Meeting Minutes for
eSports & Game Design Advisory Meeting
March 8 & April 5, 2024

Brief Meeting Minutes

Date: **03/08/2024** (LACC) & 04/05/2024 (Zoom) Time: **10:00 AM**

Attendees

LACC Eric Elder

LARC Randy Morales

ELAC Carlos Rodriguez

LBCC Michael Wilde

LACC Beth Edie

XBox Fiona Cherbak

Rio Hondo College Chris Cooke

LA Pierce College Luis Celada

Glendale Community College Roger Dickes

Compton College Vincent Cajayan

El Camino College Moses Wolfenstein

Respawn Entertainment Claudia Franco

Survos TQ Jefferson

LAHC Nick Garcia

Glendale Community College Meg Chil-Gevorkyan

LACC Michael Kline

WLAC Anna Chiang & Kaleab Gorfu

Item #1: LA Game Conference

Details: Kick-off event is May 4th 2024 at the Omni from 9am to 5pm.

Sponsors and exhibitors still needed.

Looking for 20-25 students from each campus.

Item #2: Curriculum Development & campus Updates

Details: Eric - Apprenticeship Grant was approved for LACC (planning phase).

Building is underway for a regional eSports arena at LACC (computers and stations were purchased, seating and lighting are needed). Good measure and insight are the contractors doing the build out. ETA December 2024. LACC has an interim "practice room".

A handbook is being created to act as a guide for the various operations of the project, such as lab creation, curriculum development and approval, computer specs etc...

The current trend is to develop short-term certifications (4).

El Camino - Has a robust program focus for spin to have game clubs' scrimmages.

LAHC - Seeking animated curriculum approval (mobile games & game art (20 units)

LBCC - Game Art cert. development in progress (possibly an AA degree program)

ELAC - Developing virtual reality gaming system

Glendale - Animation program (design, storyboard)

LACC - 1st cohort (9) almost finished; 2nd cohort (22). Upon completion, cohorts will move to apprenticeships.

Compton - Currently just eSports, no curriculum in development. Basic game, 2D and 3D certs for game arts ready. Considering more certifications like design.

LA Pierce - Developing an 18-unit (5 classes) certificate

WLAC – Working on creating three certificates of achievement in Game Art (15 units), Game Design (15 units) and Game Programming (18 units). Game programming requires C# for Unit, C++, Unreal Engine, GAD 101 and a Game Production Studio class- GAD 210. Students from Game Art, Game Design and Game Programming students get together and work on the capstone project with GAD 210.

Item #3: Website & Marketing

Details: Potential students and students need to be more aware of gaming programs/courses that are being offered by the campuses. Regional marketing campaign can assist the local campus efforts.

Item #4: Jobs/Industry Updates - Impact of industry-wide layoffs

Details: Fiona - Xbox and PlayStation - layoffs is just another "swing of the pendulum". Eventually the pendulum will swing the other way. Job seekers should consider small company employment.

TQ - Also sees layoffs as a "cycle" and reorganization to save money. Company funds are going towards AI and VR. Required skills will be changing in the near future. Job seekers should consider short-term contracts of 3-6 months.

Item #5: Portfolio Review

Details: LACC - Need information for portfolios

Claudia - Suggests portfolio is focused on what job seeker wants, be specific and include resume.

Fiona - Suggests having portfolio review by peers and industry professionals.

TQ - Suggests a curated portfolio relevant to job posted.

Eric Elder - Suggests look at professional portfolios as for examples.

Group - New grads are eligible for positions as technical artists.

Fiona - Hires are based on body of work, also suggests working for "small teams".

LAHC - A.I. being used to sort and select resumes is a concern.

Fiona - ATS systems review and sort resumes.