

**College of Marin, Multimedia Studies
Industry Advisory Committee**

November 9, 2016 Agenda

TIME	TOPIC	NOTES	ACTION
8:00 am	Introductions by attendees.	2-3 minutes each.	
8:15 am	Company/industry requirements for internships and entry-level positions.	Education, experience, technical and/or business skills.	
8:40 am	Recommendations for training necessary to fill employment gaps and/or enter the respective industry.	Employment/skill gaps? Training topics, classes, certificates, 2-year or 4-year degrees.	
8:55 am	Meeting recap and next steps.	Minutes and materials to be emailed to all attendees.	

Industry Attendees:

- Luisa Ayala and Todd Walker at Entropic Studio
- Ryan Bond, independent Game Producer
- Julian Hoover, Owner of Bright House
- John Macleod, Director of Hamilton Maker Space
- Grant Rogers, Producer at Disruptive Games
- Jena Scholten, Operations Efficiency, and Internal Graphic Designer at Bay Photo Lab
- Bobbi Wilson, Print Worldwide Marketing at HP Inc.

College of Marin Attendees:

- James Gonzalez, Multimedia Studies faculty JGonzalez@marin.edu
- Derek Wilson, Multimedia Studies faculty DWilson@marin.edu
- Beth Pratt, Career and Technical Education Dean EPratt@marin.edu
- Carol Scialli, Administrative Assistant CScialli@marin.edu

Program Links:

College of Marin <http://www1.marin.edu>
 Multimedia Studies <http://www.marin.edu/MultimediaStudiesProgram>
 Employment Info <http://www.marin.edu/com/gainful-employment/multimedia/Gedt.html>