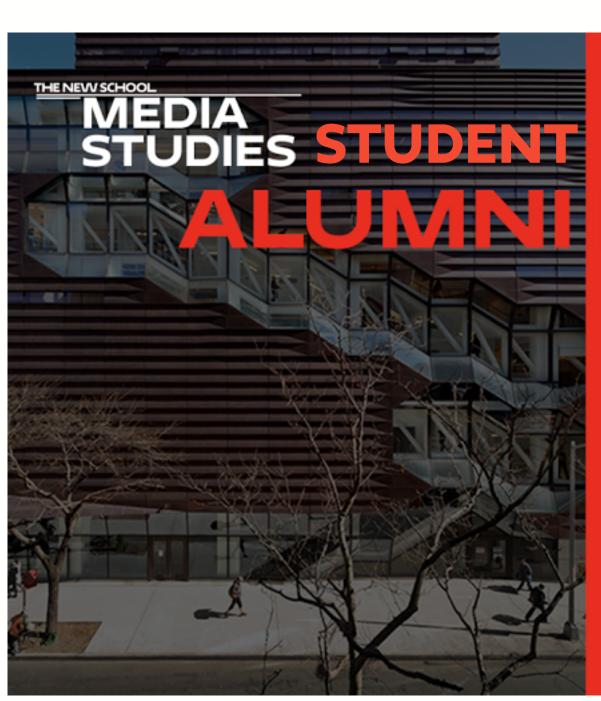












## MIXER

Thursday APRIL 27, 2017

6:00 pm - 9:00 pm

Media Studies Office 79 Fifth Avenue 16th Floor

**RSPV**