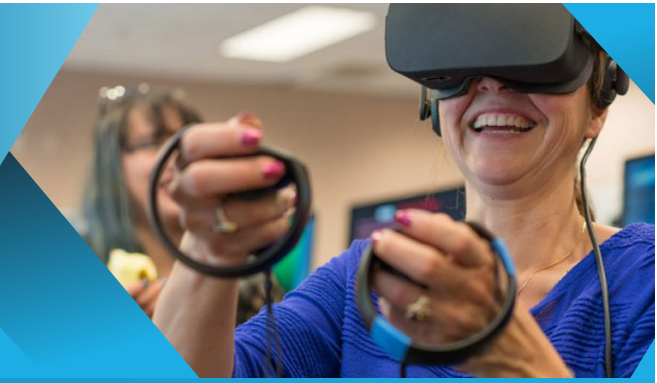




# Ohlone College MM&GA Advisory Board Minutes



**Date:** 9/25/2017

**Time:** 7pm-8pm

**Facilitator:** Isabel Reichert, MM&GA Coordinator

## **In Attendance**

Alejandro Jauco, Ohlone College

Ben Schrom, Google

Jeff Finkelstein, Nook

Luther Thie, Sony

Michael Henninger, CSUEB

*Absent:* Dee Hibbert Jones, UCSC

**Quorum present?** Yes

## **Proceedings:**

Meeting called to order at 7:00 p.m. by Chair, Isabel Reichert

## **Approval of Minutes**

Last Board Meeting's minutes were approved online

## **Introduction of Board Members**

Short introduction of participating board members

## Department Coordinator's Report

Department Coordinator Isabel Reichert presented her report on the progress of the Multimedia and Graphic Arts departments merger and the updated curriculum, the 2017 MM&GA festival and the 2017 Maker Faire. Prof. Reichert also mentioned long term strategic plans such as replicating Santa Monica College curriculum to offer a Bachelor's Degree Program in Interaction Design. Timeline would be in the next 5 years. Lastly, Ms. Reichert expressed the need for an additional full-time faculty member to keep up with changes and to make the department more sustainable.

## Faculty member Alejandro Jauco's presentation

Alejandro Jauco gave a detailed presentation of the 2017 Maker Faire projects that included the following activities from the game design and 3d modeling/animation students:

- 2 Separate Projects: Space, Conservatory
- 8-10 weeks project cycle
- Target: May 19, San Mateo Makerfaire
- Business - run like industry game studio
- Milestones - Alpha 1, Alpha 2, Beta, Final Release
- Student led project management
- Student led game concepts, ideas, design, development

## Open Discussion on how to grow the Department:

Michael Henninger suggested creating a demonstration of our VR games specifically for the administration to build excitement for this growing field.

Jeff Finkelstein suggested inviting industry speakers to campus to raise awareness of the program and build excitement for the technology.

Luther Thie recommended extending the game design offerings to allow students to polish their game designs and create a playable game that can be downloaded online, at itunes, for example. It would give students a portfolio piece that they could present to potential employers which would make them more competitive in the job market.

Alejandro Jauco seconded this comment and pointed out that there is room to add classes and grow this part of the program.

Isabel Reichert talked about the game design program and adding an introduction to game design programming to the curriculum.

Michael Henninger suggested that students are more than prepared to transfer into their interaction and game design program with the skills they acquired at Ohlone College. Some student with a bachelor's degree in another field might even qualify to transfer into CSUEB's Master's program.

## Open Discussion on emerging trends:

Luther Thie suggested introducing students to prototyping tools and rapid prototyping.

Ben Schrom pointed to the significance of AR as a technology that is more accessible because it doesn't require a headset and hardware needed for VR. He described that there are a couple of new application releases for AR, such as the Apple release of ARKit and google's ARCore. He pointed out that 3d models and 3D modelers are needed for content creation and that google is creating lightweight 3D modeling applications (google blocks, <https://vr.google.com/blocks/>). He also described CAD file conversion as a growing market since the conversion requires the oversight of an engineer or a 3D modeler.

Prof. Reichert responded that the school is in the process of creating a drone mapping course that uses Pix4D for the creation of models and aerial 3d maps.

Prof. Reichert discussed briefly some of the efforts in Multimedia and Graphic Arts to increase diversity in the program.

Al Jauco described his experience at the Maker Faire and the games that male and female visitors were drawn to.

Jeff Finkelstein responded that schools need to inspire female students in science early, long before they get to College. He applauded the efforts that Ohlone is making in raising awareness of the cyberbullying of female video gamers.

The meeting was adjourned at 8:15 pm EST.

## Next Meeting

TBA