

## **Mixed Reality Program Committee**

### **Meeting Minutes**

Wednesday, October 24<sup>th</sup> 2018, 2PM – 4:15PM

FIEA, MI6

#### **Attending:**

- Eddie Lohmeyer
- Rick Hall
- Matthew Mosher
- John Murray
- Peter Smith
- Gideon Shbeeb
- Emily Johnson
- Nick Zuccarello
- Paul Varcholik

#### **Executive Summary**

This meeting was largely an information-sharing session, where the four programs (between the GaIM department and FIEA) were presented. The meeting was originally scheduled for one hour, however at the end of the program presentations most of those in attendance remained and had a lengthy discussion about how we might proceed. No decisions were made as to direction, but a foundation was set for future discussions.

#### **2:00 GaIM Graduate Program Overview – Matthew Mosher**

Mathew Mosher described the M.A. in Digital Media & Visual Languages using the PowerPoint slides attached below. He stated that, given the reorganization of the department, that the program was in a restructuring mode and that the presented coursework was from a newly adopted curriculum.

He characterized the program as a mix of theory and application with students from a diverse set of undergraduate degrees. That students could tailor their path to interactive arts, new media experience design, and interactive narratives; with application to the media rich entertainment industries around Orlando. He discussed student options for an applied project or a thesis – that the program had some coding and some research elements. He also indicated that some students seek additional education (i.e. a PhD – possibly in Texts & Technology) and some students pursue a career in teaching.



NewGaIMGradCurric.pptx

## 2:15 FIEA Program Overview – Paul Varcholik

Next, Paul Varcholik presented an overview of the FIEA program, using the slides attached below. This presentation was a summary of a more detailed presentation of the program available in the associated MS Word document (attached).

The discussion included information about FIEA's curriculum, cohorts, tracks and sub-tracks, facilities, provided equipment, the admissions process, and student outcomes.



FIEA Program  
Presentation.pptx



FIEA Program  
Presentation.docx

## 2:30 Game Design Program Overview – Peter Smith

Peter Smith presented an overview of the Game Design program, using the MS Word document attached below. This discussion (and associated Q&A session) included information about the curriculum, objectives, student outcomes, enrollment, graduation numbers, and post-graduation job placement. The curriculum presented was adopted starting this semester (Fall 2018) though some of the newly introduced classes have not yet been held.

There was some discussion surrounding the enrollment numbers and the faculty available to support the course load. Anecdotally, ~1,000 students were reported to be enrolled in the program (note: we have reached out to NSCM's Academic Programs team to get firm enrollment numbers). The total faculty in GaIM was reported at ~18, with at least some (two) of those faculty members serving part time in other departments (e.g. Texts & Technology). Additional discussion continued around hiring difficulties within the department.



Game Design  
Program Revision O

## 2:15 Web & Social Platforms Program Overview – Peter Smith & Mathew Mosher

Peter Smith and Matthew Mosher jointly presented on the Web & Social Platforms program, using the MS word document attached below. The program was described as more jobs-oriented than the Game Design program, where students were trained as full-stack web developers. Other student outcomes were discussed including graphics design, social media/community management, and marketing.



WebSocialPlatforms  
Handbook.docx

### 3:00 Interaction/Integration Discussion

The meeting's allotted time expired, and a couple of the attendees had other commitments, but most of the group remained and held a lengthy discussion about how the committee might proceed. This discussion included the incorporation of FIEA graduates and alumni as potential teachers in the Game Design program. Paul Varcholik stated that he had reached out to a number of FIEAns (looking to gauge interest in teaching in the program) with positive responses. There was earnest agreement, amongst the committee members, that this was a good step to help address the high teacher-to-student ratios and class sizes within Game Design.

Peter Smith also inquired after the potential for Game Design faculty members to participate in the FIEA Admissions process. Paul Varcholik stated that this was very likely and could happen quickly (i.e. for the cohort beginning in Fall 2019).

The discussion also included a white-board exercise around a "what-if" scenario for future organization of the Game Design program. Specifically, there was conversation around the differences between a humanities-approach to game instruction and an applied-approach to game instruction. The "what-if" scenario was a look at calling out those two approaches and organizing them into programs. The discussion centered around pitfalls in this approach and there was conversation about creating a distinction between a BA and BFA in game design – where the BFA might be modeled after the BFA in Character Animation.

Finally, there was dialog about the opportunity for interacting within research labs – where faculty from GaIM and FIEA, and Game Design students, FIEA students, and (though not specifically called out, implicitly implied) Digital Media graduate students could collaborate. Further, there was a brief mention of future possibilities for a PhD program given a collaborative faculty made of GaIM and FIEA members.

### 4:15 Meeting Adjourned