**Advisory Board Meeting**

**Interactive Media Arts**

**10/12/2022**

**Meeting 2: Review of Data and Curriculum improvements**

Advisory Committee Members in attendance via Zoom at 5:30PM.

1. **Advisory Board members in attendance**

|  |  |  |
| --- | --- | --- |
| **Member** | **Affiliation** | **In attendance** |
| Austin Martin | Treyarch | x |
| Florin Crintea | Blizzard | x |
| Scott Wells | Treyarch | x |
| David Pritchard | Venture Capitalist | x |
| Kat Elliott | Blizzard |  |
| Dr. Pat Beckmann Wells | Irvine Valley College | x |

1. **Agenda:**

2.1 Welcome and presentation of OC/LA community Game Production Management survey.

2.2 Review of survey answers from Game Design curriculum survey with industry.

* 1. Discussion and catalog of Program Learning Objectives per degree and certificate.

2.4 Vote to approve or deny proposed curriculum and degrees.

1. **Call to Order, and Welcome**
	1. Meeting was called to order at 5:30PM by Prof. at Beckmann Wells
	2. Advisory Committee members in attendance introduce themselves.
	3. Advisory Committee members in attendance are made aware of the Advisory Committee Functions.
2. **Welcome and presentation of OC/LA community Digital Arts Management survey**
	1. 4.1 **Prof. Beckmann presents the Game Production Management Survey excel sheet.** Seventeen participants offered answers, representing Game, Marketing, and Digital Media production companies in Orange County and Los Angeles.Discussion regarding Agile certifications concludes that the training in the use of Agile on production is necessary, but **Florin Crintea** points out certification is not required per a large percentage of answers. Survey results discussed. All agree certification is not required. Advisory Committee members unanimously recognize that official labor market information may not properly portray the future needs of Virtual, Augmented, Mixed reality and Game production management needs in Orange County. Advisory Board members suggest the inclusion of market forecasts where global virtual reality market is projected to grow from $16.67 billion in 2022 to $227.34 billion by 2029, at a CAGR (Compound Annual Growth Rate) of 45.2% in the forecast period 2022-2029 in addition to LMI data.

4.2 **Prof. Beckmann** **presents the Game Production Management Survey excel sheet to discuss industry standard software.** Discussion of the industry standard software. Shotgrid, Confluence and Jira appear to lead in all surveys, with some additional mention of excel sheets. Review of curriculum. Spreadsheet courses noted and approved as foundation in Excel and good foundation for advanced learning in Shotgrid, Confluence, and Jira.. Software approved for program and suggested for upper division courses. Advisory Committee members unanimously approve Excel sheets for the Certificate of Achievement, and Shot grid, Confluence, Jira for the AS and BS.

4.3 **Prof. Beckmann** **presents the Game Production Management Survey excel sheet to discuss stacked degrees and curriculum and modifications in response to the survey.** Proposed courses in the *Game and Interactive Media Arts Certificate of Achievement*, *Game Design and Production Management Associates of Science*, and *Game Production Management Bachelor’s degree* discussed. Florin Crintea proposes that Risk Management be included in some manner in the Budgeting course.

5. **Discussion and catalog of Program Learning Objectives per degree and certificate.**

5.1 Prof. Beckmann presents the Program Learning Objectives.

5.2 Scott Wells requests to review the General Electives available. General discussion of the advanced 600 level general electives. Discussion of need of communications for managers to succeed in managing projects upwards.

5.3 Advisory Committee members unanimously approve **Program Learning Objectives** and **names** for the

* ***Game Design and Interactive Media Arts Certificate of Achievement***
* ***Game and IMA Design, Production Management Associates of Science***
* ***Game and IMA Design, Production Management Bachelor’s degree***

**6. Vote to approve or deny proposed curriculum and degrees.**

Advisory Committee members unanimously approve the curriculum construct of proposed degrees and certificates.

Vote:

* 1. Approve or Deny the Certificate of Achievement, Game Design and Interactive Media Arts and Associated Program Learning Objectives.

|  |  |  |
| --- | --- | --- |
| **Member** | **Affiliation** | **Approve**  |
| Austin Martin | Treyarch | x |
| Florin Crintea | Blizzard | x |
| Scott Wells | Treyarch | x |
| David Pritchard | Venture Capitalist | x |
| Kat Elliott | Blizzard | Via zoom |
| Dr. Pat Beckmann Wells | Irvine Valley College | x |

Advisory Committee members unanimously approve Certificate of Achievement, Game Design and Interactive Media Arts and Associated Program Learning Objectives.

6.2 Approve or Deny the Associates of Science and Program Learning Objective, Game Production Design and Management.

|  |  |  |
| --- | --- | --- |
| **Member** | **Affiliation** | **Approve**  |
| Austin Martin | Treyarch | x |
| Florin Crintea | Blizzard | x |
| Scott Wells | Treyarch | x |
| David Pritchard | Venture Capitalist | x |
| Kat Elliott | Blizzard | x |
| Dr. Pat Beckmann Wells | Irvine Valley College | x |

Advisory Committee members unanimously approve *Game Design and Production Management Associates of Science*.

6.3 Approve or Deny the Bachelor of Science and Program Learning objectives, Game Production Design and Management.

|  |  |  |
| --- | --- | --- |
| **Member** | **Affiliation** | **Approve**  |
| Austin Martin | Treyarch | x |
| Florin Crintea | Blizzard | x |
| Scott Wells | Treyarch | x |
| David Pritchard | Venture Capitalist | x |
| Kat Elliott | Blizzard | x |
| Dr. Pat Beckmann Wells | Irvine Valley College | x |

Advisory Committee members unanimously approve *Game Design and Production Management Bachelor’s degree*

**Results:**

Advisory board in attendance 5:30 – 6:25 PM via Zoom vote to **approve** the new curriculum for the Certificate of Achievement as suitable for talent seeking entry level positions in small project game design and interactive media art project creation, design, and management.

Advisory board in attendance 5:30 – 6:25 PM via Zoom vote to **approve** the new curriculum for the Associates of Science as suitable for talent seeking entry level positions in small project game design and interactive media art project creation, design, and management.

Advisory board in attendance 5:30 – 6:25 PM via Zoom vote to **approve** the new proposed curriculum for the Bachelor of Science as suitable for talent seeking entry level positions in game/live event/interactive/interactive marketing events and other industry requiring the creation and management of digital assets for interactive events.

1. **The next advisory committee meeting will be scheduled the month of October 2022, after communication among parties.**
2. **The advisory committee meeting is adjourned at 8:30PM.**

10/01/2022

**Meeting 1: Discussion of Advisory board survey questions, discussion of preliminary interviews and Advisory board recommendations for analysis and survey.**

In person meeting with one member on Zoom.

|  |  |  |
| --- | --- | --- |
| **Member** | **Affiliation** | **In attendance** |
| Austin Martin | Treyarch | x |
| Florin Crintea | Blizzard | x |
| Scott Wells | Treyarch | x |
| David Pritchard | Venture Capitalist | x |
| Kat Elliott | Blizzard | Via zoom |
| Dr. Pat Beckmann Wells | Irvine Valley College | x |

Agenda:

* Welcome and presentation of Advisory Board questions and proposed Program Learning Objectives
* Discussion of candidates to interview for survey.
* Discussion and catalog of Program Learning Objectives for Bachelor of Science
* Discussion of industry standard art software and the changing landscape in the face of Artificial Intelligence and Unreal Metahuman.
* Discussion of industry in general and the qualifications desired in new hires for Artists and entry level support positions leading to management.