

USITT \_\_\_\_\_ Digital Media Programming Meeting \_\_\_\_\_ (fill in name of group meeting)

Minutes

Date and Time of Meeting: 9/14/21 1:30pm EST

Attending (Last Names are fine): Joe Payne, Megan Reilly, Kate Freer, Alison Dobbins

Topics discussed:

Ranking of submitted sessions, call to action about information that was missing.

Discussion led to making the content diverse in priorities.

Discussion about PDWs, labs, and a Gallery.

We have 10 regular sessions to put forward

- Thinking Beyond the code
- Lessons Learned in the Pandemic
- Cultivating Ethical Design Practice
- Live and Learn: Self Teaching New Technologies
- Digital Innovation in Theatre and Opera
- Creating your own Architectural Projection Mapping Festival
- Using VR Tools in the Performing Arts
- Game Engines in Performance Design
- A Memory Place, Noh Opera with VR, AR, and Live Design
- Virtual Reality and Set Design

1 PDW – Game Engines in Performance Design. With attached session or separate.

1 VR gallery with submissions to follow

1 exploration studio with individual stations for attendees to work

We have lots of questions about how to rank if they are intended to be a gallery or exploration lab -

Votes made (with tallies):

No votes. We didn't vote on rankings but were in consensus about all rankings.

Actions taken:

Filling out what we can on required elements: max capacity, rankings, type, length,

Megan will ask Ashley about labs/studios, PDWs, and how they relate to the priority list.

End time: 2:43pm

Next scheduled meeting is: nothing yet.