

Computer Graphics CTE Advisory Committee Meeting (via Zoom)

Tuesday, June 4, 2024

3:00PM-4:30PM

Attendees:

- Rob Stevenson, Dean, School of Arts, Performance, and the Humanities, MJC
- Kwei-Yu Chu, Computer Graphics Department, MJC
- Brian Sinclair, Computer Graphics Department, MJC
- DJ Combee, Computer Graphics Department, MJC
- Adam Connell, Technical Information Department (TID), Lawrence Livermore National Lab (LLNL)
- Ryan Goldsberry, TID, LLNL
- Jake Long, TID LLNL

The meeting began with the election of the Chair of the Committee, Adam Connell.

This meeting was focused on the reflections and recommendations from the committee members. The following topics were discussed:

- The proposed **Computer Graphics Foundations** program design was approved by the committee.
- The significance of After Effects as an important tool was brought up. It can be utilized in multiple disciplines, including compositing, motion design, animation, editing, and image composition. It was recommended that appropriate emphasis be placed on it.
- The approach of game design on paper for CMPGR 271 Fundamentals of Game Design was favored by the committee. It is important to teach the concepts and theories first before opening up any digital applications.
- The committee brought into question whether some courses elicited 3 units. These were CMPGR 263 Internet Literacy, CMPGR 266 Dreamweaver in Website Design, CMPGR 215 Business Presentation Graphics. It was noted that the programs used for these courses were not as advanced as for other courses. It should be ensured that the scope and rigor match the units for the course.
- The committee was supportive of having CMPGR 219 Computer Graphics Portfolio Review at the beginning of the pathway to set expectations on what will be needed for a portfolio early on. It was also suggested that there could possibly be another portfolio course towards the end of the pathway. Otherwise, the final projects for the individual Computer Graphics courses could be defined to be portfolio pieces. Hence, students would be building their portfolios as they progress through the program.
- Then the committee had an in-depth discussion regarding AI and the need to teach it. There were points discussed in favor and against the use of AI, but in the end, everyone acknowledged the importance of students knowing how it works and being taught how to use it in a manner that still preserves skill, creative capacities, and critical thinking.
- The committee unanimously approved the History of Animation class.
- The importance of teaching file management practices was brought up. It was noted that file management is ubiquitously important across all of the department's courses.
- The committee brought up the benefit of students working together on group projects. They felt that this would help prepare them for the work environment. But upon reflection, the committee also stated that in undergrad programs, group work usually happens in upper-division courses. The possibility of including a group project in the portfolio course was considered.
- Regarding portfolio creation, it was recommended by the committee that students prepare pieces that are outstanding and go beyond the typical school assignments that are included in the majority of student portfolios.

- The importance of communication skills was brought up. A portfolio is only part of the package. The student needs to be able to communicate effectively. Soft skills need to be taught. It was pointed out that Composition and Communication courses are part of GE pathways. Furthermore, in many of our Computer Graphics courses, students are given the opportunity to make presentations and receive critical feedback.