

A Brief Summary of the Higher Education Summit Special Session:  
Film and Digital Arts Industry and Education (Dec.5<sup>th</sup>)

Introduction: Eric Witt (Governor's Office); Bill Flores (HED)/Facilitator  
Panelists: Barry Weiss (Sr. VP Animation and Artists Development, SONY IPAX)  
Sandee Scoredos (Exec. Dir. Training and IPAX Chair)  
Elaine Rayburn (Dir., Simulation and Digital Arts, Sandia National Labs)  
Ed Angel (Dir. ARTS Lab, UNM)  
Jonathan Benson (Dir., Creative Media Institute, NMSU)

The invitation-only workshop held December 5<sup>th</sup> from 1:30-5pm was very successful with 53 participants from higher education and private industry (not counting panelists and organizers). The session began with presentations by Flores and Witt on the evolution of media in New Mexico and the need to now provide coordination to the developing higher education programs jointly with industry. Flores explained that this workshop will lead to subsequent work sessions at the January 11-12<sup>th</sup> MISP Conference which will be held in ABQ.

Barry Weiss on SONY and IPAX and their plans and needs for engineers and digital artists in Albuquerque. Sandee Scoredos discussed concrete needs and how higher education might meet those needs. Scoredos led a work session where all participants described what they were doing in digital arts and their needs (both in Lightning Round and on work sheets). She will summarize this in a matrix in the next week. Elaine Rayburn discussed the work and needs of Sandia National Lab related to simulation and digital arts. Ed Angel and Jonathan Benson described the work of their respective universities and progress with developing digital programs. The Q and A session allowed for panel and audience interaction and led to discussion on several areas of follow-up. Three specific panels were proposed and committees established for the MISP Conference: 1) Digital and Media Arts Articulation Committee, chaired by Jim 'Grub' Graebner of CNM; 2) Gaming development chaired by Jeannie Gleason (NMSU); and 3) Linking to the Pueblos/"Internet to the Hogan" led by Colleen Keane (UNM). In addition suggestions were made for a workshop on other industry needs (probably to be led by Intel).