PROJECT COLLABORATIONS

- "Tabula Rasa," Theatrical Effects, 2019
- The K-Lab Project, Augmented Reality, 2017-19
- "80s Mix Tape," Theatrical Effects, 2018
- The Sense of Safety (SOS) Project, 2016-17
- Mini MakerFaire, Community Development Project, 2013-15
- SLO International Film Festival, 2013-14
- PolyXpress, Location-based Storytelling Web Application, 2012-14
- Area 55 Project, Los Osos Middle School Interactive Experience, 2013
- “Trojan Woman 2.0,” Theatrical Effects, 2013
- International Game Jam: Sound Effects and Music Support, 2012-13
- Pageant of the Masters: Rube Goldberg Device Creation and Video, 2012
- Sir Richard Taylor, Weta Workshop, Hosting/Directing Panel Discussion, SLO International Film Festival Host, 2012
- “A Street Car named Desire,” Theatrical Effects, 2012
- HO:ME: Housing Opportunities Through Modular Environments Community Project, 2009-12
- Lumiere Ghosting: Technology Review and Video, 2011
- PolyGhost iPhone App Development, Design to Demo, 2011
- Orchesis, Theatrical Effects, 2011
- “Julius Caesar,” Theatrical Effects, 2010

CONTACT LAES

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The Bachelor of Science degree program in Liberal Arts and Engineering Studies (LAES) is jointly offered by the Colleges of Liberal Arts and Engineering. With its emphasis on project-based learning, leadership development, and commercial partnership, the LAES program provides students with hands-on training and in-depth study that prepares them for a wide range of innovative technical careers and entrepreneurship in the arts, design, management, production, and community support.

Students participate in multi-disciplinary development teams that work on real-world, national and international technology and culture projects. To further prepare students for the global marketplace and provide them with intercultural communication skills, the program strongly encourages students to spend time studying or working abroad (LAES provides credit and partial funding for these trips).

• Audio engineering
• Digital media production and management
• Digital publishing
• Environmental technology education
• Film and television production
• Game design
• VR development
• Government policy making/analysis
• International technology management
• STEM education, in-school and out-of-school context
• Sustainable community development
• Technical communications
• Technology services and management
• Web design