

# Games and Interactive Media Graduate Curriculum Subcommittee Tuesday, 13 October 2020

Start: 16:00 End:17:00

## In Attendance:

- Matthew Mosher
- Maria Harrington
- Eddie Lohmeyer
- John Murray
- Peter Smith (Joined at 4:15pm)

## Agenda:

1. Welcome: note taker? (Eddie volunteered to take notes)
2. Action: approve minutes
  1. [https://docs.google.com/document/d/1gJzQIE51Z\\_W0qxNv4mh10n7GTw4\\_7e9UheOdvmOBe8A/edit?usp=sharing](https://docs.google.com/document/d/1gJzQIE51Z_W0qxNv4mh10n7GTw4_7e9UheOdvmOBe8A/edit?usp=sharing)
3. Announcement: There is now a form for the studio track committees.
  1. <https://drive.google.com/file/d/1WkcqVy3sAQOt6dHVkcpTLMgjVgDVdK5o/view?usp=sharing>
4. Action: Studio committee size / handbook revision
  1. Make studio committees 2 members? Chair must be GAIM grad faculty, other member can be from anywhere?
  2. [https://drive.google.com/file/d/1FsNQjj7UgWUJ\\_ilsVWW20SrxAGzZFeps/view?usp=sharing](https://drive.google.com/file/d/1FsNQjj7UgWUJ_ilsVWW20SrxAGzZFeps/view?usp=sharing)
5. Discussion: class caps?
  1. <https://drive.google.com/file/d/1N3D7xXnHYRbv18hEqCDqjqFRnH51lc7g/view?usp=sharing>
6. Discussion: Undergrad program modification to feed MA program? - Peter
7. Other Business
  1. Grad critique in early Spring - make a video

## Minutes:

- Eddie has agreed to take notes
- There was a discussion regarding if we should change the amount of members in the studio committee thesis from three to two.
- The committee discussed the fact that there is not a clear assessment of MA student outcomes for passing/failing thesis/studio track. We discussed the possibility of transitioning Studio 1 and 2 into independent research that students would take with their selected adviser and second committee member. Studio 1 will remain the same seminar course, however, Studio II will be configured as an independent study where students will work independently with an adviser and second committee member.

- The committee discussed class caps for MA grad program: The committee discussed lowering class caps to 12 for grad courses. There are three reserved spots for T&T students. A professor can always agree to go over their cap and allow other students to enroll from outside of GaIM.

#### PROPOSED CAPS

- [DIG 5487 - Media Aesthetics](#) 3 Credit Hours – 12 students
- [DIG 5508\\* - Programming for Digital Media](#) 3 Credit Hours – 12 students
- [DIG 5831\\* - Computational Media](#) 3 Credit Hours – 12 students
- [DIG 6136\\* - Design for Interactive Media](#) 3 Credit Hours – 12 students
- [DIG 6551 - Theory and Practice of Interactive Storytelling](#) 3 Credit Hours – 12 students
- [DIG 6647 - History and Theory of Dynamic Media](#) 3 Credit Hours – 12 students
- [DIG 6817 - Contemporary Topics in Interactive Media](#) 3 Credit Hours – 12 students
- [DIG 6825 - Research Methods for Interactive Media](#) 3 Credit Hours – 12 students

\* \* T&T has 3 seats in these courses as of the COS/CAH 2020 MOU

#### Votes:

- Minutes passed from the last meeting, Maria made a motion and Eddie seconded. Unanimously passed by committee.
- Maria motioned to update the language in the MA student handbook so as to reflect that students, Eddie seconded. Unanimously passed by committee. The updated language in the MA handbook is as follows:

“The committee must be chaired by a member of the Games and Interactive Media graduate faculty and includes at least 2 total members. One committee member may be external to GaIM, as appropriate to the student’s work.” (As of October 13th)

- Committee voted to change cap sizes for graduate courses in GaIM to 12. Maria made a motion to approve the proposed caps. This would make the caps official pending approval. Eddie seconded. Unanimously passed by committee.
- Maria motioned to adjourn. John seconded. Unanimously passed by committee.