

Meeting Minutes

Advisory Committee for the Games and Playable Media Program

Date: Saturday, December 7th, 2024

Time: 10:00 a.m.

Location: Zoom Call

Attendees:

- Moses Wolfenstein (El Camino College faculty program lead)
- Veronica Gonzalez (Industry Advisory Committee Member)
- Iman Fayek (Industry Advisory Committee Member)
- Arnold Martin (Internal Faculty Advisory Committee Member – Digital Art) - Absent

Agenda:

1. Certificate Approach
2. Program Structure and Curriculum Development
3. Design Track Outcomes
4. Production and Management Track
5. Future Directions and Additional Tracks

Discussion Items:

1. **Stackable Certificate Approach:**
 - The foundation level certificate serves two functions: providing a tangible achievement for students and acting as a progress marker.
 - The Digital Art program provides a certificate and degree pathway for game technical artists that integrates with the Games and Playable Media Program.
 - Advanced certificates to be developed in the 2025/2026 academic year will allow for specializations in design and programming.
 - Future advanced certificates will be developed allowing for specialization in production, and sound design.
 - The Associates degree will include studio courses and the program as a whole will emphasize development of portfolio elements.
 - V. Gonzalez and I. Fayek shared insights on industry expectations regarding degrees and work experience.
 - M. Wolfenstein emphasized the importance of not limiting students and discussed the existing internship partnership support at El Camino College and avenue for work study credits for students.
 - Internship opportunities will be explored as the program is developed.
2. **Program Structure and Curriculum Development:**
 - M. Wolfenstein further outlined the comprehensive approach that includes both certificates and associate degrees.

- Committee members agreed on the need to emphasize foundational computer science courses for students seeking to pursue games programming.
 - As a CTE program it primarily prepares students for direct entry into the games industry.
 - M. Wolfenstein informed the committee that he has pursued conversations with local Universities, and that the foundational level courses are being designed to optimize the potential major credit transfer so that students seeking a four year degree can build off of their work at El Camino.
3. **Design Track Program Outcomes:**
- V. Gonzalez highlighted the importance of communication skills, clear specifications, and understanding player goals.
 - I. Fayek stressed the need for teamwork and soft skills in game development.
 - Discussion focused on the inclusion of philosophical approaches and foundational skills in the curriculum for design track students.
4. **Production and Management Track Considerations:**
- V. Gonzalez outlined three focuses: prioritization and unblocking, product management, and development direction.
 - Emphasis on the importance of understanding product management for designers, especially in free-to-play games.
 - M. Wolfenstein discussed the potential for courses in agile project management in collaboration with the Business Division and business aspects of games.
5. **Future Directions and Additional Tracks:**
- M. Wolfenstein mentioned the possibility of adding tracks for sound design in games and potentially games writing in the future.
 - I. Fayek emphasized the importance of commercial music and sound design in the program and the need to incorporate basic competency in these areas into the design track.

Voting Items:

- The committee voted unanimously to approve the development of the foundation level certificate/
- The committee voted unanimously to approve the development of a local Associates of Science degree in Games and Playable Media.

Action Items:

- M. Wolfenstein to continue developing the curriculum and program structure.
- V. Gonzalez and I. Fayek to provide further insights and feedback on specific tracks as program development continues.
- M. Wolfenstein to explore additional potential committee members.