**GaIM Faculty Meeting Minutes**

**2.25.22**

**12:30pm – 1:30pm**

**Attendance***: Natalie Underberg-Goode, Peter Smith, Daniel Cox, Dan Novatnak, Daniel Cox, Terrell Theen, Maria Harrington, David Negrin, Nick Hunter, Matthew Mosher, John Murray, Gideon Shbeeb, Taylor Howard. Madeline Davis, Kenton Howard, Max Croft, Jordan Lipscomb, Kim Tuorto, Rebecca Morales-Magsino, Maria Pichardo*

**House Keeping**

Motion to Approve minutes from **01.28.22** *- Dan Novatnak and* *Peter Smith* moved to approve minutes and *unanimous approved.*

**Updates**

(Natalie)

* Congratulations - John Murray received the ***Buhr Fellowship*** which will help create a competitive external funding request for his research.
* Jordan Lipscomb – held a hands-on workshop at the Otronicon Expo “*Space Laser Cut Design”*
* John Murray was also at Otronicon in another collaboration with a biology professor “virtual Ant’s exhibit”
* Summer 2022 schedule assignments has been completed. Textbooks are due in the system by 3/4/22.

Funding from college for one-time expenses for exhibition space.

* Jordan and Matthew are working on a proposal for additional Maker Space equipment.
* Requesting additional VR sets for an entire class to use in the lab. Need about 36 VR headsets.

Proposal for research, and any east boards initiative.

* Esports initiative – Conversation with Robert Littlefield about building the program. Dean Tomova recommends finding a fund to kick start the program.

Stephen Johnson Manager of IT (Discussing Parsec and other technological needs)

* Enabling MFA for all faculty & staff and transition to Microsoft Teams Calling.
* Dan - Many Dell computer lab monitors are being replaced, requesting cable management
* Dirty power – variations in voltage and amp power working on facilities to get power protection in the devices.
* Issues with software on the computers, no consistency in software in the labs.
* Halfway through class projector in Lab 167 shuts down (OIR team needs to address)
* Projector in Lab 80 will not turn off (OIR team needs to address)
* Labs will come up for renewal in 3 years (2025)
* Parsec – remote application set up where students can access this during the evening/weekend hours. Available from 9pm to 7am Weekdays and weekends 24hrs a day.

*Hoping to get more students to use the software, an determine licensing software for the upcoming semesters*

Gideon Shbeeb - Student Competitive Game Design Competition Initiative

* Move program to higher visibility and creating aspirational targets for the students. Create a course or team to contribute to and participating competitive game design competitions.

There are large competitions, ACSM IFG goal of curriculum is to analyze and deconstruct the previous winners and working on building a design out and during a semester. Offer this as an alternative to professional development or internship opportunities as a requirement. Pilot IDR and IDS class endeavor**. Long term goal to build this up as a course to provide prompts as having a UCF sports team kind of like a forensics team non-traditional sport competitive development. Initiative – Visibility and Prestige**

5-10 students in each team working specifically to build for a specific competition

**Limited Access Concern:**

* (Peter) Create - 0 credit portfolio review course. Faculty to review portfolios based on expertise: animation, programming. Top 45 in each area built around classroom size.
* Student teacher ratio will decrease from 90:1 to 60:1
* Kim Tuorto **–** Some program changes (like requirements) will go through Kuali but must also get Dr Littlefield approval and colleges approval. Frist to board of trustees and board of governors. Academic calendar for these processes is in November.? Limited resources,

Bring a proposal to Teresa Dorman attention to start the process of making **“Game Design”** a Limited Access program”.

***Next meeting Scheduled for March 25, 2022***