

CAT GAME/MULTIMEDIA ADVISORY BOARD MEETING

Meeting Minutes

March 7th, 2008

3:00 P.M. Room 407A

Those in attendance:

Tom Ashby – Department Chair of Computer Science/Professor of Computer Science

Gary Dominguez – Supervisor of Student Computer Center/Adjunct Professor of Computer-Aided Technology

Vicki Gibson – Dean of Information Technology

Doug Gregory – Professor of Computer-Aided Technology

John Helton – Department Chair of Computer-Aided Technology/Professor of Computer-Aided Technology

Akram Taghavi-Burris – Program Coordinator of Game Design and Multimedia/Professor of Computer-Aided Technology

Randy Anderson – OCCC

Doug Blake – OCCC

Afton Brower – CVTC

Chris Burris – Metro Tech

Margee Gaeddart – Gaeddart Art & Design

Neal Hettinger – Century

Jonathan Siler – OETA

Cleo Vastardis – Metro Tech

Professor Taghavi-Burris opened the meeting by thanking everyone for attending. She brought attention to the packets that had been distributed to everyone and briefly went over what was on the agenda for the meeting. She then started off the introductions.

Professor Taghavi-Burris presented the idea of starting the Okie Aug: Central Oklahoma's Adobe User Group. She explained that the only group currently in Oklahoma was in Tulsa, so this group would serve Central Oklahoma. She said they would meet once a month on the OCCC Campus to discuss and/or do training over new adobe software. She offered a sign-up sheet for those interested in the Okie Aug.

Professor Taghavi-Burris announced that the student organization, the Computer Arts and Technology Society, would be hosting the Oklahoma Electronic Game Expo on April 26th in the College Union in the Main Building.

A facility tour was given of the Multimedia Classrooms and the Student Computer Center.

Professor Taghavi-Burris briefly went over the history of the degree programs offered. She announced that the Game Design program was brand new. She said that for the purposes of this meeting they would be focusing on the Multimedia Program. She said that Multimedia would differ from GCOM in that it would be 3D interactive. For example, student portfolios might consist of interactive menus linking to web pages they built or to animations they created.

Professor Taghavi-Burris said that in Introduction to Multimedia, the students have lessons in every Adobe product. She said other courses will focus solely on one product such as Photoshop in Digital Imaging and Flash in Web Animation.

Professor Taghavi-Burris added that she has noticed many students opt to get certificates in Multimedia and in Web Design because they see a lot of material that can cross over and be useful in both areas.

Professor Taghavi-Burris discussed the variety of art courses offered in the Multimedia program. She asked if there should be a specific order in which these art classes should be taken in order to provide students with the necessary skills to create multimedia projects that are appealing as well as functional.

Professor Taghavi-Burris mentioned the Design Project that the students do for their portfolio and how beneficial it might be to have an industry professional, such as some of those on the advisory board, come and critique the students' work. She also talked about trying to find internships or opportunities for job shadowing for these students to obtain some real-world working experience.

Professor Taghavi-Burris said that students have two faculty approved electives that can be in graphic communications, film editing, or art that can help give students more of a focus for their degree. For non-approved courses, students can meet with their faculty advisor and discuss what options they have with such courses.

Professor Ashby pointed out that the school has two computer labs, one for Mac and one for PC and that the Mac Lab is under GCOM in Arts and Humanities. He said that it's beneficial for the students to be able to work cross-platform so that they learn how to use both types of operating systems.

Professor Taghavi-Burris talked about the art show activity that takes place at the end of every semester for Digital Imaging, where students get to print off actual-sized movie posters that they have created with Photoshop and display them in the main building.

Professor Taghavi-Burris pointed out that the order of courses for the Game Design program have changed since the course information in the packets were printed and there was a new History of Gaming class included.

Professor Taghavi-Burris asked if there were any questions or other issues anyone would like to discuss. She then thanked everyone for attending and encouraged them to enjoy the provided snacks and refreshments.

The meeting was adjourned.