

## LAEP Job Function Tips

In your description of the Job Function, please include DETAILS on:

- how this employment specifically relates to the student's area of study
- how this connects to the student's career objectives, OR
- how this allows for exploration of career-related employment.

## LAEP Job Function Examples

### **Example with insufficient detail**

Student will assist with the research activities of the faculty supervisor. These activities will include the design and assembly of experimental apparatus, acquisition of experimental data, analysis of data, presentation and dissemination of results.

- Comment to proposer: Please provide additional detail on the area of study.

### **Examples that would be approved**

Faculty mentor is the PI of a lab investigating DNA repair. Student will perform molecular biology and genetics research investigating the molecular mechanisms of DNA repeat instability. Student will acquire and analyze data (such as generating yeast strains to evaluate DNA mutation rates), document research results in a lab notebook, and complete a lab progress report every two weeks. Student will present their research in a public venue (CSUSM Poster Showcase). These experiences will help the student obtain skills for a biology/biotechnology related career.

Faculty mentor is leading an effort to create a text about art focused on ecology, which is in the final stage. Student will research artistic and societal themes related to the intersection of art and ecology to gain background knowledge for the text. Student will conduct further research into the artists selected for the anthology and will compile an extended bibliography that includes links to artworks and to texts for further reading. This bibliography will be credited to the student, and the student will be encouraged to present the project at CSUSM. This position provides an opportunity for academic research specific to art and the environment.

Faculty mentor is developing a theatre project incorporating interactive media and technology. Student will aid in experimenting with interactive sound and video. Student will explore ways of triggering sounds and media within the set and work with the faculty mentor to tie these interactive experiments to the project's theme. In semester one, student will meet weekly with the creative team and meet production deadlines. In semester two, student will attend and participate in the technical aspects of rehearsals. Student will be credited in the production. This position provides experiences in theater, interactive technology and media art.