**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, Robert Littlefield, Rebecca Morales-Magsino, Maria Pichardo*

**Updates**

**Natalie Underberg-Goode**

Good News

* Princeton rankings went up from 14 to 13, thanks to the Princeton review sub-committee.
* Matthew Mosher – Awarded sabbatical leave for 2 semesters ¾ pay.
* Exhibition Space – Is happening and will be a major contribution to Downton

(Thank you, Matthew Mosher and Eddie and Boyd, for encouraging us.)

* Jordan – Was awarded 12k for the makers space lab
* Women & GaIM series is doing well with attendance, indicates interest.
* PHD paper has been written led by *Matthew Mosher* all the faculty agreed on a vision we hope to have a PHD program in the near future.
* Peter will meet with Web & GaIM side to get a handle on the tracks that would want for the limited access undergraduate. Justification is needed for the PHD paper to present to the board of trustees.

**Peter Smith**

* So far GaIM Design track, GaIM program track and GaIM art track are being discussed.

**Gideon Shbeeb** –

* Have considered a GaIM design for non-majors’ course (theory/analysis/automated/supervised by faculty/but not project based like game design course)

**Dr. Robert Littlefield**

**Limited access impact, justification, and alternatives**

* Advocate and present to the provost justification as to creating a limited access program and What’s going to happen if we have fewer students. A) Creating a different path an exit route for students who do not proceed to the next level of classes. B) Cannot keep adding students for our space unless more faculty or another building. C) We shouldn’t have students that are in upper division
* Dan’s position, Noah’s position, David and Rachel positions and 5th new position.
* UCF long term goal is to decrease undergraduate by 5k students and increase at the graduate level.
* Need to strengthen the master’s program by getting faculty on the tenure line –

Masters’ students in the COM program have been successful by ensuring (graduate students) first semester are assisting 2nd semester teaching one class and next year teaching 2 classes.

* Dean Tamova impressed - 461k of projects out of 880k 40 projects proposed and 30 were funded.
* ***Announcements:*** At Directors cabinets meeting-must submit annual reports in by 7th of May, (collective bargaining agreement) you can request a 3-week extension which is 28 days, the 28th of May will be deadline.
* AESB approved by faculty excellence and by laws approved, we are now an entity with its own set of by laws.

**Rebecca Morales-Magsino**- Enrollment is now open for summer/fall/Spring

**David Negrin** – Update on the GaIM Game Lab (Summer Project)

* **Game Studio Entity** – publishing students’ games, exploring game studio editing goal is starting this Summer and build on the ideas.
* **What would it look like?**

Game led studio entity Involving faculty, students, partners, alumni game

professionals. Develop market and release, industry games and interactive

projects in innovation genres under UCF brand.

* **Why?**

Overall to improve our prestige as a program and effort to professionalize and engage our Alumni and attract industry partners local and regional partners and larger AA partners. Fundamentally release game projects and incredible learning opportunities for our students and research opportunities for our faculty.

* **What kind of projects?**

Help develop industry caliber prestige games including Capstone projects for prestige release, original projects funded by alumni, led by faculty and local inside Orlando partnerships with undeserved genres (LGBTQ, black and indigenous etc.) open to suggestions & looking at all types of models.

Students will take ownerships priority is for students to keep their IP, exploring different ways to develop and market projects.

***Next Meeting TBA***