

Meeting Minutes

Regional Advisory Meeting: Game Art and Design Program

Date: 11/4/24

Time: 11am to 12pm

Location: Virtual Meeting on Zoom – Led by Eric Elder

Attendees:

1. Advisory Members:

- Fiona Cherbak (Xbox Game Studios)
- Claudia Franco (Respawn Entertainment)
- Rupert English (TRIARC Studios)
- Art Santos (Demonware, Activision)

2. College Representatives:

- Tiffany Miller (Dean, West LA College)
 - Jason Librande (Faculty, West LA College)
 - Michael Klein (Faculty, Los Angeles City College)
 - Curtis Stage (Chair, Los Angeles Mission College)
-

Key Discussion Points:

1. Program Overview:

- Focus on developing certificates in **Game Art, Game Design, and Game Programming** across multiple campuses (West LA College, Los Angeles City College, and Los Angeles Mission College).
- Collaboration aims to streamline resources and enhance efficiency across regional institutions.

2. Certificate Structure:

- **West LA College:**
 - Two Certificates: Game Art & Game Design.
 - Both integrate Adobe tools, Unreal Engine, 3D modeling, and production studio courses.
 - An additional Video Game Programming Certificate is available.
- **Los Angeles Mission College:**
 - Initial focus on an entry-level Game Art and Design Certificate.
 - Planned alignment with existing animation programs.

Emphasis on foundational skills (e.g., Photoshop, Illustrator) and eventual crossover into 3D modeling and animation.

The proposed certificate program focuses on foundational skills in game art and design with significant crossover into the college's animation program. It is designed as a Level 1 certificate, with plans to expand into a Level 2 certificate in the future.

LAMC Program Detail Structure:

Core Courses:

1. **Multimedia 100:**
 - Equivalent to a foundational Photoshop and Illustrator course.
 - Focuses on graphic design tools necessary for game art production.
2. **Game Art and Design (GAD) 101:**
 - Introduction to game design concepts, including rules, balance, and paper prototyping.
3. **Multimedia 300:**
 - Introductory Maya course for 3D modeling and animation techniques.
4. **GAD 102:**
 - Visual Development: Focuses on character, background, and environmental design with a foundation in ideation and storytelling.
5. **Multimedia 200:**
 - Advanced Photoshop and digital painting course emphasizing asset creation for game art.
6. **GAD 103:**
 - Game Tech and Engines: Focus on Unreal Engine basics, including lighting, geometry, and game system integration.
7. **Multimedia 430:**
 - Advanced Maya: Builds on foundational modeling skills, incorporating texturing, rigging, and complex scene creation.

Los Angeles City College:

- Proposal to create an **Associate's Degree** by combining foundational and advanced certificates.
 - Inclusion of animation and advanced production studio courses.
3. **Industry Feedback:**
 - Importance of production courses simulating real-world teamwork and studio environments.
 - Advisory board emphasized the relevance of motion capture, visual effects, and collaborative skills in the curriculum.
 - Suggestion to structure certificates flexibly for varying student interests and career paths.
 4. **Program Enhancements:**
 - Collaboration with Epic Games for Unreal Engine certifications.
 - Cross-campus sharing of resources and courses to maximize student opportunities.
 - Exploration of articulation agreements with four-year institutions.

Decisions and Next Steps:

1. Approval of Proposed Curriculum:

- Advisory members expressed unanimous support for the certificates and degree structures.
- Course outlines and descriptions will be shared for further feedback.

2. Follow-Up Actions:

- Share detailed course descriptions and program outcomes with advisory members for review.
- Explore opportunities for regional production projects and industry internships.
- Record and share meeting transcription for documentation.

3. Feedback from Advisory Members:

- Input requested on syllabi and course objectives for refinement.
-

Adjournment:

Meeting concluded with a unanimous vote to approve the proposed certificates and an agreement to continue refining program elements through collaborative efforts.