

# Games and Interactive Media Department Meeting

Wednesday November 28<sup>th</sup>, 9-10 AM  
OTC 500 Conference Room

Attending: Anastasia, Natalie, Joey, Emily, Maria, MC, Rudy, Gideon, Eddie, Mosher, Mel, Madeline, Taylor, Stella

9:00: Chair Updates and General Reminders

Anastasia Salter

- Spring Schedule updates: some classes have raised cap, others have cancelled lab, TAs will be moved, some have low enrollment
- Downtown office furniture updates: has been decided; if you didn't say, enjoy your bookcases
- Search Updates: Instructor and Tenure Track: TT meeting today to decide campus visits, instructor pool may be too small
- Curriculum progress report: made it through
- eCPE deadline: 1/25! No extensions; it's working back from the dean's deadline and last year was nightmare

9:05: Graduate/Game Design Program Coordinator Updates

Natalie Underberg-Goode

- Revisions going to NSCM committee today
- Princeton review is happening, Natalie thanks people who helped

9:15: Document Discussion

Anastasia Salter

Office hours / space policy: going to policy and planning, provide justification

Summer teaching rotation policy: needs clarification

Annual Evaluation and Standards Procedures (incorporating workload equity): lots of issues, important to clarify because Robert is ultimately the one who will be using the document so clarification for him

Travel funding allocation policy: minor, Anastasia will clarify

Mission and Values Statement: minor

Department bylaws (including succession planning): policy and planning, with Rudy who drafted

Strategic plan: policy and planning

Equitable load policy: focus today

- Will fix .11 vs. .22/clarify yearly vs. semesterly workload
- FIEA is a lurking issue here, but it's inappropriate for us to insert ourselves in their workload without them (and inappropriate for them to insert themselves in our curriculum)
- Document would benefit from evidence, research, context to support why we have made this
- We need to clarify that courseloads can only go down when there's someone to give the course to

Promotion & Tenure standards (revised from SVAD): also extensive conversations, needs to go back to P&T. There have been no changes except to the names of units and deleting art/film information.

To ensure participation of the full faculty on these foundational department documents, votes will be conducted virtually after the meeting. If too many contentious documents arise to be resolved in the scheduled meeting to allow for virtual voting, an additional faculty meeting will be called during finals week.

9:50: Committee Updates and Other Announcements N/A