 **CTE Planning Committee Meeting Immersive Media (VR/AR)**

# Friday, October 26, 2018

# 3:00 p.m. – 5:00 p.m.

# Art Center #136 (TV Studio)

# Scott Broberg, Facilitator

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| **COMMITTEE MEMBERS**Damien Blaise, VR Developer, Beyond MatterDarius Clarke, VR & Game Design InstructorTony Godfrey, VR/AR/APP DeveloperDevin “TK” Gorgonia, Performance Capture Artist/TechnicianDavid Green, VR Developer, Altered MechanicsSteve Kearsley, Founder, BluAtom VRMarcelo Lewin, VR Developer/Avangelist/Podcast HostMatthew Newman, 3D Modeling & Game Design Instructor, Golden West CollegeMatt Stokes, Two Bit Circus- Location Based VRKatie Jo Turk, Performance Capture, Faceware Technologies, Inc.Kari Wu, AR Developer | **EX-OFFICIO**Dean Abernathy, Faculty, Architecture, OCCScott Broberg, Faculty, Specialist, VR/AR Program Development, OCCFiona DeWitt, Student, OCCErik Forssell, Chair, Film/TV, OCCChris Kerins, Faculty, Commercial Art, OCCLisa Knuppel, Dean, CTE/Career Services, OCCScott Mitchell, Planetarium Director, OCCLarissa Nazarenko, Dean, Visual & Performing Arts, OCCKatie Ottoson, Career Counselor, OCC |

**ADVISORY COMMITTEE MEETING SUMMARY**

1. **Welcome**
2. **Recording**
3. **Introductions of Committee Members**
	1. Lisa Knuppel, Dean Nazarenko, Film Dept. Chair E. Forssell, Project Manager S. Broberg
	2. Industry Professionals
	3. OCC Instructors in collaborating departments
	4. OCC Student representatives
4. **Expectations of committee members in this meeting**
	1. What should our students be learning, software and hardware?
	2. VR/AR so new so there’s not really any “best practices” out there yet in the way of curriculum
5. **Reasoning for a CTE program in Immersive Media (VR/AR)**
	1. Occupational outlook & competencies needed (skill-sets, job tasks) to be hired in industries such as are represented here
		* Drive—own portfolio, being a student of the field, producing and posting work, constantly learning
		* Practical skill-building—game building from beginning to end, prototypes
		* Departmental collaboration is truly needed to help people understand the medium
		* Utilize HackerZone?
		* Have students pick a specific focus and be able to explain their interest in that content
		* Students need to be informed of testing as part of interviews: math, coding, programming, situational tests—how does the game work
		* Designer artists also will be tested
		* Interviewing skills integrated into all classes versus a stand-alone
		* Important to establish that this tech is being used in film and TV
			+ Using 360 video?
			+ Any other way to publish their content
	2. With the restriction of a two-year program, current expectation is that graduates should be able to gain an internship, entry-level job or an entrepreneur with own company.
	3. Question was asked in regards to creating “stackable certificates” to enable those already in the industry can come here to enrich their skills in addition to having certificate program
		* Need basic fundamentals course then decide which area to pursue
		* Following the Film/TV format—which area does the student want to specialize after learning the basics in both
		* Specialize or have a set of broad skills can be an option
		* Segmenting will add more scaffolding in lesson planning for instructors
6. **Summary of the current state of VR/AR curriculum and lab as an extension of Film & Television**
	1. Current “Virtual Reality Production” course, and pending “Performance Capture” course
		* Game engine class would be next in line
			+ Unity is being considered as good platform—Disney is using this for TV shorts
				- Easy to learn from an instruction perspective
			+ Unreal Engine is also being widely used and is free
			+ Teach one, exposure to others
	2. Courses offered in other departments which could potentially be rolled-in as electives
	3. Existing VR/AR equipment list & lab facility
	4. Inter-departmental collaborations on campus
		* Gaming is currently not being taught on our campus
		* Computer Science program is here but not teaching it for gaming nor is coding for gaming
		* VR is meeting with Art, doing digital sculpting and painting, the art side of VR/AR
	5. Question was posed as to creating own VR/AR curriculum and have other departments come on board or to create curriculum based on courses already in place
		* Unity as a foundation for game design as well as storytelling—no coding required
		* Learning the tools and the engine, then can go on to coding
		* Have a handful of foundation courses that everyone takes
		* One person doesn’t do “everything” but good to be familiar with all aspects of building a game to be better at the part you do
	6. What we’re looking to do initially is to provide the Curriculum Committee a set of classes to satisfy the larger certificates as well as the smaller ones all at once
7. **Layout of the structure of the proposed certificates and new classes**
	1. Proposed classes—see handout
		* Base level classes—ones in blue already approved
		* Want to offer specialized classes but may be challenging to fill because of needed background, such as spatial geometry for 360 Spatial Audio for VR/AR and Gaming
		* Houdini was mentioned as up and coming procedural modeling tool in addition to Maya
	2. 2-year certificate (27+ units) - “Immersive Media (VR/AR)”
	3. 1-year (15 – 16 unit) certificates – “VR Development” and “AR Development”
	4. Potential “micro” certificates (6-9 units) in specialized skills
	5. Appropriate NAMING of classes, certificates, and the entire program
8. **Layout of proposed spending plan for the grant-funding between now and Dec. 2019**
	1. Equipment categories and amounts allotted
		* Hold off on the 360 Treadmill as changes are pending
	2. Timeline for proposed purchases

1. **Suggestions and feedback from industry guests on all aspects of the proposed program**
	1. Future internship opportunities? Absolutely. Needs follow up
		* Unity is open
2. **Suggestions for appropriate new industry contacts we should be talking to for more input**
	1. Unity should be contacted
3. **Review committee’s recommendations**
	1. Affirmation – Committee recommended moving forward with the proposed program and classes.
		* Program name: “Immersive Media” offers ease of search ability for students but have VR/AR in the name somewhere for clarity: “Immersive Media (VR/AR)”
		* Course name notes:
			+ Keep Game Engine & 3D Modeling split for now
			+ *“Immersive Video Game Development”* (for the Game Engine class)
			+ Existing “*3D Computer Graphics Animation”* class in DMAD can satisfy 3D Modeling (Maya) need in the near term.
			+ Should add a business class
			+ Add “Introduction to VR class”
4. **Closing and appreciation**

Scott thanked everyone for coming, their time, input, feedback and support for this program. Please contact him with any follow up with any questions or feedback/input.