

**SAN DIEGO COMMUNITY COLLEGE DISTRICT
Multimedia Advisory Committee**

1) DATE OF MEETING: 10/20/22 - 10/25/22

2) MEMBERS PRESENT:

Paige Carter - 3D Artist, Supergiant Games, San Diego
Margaret Krohn - Lead Game Designer, Intrepid Studios, San Diego, CA
Jonathan Gonzalez - Senior Full Stack Engineer at Universal Music Group, Fullerton, CA
Adam Anthony - Environment Artist, Sony Entertainment, Carlsbad, CA
Travis Vasquez - Visual Art Service Group, Sony Interactive Entertainment, Santee, CA
Shawn Amey 3D Character Artist, San Diego, CA
Adrienne Milner CISC Instructor Mesa College (Non-voting faculty member)
Joseph Shoopack MULT Adjunct Instructor Mesa College (Non-voting faculty member)
Alfonso Saballett CBTE/MULT Instructor Mesa College (Non-voting faculty member)
Juan Carlos Toth MULT Instructor Mesa College (Non-voting faculty member, Chair)
Rodney Figueroa MULT Adjunct Instructor Mesa College (Non-voting faculty member)
Manny Gonzales MULT Adjunct Instructor Mesa College (Non-voting faculty member)

3) CALL TO ORDER:

The meeting was called to order by the Chairperson, Juan Carlos Toth, via email on 10/20/2022. An agenda was provided to members and a series of exchanges and responses followed.

4) APPROVAL OF MINUTES:

First meeting of group this year as currently configured. No previous minutes.

5) AGENDA ITEMS:

Item #1: Proposal for revision of Video Game Design and Development Associate of Science degree to include options for additional programming classes.

SHOULD THE MULTIMEDIA PROGRAM AT SAN DIEGO MESA COLLEGE REVISE ITS EXISTING VIDEO GAME DESIGN AND DEVELOPMENT ASSOCIATE DEGREE PROGRAM TO INCLUDE ADDITIONAL PROGRAMMING COURSE OPTIONS?

6) MINUTES:

Meeting was called to order upon delivery of agenda to committee members on 10/20/22. (Responses were received through 10/25/2022. Final votes tallied on 10/25/2022.)

First voting response received on 10/20 from Jonathan Gonzalez who voted YES on adding additional programming class options to Video Game Design and Development AS degree.

Non-voting faculty members Alfonso Saballett, Adrienne Milner, Rodney Figueroa, and Manny Gonzales expressed support for the proposed revision. Adrienne Milner comments that the

additions will make the Game Development A.S. more accessible. Rodney Figueroa comments that including a more general computer science approach will be positive.

Paige Carter responded in the evening on 10/20/22 with a vote of YES for the proposal. Paige comments that the proposal would also provide a pathway for students to become involved in Tech Art, a much sought-after role in the games industry.

Shawn Amey responded in the morning on 10/23/22 with a vote of YES for the proposal. Shawn questions the current relevancy of Java as a programming language to be added as an option to the degree.

Margaret Krohn responded on 10/25/2022 with a vote of YES for the proposal.

Adam Anthony and Travis Vasquez refrained from responding to the proposal.

FINAL TALLY: Item #1: YES = 4, NO = 0

7) ADJOURNMENT:

Chairperson Juan Carlos Toth adjourned this virtual meeting on 10/25/2022.