

# Fulbright Scholar-in-Residence Program (S-I-R)

## Academic Year 2024-2025 Competition

### FY24 Scholar Recruitment Memo

**Name of Host Institution:** Clark University

**Location:** Worcester, MA

**Institution Website:** clarku.edu

<b>Scholar:</b> To be recruited	<b>Program Start:</b> 09/01/2024
<b>Country of Origin:</b> Singapore or South Korea	<b>Monthly Stipend Allowance according to location:</b> \$3,400
<b>Discipline:</b> Design	<b>Program Length in Months:</b> 9
<b>Specialization:</b> Game Design and Development	<b>Institution Type:</b> Not Applicable
<b>Hosting Department:</b> Becker School of Design & Technology	<b>Locale:</b> Urban

#### **Institutional and Program Summary:**

Summary of Activities: The scholar will be part of our work with campus organizations and invited to act as a mentor/judge for campus activities such as our BSDT games-workshop which is a University supported STEAM development collaborative. They are invited and encouraged to join in and work with our International Center where they may enjoy a full program of events and participate in or organize activities of their choosing. Further, our community Engagement & Volunteering Center hosts a number of events year round.

Academic Program: The scholar will be housed in Clark University's Becker School of Design and Technology's Interactive Media [Games] department. In the Fall and Spring, they would be asked to co-teach, with an instructor with significant previous experience, Game Studio which is an experiential production course in collaboration with community partners; Fall with the Worcester Art Museum, Spring with our Boston opera company partner, White Snake. In the Spring they would also teach an advanced topics colloquium on international interactive media development. Throughout the year, the scholar will be invited to participate in curriculum development for an interactive media major track in international game studies to add to our seven existing tracks. A track consists of the selection of four to five courses, some of which may be from other departments or schools, or which are to be proposed, all of which provide concentrated study of a specialized topic within the Interactive Media (Game) major.

Scholar Profile: Position responsibilities include developing and teaching courses at the undergraduate level and possibly graduate level for Clark University's Becker School of Design & Technology in our award-winning Interactive Media program. The position also carries the expectation of mentoring students and actively engaging in multi-disciplinary collaborative projects among faculty, community, and students.

Our department recognizes the Master of Fine Arts (MFA) as a terminal degree, and as such the scholar should have an MFA, another terminal degree such as a doctorate, or be currently enrolled in such a program. Scholars who are a strong fit and who have earned other master's degrees would also be qualified.

We are looking for a minimum of two years of teaching experience, a portfolio of professional/development experience, and a commitment to research and practice in the field.

Scholar must demonstrate commitment to promoting a culture of equity, diversity, and inclusion.

Plans for Other Campus Activities: The scholar would be asked to deliver a guest lecture open to the public as an introduction to their work/research and practice. They would also be asked to work with our student chapter of the International Game Developers Association [IGDA] to be involved in annual programming such as guest speaker outreach and working to identify and connect with Interactive Media and game developer organizations, user groups, and graduate schools around the world. The scholar would also be invited to all of the University programming including lectures,

exhibitions, research and grant writing workshops, and faculty mingles, as well as a number of international community engagement events. The BSDT collaborates extensively with the Visual and Performing Arts and the Computer Science departments, developing curriculum, furthering interdisciplinary programs, and identifying research and scholarly project opportunities – to all of which the SIR would be eagerly invited.

Community Outreach: Opportunities to engage with the community would include the public talk supported by the Higgins School of the Humanities, established to foster humanistic perspectives on pressing issues of the day through open dialogue, and work with our University Park Partnership which connects Clark with neighborhood residents, local churches, government officials, the business community, and public schools.

There will also be media engagement around the scholar's contribution to the BSDT's and partner work with the Worcester Art Museum and Boston White Snake Productions, arising from the scholar's co-teaching of Studio. The Worcester Art Museum is recognized for their impactful exhibits and community engaged programming while White Snake is an activist opera company making mission-driven work that unites artmaking with civic practice in Boston. Clark's also has a robust social media and marketing department that works closely with BSDT to promote university work.





# Host Institution Information

**Form Title** Host Institution Information

**Is this a Joint Proposal with another U.S. institution?\*** No

## U.S. Institution Information

**Name of Institution\*** Clark University

**Institution Website\*** clarku.edu

**Institution City\*** Worcester

**Institution State\*** MA

**Is your institution one of the following? Select all that apply.\*** Not Applicable

**Indicate the location setting of your institution (select one):\*** Urban

**Size and Characteristics of the student body and faculty\*** Clark University has approximately 220 full-time faculty; 2,300 undergraduate and 1,100 graduate students. We are home to more than 1,000 international students, faculty members, and scholars from over 85 countries, and more than 30 percent of students on campus are international. Our campus is located in an urban setting with a large immigrant population, and we are fortunate to collaborate with our community in an award-winning national model of university partnership.

**Mission\*** Clark University's mission is to educate undergraduate and graduate students to be imaginative and contributing citizens of the world, and to advance the frontiers of knowledge and understanding through rigorous scholarship and creative effort. Clark is a values-centered institution that takes seriously its motto, "Challenge convention. Change our world."

**Scope of academic offerings\*** Clark University offers more than 30 undergraduate majors (and minors) and 12 interdisciplinary concentrations; 19 master's degrees and nine Ph.D. programs; and a number of professional certificate programs.

Our university includes a number of schools/centers of excellence: Undergraduate Arts and Sciences, Graduate Arts and Sciences, Becker School of Design and Technology, International Development, Community, and Environment Department, School of Management, and the School of Professional Studies.

The focus of Clark's academic program is a liberal-arts education enriched by interactions among faculty, undergraduate and graduate students, and is closely linked to a select number of professional and doctoral programs. Clark also serves students who wish to continue formal education throughout their lives.

**Has your institution previously received a Fulbright Scholar-in-Residence Program Visit? Please if you are unsure, and note that institutions may not** No



## Host Institution Information (continued)

host an S-I-R scholar for two consecutive years.\*search our directory of Fulbright Scholar Alumni



# Program Information - SIR Host

**Form Title** Program Information - SIR Host

## Proposed Program Dates

**From\*** 09/01/2024  
**Term\*** Full Academic Year  
**To\*** 05/01/2025  
**Length in Months\*** 9

## Summary of Activities\*

**Proposal Summary** The scholar will be part of our work with campus organizations and invited to act as a mentor/judge for campus activities such as our BSDT games-workshop which is a University supported STEAM development collaborative. They are invited and encouraged to join in and work with our International Center where they may enjoy a full program of events and participate in or organize activities of their choosing. Further, our community Engagement & Volunteering Center hosts a number of events year round.

## Academic Program of Scholar\*

**Academic Program of Scholar** The scholar will be housed in Clark University's Becker School of Design and Technology's Interactive Media [Games] department. In the Fall and Spring, they would be asked to co-teach, with an instructor with significant previous experience, Game Studio which is an experiential production course in collaboration with community partners; Fall with the Worcester Art Museum, Spring with our Boston opera company partner, White Snake. In the Spring they would also teach an advanced topics colloquium on international interactive media development. Throughout the year, the scholar will be invited to participate in curriculum development for an interactive media major track in international game studies to add to our seven existing tracks. A track consists of the selection of four to five courses, some of which may be from other departments or schools, or which are to be proposed, all of which provide concentrated study of a specialized topic within the Interactive Media (Game) major.

**Please upload any Course Outlines, Course Descriptions, Sample Syllabi or other academic plans and objectives associated with this proposal.\* (Limit of 10 pages combined.) Teaching is required of S-I-Rs, but institutions should not propose heavier than a 2**

Uploaded 05/30/2023

## Plans for Other Campus Activities\*

**Plans for Other Campus Activities** The scholar would be asked to deliver a guest lecture open to the public as an introduction to their work/research and practice. They would also be asked to work with our student chapter of the International Game Developers Association [IGDA] to be involved in annual programming



## Program Information - SIR Host (continued)

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### Community Outreach\*

#### Community Outreach

Opportunities to engage with the community would include the public talk supported by the Higgins School of the Humanities, established to foster humanistic perspectives on pressing issues of the day through open dialogue, and work with our University Park Partnership which connects Clark with neighborhood residents, local churches, government officials, the business community, and public schools. There will also be media engagement around the scholar's contribution to the BSDT's and partner work with the Worcester Art Museum and Boston White Snake Productions, arising from the scholar's co-teaching of Studio. The Worcester Art Museum is recognized for their impactful exhibits and community engaged programming while White Snake is an activist opera company making mission-driven work that unites artmaking with civic practice in Boston. Clark's also has a robust social media and marketing department that works closely with BSDT to promote university work.

### Diversity, Equity, Inclusion and Accessibility (DEIA)\*

Diversity, Equity and Inclusion (DEI) is one of the five goals identified by President Fithian in his new strategic plan. Clark has a long tradition of engagement with the surrounding community and offers free tuition for 4 years to any eligible resident of Worcester's University Park neighborhood. The Office of Diversity and Inclusion was established in 2013 to promote faculty, staff, and student diversity and introduced DEI attributes to the general education requirements. With #PathForward, Clark's Inclusive Excellence program supports DEI certificate programs for faculty, staff and students, annual Presidential Inclusive Excellence awards, and various community engagements activities. The S-I-R program would make a significant impact by contributing international perspectives to the question of diversity, equity and inclusion, and help to expand our international engagement given the strong presence of Asian populations in the immediate community.

## Interactive Media Major

### Interactive Media Overview

The major in interactive media is a dynamic program, both multidisciplinary and interdisciplinary in nature, offering both depth and breadth, fostering growth, excellence, and the pursuit of true passion. The program's groundbreaking curriculum is built on a multidisciplinary model of learning, incorporating personalized methods and structure across a framework of collaboration.

The curriculum is based on a core development process which is extraordinarily multi-faceted, based on the creation of software that governs a user experience fashioned through interaction with various assets. Those assets can include narrative, 2- or 3-dimensional art, visual effects, music, voice and sound effects as well as captivating game-based mechanics and interface technologies. The techniques used to create these assets, the mechanics and structures of the overall design and narrative of the various systems and virtual worlds, as well as their complex interweaving throughout production form the basis of the interactive media curriculum.

Every student in the program is a contributing member of The Game Studio, a real-world studio environment, producing publishable properties prior to graduation. Students who graduate with a degree in interactive media are well-positioned to succeed in whatever focus area, exciting career, or advanced degree they wish to pursue, and at Clark, you will get the chance to study the liberal arts and learn soft skills - all critical components that are the hallmarks of our program.

The Bachelor of Arts in Interactive Media - with tracks in areas such as Game Art, Game Development & Programming, Game Production & Management, Game Design, Game UI/UX, and Game Audio - is a nationally ranked interactive media program that will allow you to pursue your passion for games while preparing you for a career in the \$160 billion interactive media industry.

### Major Requirements

The Interactive Media Major requires **13 total** units.

(8 core requirements and 5 from a chosen program **Track**).

There are currently **8 Tracks** to choose from:

**3D Art | 2D Art | Audio | Programming | Production | Writing | UI/UX | or Design your own.**

*(potential future tracks - Psychology of Games/Serious Games, VR/AR, VFX/Virtual Production)*

#### Core Requirements for the Interactive Media Major:

GAME 025 - Game Design Fundamentals (previously Intro to Game Design)

GAME 030 - Examining Play (an addition to the core)

GAME 260 - Serious Game Project

GAME 255 - Game Studio (**must take 5 semesters, 2 must be in junior year and 2 must be in senior year**)

(Portfolios will be prepared throughout The Game Studio experience, and a yearly **Senior Seminar** "Prep" workshop will be held for Spring Showcase.)

### Game 3D Art Track

Students are required to take these five units for this track:

GAME 095 - Digital 3D Modeling

GAME 185 - 3D Animation

GAME 100 - Texturing & Lighting

GAME 105 - Environment Art

GAME xxx - Any GAME Elective

### Game 2D Art Track



Students are required to take these five units for this track:

GART 100 - Principles of Drawing  
 GART 235 - Life Drawing  
 GAME 085 - Raster and Vector Games  
 GAME 180 - Computer Illustration for Game Design  
 GAME xxx - Any GAME Elective

### **Game Audio Track**

Students are required to take these five units for this track:

MUSC 098 - Foundations of Music and Production  
 MUSC 141 - Computers and Music  
 GAME 130 - Digital Audio Production  
 GAME 165 - Game Audio (or GAME 160 Foley and Field Recording)  
 GAME xxx - Any GAME Elective

### **Game Development and Programming Track**

Students are required to take these five units for this track:

GCPT 010 - Computer Programming I [or CSCI equivalent]  
 GCPT 020 - Computer Programming II [or CSCI equivalent]  
 GAME 190 - Game Programming with Data Structures (previously Game Programming I)  
 GAME 265 - Artificial Intelligence for Games  
 GAME xxx - Any GAME Elective

### **Game Production and Management Track**

Students are required to take these five units for this track:

MGMT 100 - The Art and Science of Management  
 MKT 230 - Marketing Management  
 GAME 210 - Agile Project Management with Scrum  
 GAME 270 - Game Analytics  
 GAME xxx - Any GAME Elective

### **Game Writing Track**

Students are required to take these five units for this track:

GAME 075 - Literary Development of Virtual Worlds  
 GAME 045 - Creatures and Characters  
 GAME 175 - Writing for Fantasy and RPGs  
 ENG 101 - Intro to Creative Writing  
 GAME xxx - Any GAME Elective

### **Game UI/UX**

Students are required to take these five units for this track:

GAME 000 - Visual Design and Media  
 GAME 000 - Animation and Motion Graphics  
 GAME 000 - UI/UX Design 1  
 GAME 000 - UI/UX Design 2  
 GAME xxx - Any GAME Elective

## Time-Based Media Track

Students are required to take these five units for this track:

GAME 000 - Animation and Motion Graphics

GAME 185 - 3D Animation

GAME 275 - Character Animation

GAME 240 - Visual Effects

GAME xxx - Any GAME Elective

## Design Your Own Track

Students are required to take five units for this track which have been approved by their faculty advisor:

Choose Any 5 GAME/GART/GCPT/or other approved courses to design your own unique program track (must have faculty approval).

## 4+1 Senior Year [4<sup>th</sup> year

Students will take IMED Graduate Studio I and IMED Graduate Studio II in place of two Game Studio core requirements.

Students may use their IMED Grad Elective or IMED Interactive Media as their Track GAME Elective requirement.

Students can create a Design Your Own Track and include IMED Interactive Media as an approved Track course.

Students will need to use their open courses to cover the following graduate courses from the first year of graduate study in this program: Leading Responsibly, Project Management, Interactive Media Seminar I, and Interactive Media Seminar II.

Students may submit for approval for a course to be used in place of Project Management.

## Minor in Interactive Media

Students are required to take six units from these courses:

### 2 CORE

GAME 025 - Game Design Fundamentals OR GAME 030 - Examining Play

GAME 260 - Serious Game Project

### 2 Game Studios

Must be taken Junior and/or Senior year to count for Minor

### 2 GAME courses from the same Game Track

i.e. Game 185+Game 275 OR Game 095+Game 100 OR Game 085+Game 180 etc.

### Electives for outside of Track:

GAME 050 - Game Pitch and Design Documents

GAME 055 - Procedural Modeling

GAME 060 - Procedural Visual Effects

GAME 065 - Effective Design Strategies

GAME 075 - Literary Development of Virtual Worlds

GAME 080 - Storyboarding Animation

GAME 085 - Raster and Vector Games

GAME 090 - Intermediate Game Development

GAME 095 - Digital 3D Modeling

GAME 100 - Texturing

GAME 105 - Environment Art

GAME 110 - Software Engineering Life Cycle

GAME 120 - Real-Time Lighting, Shading and Rendering

GAME 130 - Digital Audio Production

GAME 135 - Digital Music Studio

GAME 140 - Music Theory

[GAME 155 - Game Industry Trends](#)  
[GAME 160 - Foley and Field Recording](#)  
[GAME 165 - Game Audio 1](#)  
[GAME 170 - Game Audio 2](#)  
[GAME 175 - Writing for Fantasy & RPGs](#)  
[GAME 180 - Computer Illustration for Game Design](#)  
[GAME 185 - 3D Animation](#)  
[GAME 190 - Game Programming I](#)  
[GAME 195 - Game Programming II](#)  
[GAME 200 - Level Design](#)  
[GAME 205 - Digital Cinematography](#)  
[GAME 210 - Agile Project Management with Scrum](#)  
[GAME 215 - Principles of Motion Capture](#)  
[GAME 220 - Virtual Reality in Gaming](#)  
[GAME 225 - Mobile Game Production](#)  
[GAME 230 - Rigging for Animation](#)  
[GAME 235 - Digital Organic Modeling](#)  
[GAME 240 - Visual Effects](#)  
[GAME 245 - Music Composition for Games](#)  
[GAME 250 - Synthesis and Sampling](#)  
[GAME 255 - Game Studio](#)  
[GAME 260 - Serious Game Project](#)  
[GAME 265 - Artificial Intelligence for Video Games](#)  
[GAME 270 - Game Analytics](#)  
[GAME 275 - Character Animation](#)  
[GAME 280 - Advanced Character Animation](#)  
[GAME 285 - Advanced Topics in Game Development](#)  
[GAME 290 - Portfolio](#)  
[GAME 295 - Game Audio Production](#)  
[GAME 298 - Career Internship](#)  
[GART 100 - Principles of Drawing](#)  
[GART 110 - Painting Studio](#)  
[GART 225 - Cartooning Basics](#)  
[GART 235 - Life Drawing](#)  
[GCPT 010 - Computer Programming I](#)  
[GCPT 020 - Computer Programming II](#)  
[GCPT 110 - Data Structures](#)  
[GGRA 015 - Design Technology](#)

**Game Studio**  
**GAME 255**  
 Clark University

**Professor:**

Office Hours:

Office Location:

Email:

**Time:***Lab time for everyone in The Game Studio is Wednesday 10:00am-1:00pm***Course Description:**

Participation as a team member in The Game Studio is required by sophomore, junior, and senior level Interactive Media students, and students in this course must be concurrently admitted to The Game Studio. The course consists of a faculty guided project which may include serious games, simulations, artistic installations, or the exploration of new technologies and will involve working with a partner entity, organization, research funding, or call for development. The Game Studio will provide a hands-on development environment, resulting in an interactive title to be released and/or published with the understanding that such release may require a project to be developed in the Studio for up to four semesters. Students will gain experience working as part of a studio team with various departments, leads, development infrastructure, and real-world demands, as well as creating research-informed content while collaborating with community and partner organizations.

**Prerequisites:** 010 or 030 or permission of the instructor**Goals:** Upon successful completion of this course, the student will be able to:

- Demonstrate awareness of a global society and thoughtful approaches to said audience as well as bringing awareness to global issues through informed design
- Receive, evaluate, and integrate critique of his/her own work as required by professional practices
- Draw upon and incorporate a wide range of knowledge to enhance the content of the project
- Learn to use the Agile Mindset in order to work effectively within a team and forge new approaches to various challenges
- Gain invaluable hands-on experience in a real world development environment
- Improve and expand understanding and skills within individual concentration/track via application of learned material with support from field specialists, peer mentors, and faculty experts

**Grading Rubric:**

**Attendance and Participation [25%]:** You are expected to attend Studio meeting and Lab on time and to not be engaged in other activities such as chatting, messaging, other coursework, or online browsing. Studio meeting and Lab attendance is mandatory. You are also expected to respond to questions, ask questions, and actively participate in critiques, discussions, and team production work. You will review others on your team and be peer reviewed for this portion of your grade prior to midterm and final. This grade will reflect your participation in both The Game Studio team meeting and lab.

**Sprint Reviews [65%]:** Every sprint you will review your individual and team progress with the product owner and professor. You will receive a grade based on completion of assigned work for the Sprint, your communication with your lead and Product Owner, and the QUALITY of the work completed.

**Final [10%]:** The final will consist of an open forum presentation of the project as well as the submission of performance analysis, hand-off documentation for continued development, and a post-mortem. You will be responsible for and evaluated by peer reviews at this time.

## Sprints

- One course week represents 8 hours of outside time [not project meeting time during Studio].
- A two week sprint then represents 16 hours of work.
- Even if your sprint is two weeks long, you must check in, complete, and be approved each week by your professor and/or product owner.
- Mid-week Progress: This is submitted via Discord and is required for every team member every week within a scheduled one day time frame [i.e. Fridays between 10am and 6pm]

## Product Owner vs Producer

**For Greenlit Projects:** Product Owner is a specified senior student. Producer is a specified student. Professor is mentor, studio lead, and grader for the course letter grade.

**For Studio Projects:** Professor is mentor, grader, producer. Assistant producer is a specified student. Product owner will vary and may be internal or external.

## Sprint Grades

### Evaluation:

Your grade for the sprint is based on a number of factors. The first is that you have completed the tasks you were assigned to the standards set by your product owner -- it is the producers' responsibility to determine Product Owner objectives prior to Sprint start, communicated through professor and producer. You are also evaluated on the quantity of work -- you must submit work that not only meets the standards of your assigned tasks but also represents the 8 hours of work per week.

### Quality 50 points:

- Work exceeds expectations for assigned task and can be used as is for that task: A
- Work meets expectations for assigned task and can be used as is for that task: B
- Work meets the majority of expectations for assigned task but may need minor adjustments to be used for that task: C
- Work does not meet the majority of expectations for assigned task and/or needs adjustments to be used for that task: F
- No significant work completed: F

### Quantity 50 points:

- Work for the tasks for the week represent 8+ hours: A
- Work for the tasks for the week represent 7-8 hours: B
- Work for the tasks for the week represent 6-7 hours: C
- Work for the tasks for the week represent 4-6 hours: D
- Work for the tasks for the week represent fewer than 4 hours: F

## Sprint Presentation

- Each sprint must be reviewed by the professor

- Keep in mind that if you do not or can not [i.e. it is not presentation ready] present, then the work does not meet the expectations of the task.
- The presentation consists of each team member presenting their own work for the Sprint
- Presentation means you have the work presentation-ready -- this is part of each task -- and that you present in a professional manner
- A typical and effective format is to have a Power Point of slides for the full presentation. Each team member will have one or more slides that represent their work. The first slide for the member lists sprint tasks with hour breakdown. This list should reflect both complete and incomplete tasks for the Sprint -- indicate incomplete ones with a red strikethrough. The slides following this initial slide represent the actual produced work for that team member. The team member speaks about their tasks and work while showing the slides. Each member's presentation should not exceed two minutes.
- Make sure the format of your presented work is professional and possible portfolio media, such as video of in-game evidence of working code, audio, or models, proper renders and animation clips, texture, material, UV shots, polycount, etc. Do not submit screenshots as the sole example.
- Be certain to include the time you spent on each completed task -- recall this should equal 8 hours per week of Sprint.
- Sometimes completed work cannot be presented solely via slides -- in particular, a build. A build will often be required for the Sprint -- the producer and/or professor will assign someone to submit Sprint builds.

### Studio Final Presentations

Final presentations are open to the community at large and all teams (course sections) will present at the open forum.

### Template for Final Presentation

Video: 60 seconds -- provocative, professionally edited video which may include external footage, in-game capture, expository text and narration, as well as shots of work not yet incorporated into the game. This video should inspire the audience and leave people eagerly anticipating their experience of the project.

Visual for every slide: include a screen or art asset render from the game

Slide: title + visual

Slide: brief description of the game and the partner organization + visual

Slide: the 60 second video [description above]

Slide: list objective one for this development cycle for this Studio project and how achieved + visuals

Slide: list objective two for this development cycle for this Studio project and how achieved + visuals

Slide: list one challenge found during design or development and how it was overcome + visual

Slide: describe the most rewarding accomplishment of the project + visual

Slide: note the partner organization's response to the outcome

Slide: note whether the project will be continue next year or how it will be made available + visual

Slide: team credits + visual

## Course Descriptions

These are the course descriptions of the two courses to be taught. GAME 285 in the Spring and GAME 255 during both semesters.

### **GAME 285 Advanced Topics in Game Development**

Courses offered under the designation Advanced Topics may represent emerging issues or specialized content not represented in the existing curriculum. The curriculum is developed by the instructor and approved by the BSDT Dean. Advanced topic courses which are deemed appropriate to be offered more than twice, will be proposed to the curriculum board for approval as a permanent course (potentially as an elective). May be repeatable for credit if the topic is different when taken again by the student.

### **GAME 255 Game Studio**

This course is to be taken by sophomore, junior, and senior level Interactive Media students. Students in this course must be concurrently enrolled in the Game Studio Lab. The course consists of a faculty guided project which may include serious games, simulations, artistic installations, or the exploration of new technologies and will involve working with a partner entity, organization, research funding, or call for development. Game Studio will provide a hands-on development environment, resulting in an interactive title to be released and/or published with the understanding that such release may require a project to be developed in the Studio for up to four semesters. Students will gain experience working as part of a studio team with various departments, leads, development infrastructure, and real-world demands, as well as creating research-informed content while collaborating with community and partner organizations. Students are required to take this course multiple times during the course of their degree program. May be repeatable for credit.



# Scholar Profile

Form Title Scholar Profile

Are you naming a scholar?\* No

## Academic Discipline and Specialization\*

Academic Discipline\* Design

Specialization\* Game Design and Development

## The Scholar (if recruitment is requested)

From what world region would you like to host a scholar?\* East Asia/Pacific

Country 1 Singapore

Country 2 South Korea

Why this world region and countries?\* Clark University has numerous scholarly connections across schools and departments with East Asia; while the BSDT with its focus on interactive media/ game, has inherent synergy with this region. The East Asian market is one of the most prominent in the world, with South Korea consistently top ranked globally for game revenue. Several East Asian countries including Singapore offer thriving entrepreneurial development communities and strong government support for this growing sector. Further, their academic institutions offer an array of progressive humanities and technology programs in interactive media and adjacent fields including the critical study of media in the context of psychology, education, and global culture, with influential scholars and professionals specializing in immersive mobile, console, PC, and VR software development, 3D modeling, animation and world-building. As such, we look to expand our institutional partnerships and strong community connections with East Asia.

Indicate discipline(s) or field(s) of expertise, theoretical orientation (if applicable), and subjects/issues about which you wish the scholar to be particularly knowledgeable. \*

We are looking for a scholar who works in the fields of Interactive Media and Games. Scholars may be associated with departments such as Computer Science, Communications, Design, Fine Arts, Emergent Media, or other humanities or technology related headings; however, their interests and subject expertise should be directly related to ONE or more of the following areas of Interactive Media:

Game design and development,  
 Interactive media design and development,  
 Serious games or games for change,  
 Games for education,  
 Games research,  
 Critical study of games media,  
 Artificial intelligence in games,  
 3D modeling and animation,  
 3D environment simulation and visualization,  
 Virtual, augmented, or mixed reality,  
 Interactive fine art,  
 Assistive or experimental game controller or hardware development,  
 Development with game engines: Unity 3D and/or Unreal Engine,  
 Virtual production.





## Scholar Profile (continued)

**List scholar's qualifications, including academic degree level and years of teaching experience. \***

Position responsibilities include developing and teaching courses at the undergraduate level and possibly graduate level for Clark University's Becker School of Design & Technology in our award-winning Interactive Media program. The position also carries the expectation of mentoring students and actively engaging in multi-disciplinary collaborative projects among faculty, community, and students.

Our department recognizes the Master of Fine Arts (MFA) as a terminal degree, and as such the scholar should have an MFA, another terminal degree such as a doctorate, or be currently enrolled in such a program. Scholars who are a strong fit and who have earned other master's degrees would also be qualified.

We are looking for a minimum of two years of teaching experience, a portfolio of professional/development experience, and a commitment to research and practice in the field.

Scholar must demonstrate commitment to promoting a culture of equity, diversity, and inclusion.

Clark University is home to more than 1,000 international undergraduate and graduate students, faculty members, and scholars from over 85 countries, with more than 30 percent of students on the Clark campus coming from abroad. Located in a vibrant, urban neighborhood in Worcester, Massachusetts, USA, Clark celebrates the diverse cultures, languages, and experiences that make up our community. We have been fortunate to collaborate extensively with the area's large, active East Asian population including potential partnerships facilitated by Anh Vu, executive director of the Southeast Asian Coalition of Central Massachusetts. We hope to build upon and expand these internationally diverse connections within our community to strengthen our top-ranked interactive media program, fortifying its pioneer status in the field of international games studies.

While Clark University and the community as a whole will gain from the placement of a Fulbright S-I-R, it is our Becker School of Design and Technology (BSDT), recently brought to Clark in 2021, which will house and work most closely with them. The BSDT is home to our internationally recognized game program, ranked second in the world by the Princeton Review. At its core is The Game Studio: a pedagogically innovative experience wherein all faculty, every student, and numerous external partners come together in one place, every week, united in purpose while working across dynamic, synergistic teams. The Studio takes on a number of truly transdisciplinary projects through partnerships with Clark schools and departments, co-written grants with other institutions, and local and regional community organizations. Some of our partner fields and topics include virtual reality, early education, addiction mediation, burn therapy, critical thinking training, medical simulation, GIS, historical re-enactment, mental health advocacy, interactive theatre, and experimental narrative. A visiting scholar would have the opportunity to contribute to these projects through The Studio, as researcher and/or developer, while working with Clark's exceptional undergraduate and graduate students, and highly regarded faculty from multiple departments.

The interactive media (IM) and games industry has large-scale global presence, with significant impacts on the world economy in every region. Just as significant is the impact of games media on culture and society, and IM (specifically games and simulations) as a medium for areas beyond entertainment in the medical field, education sector, communications industry, and data visualization, to name just a few. As such, academic study, research, and critical analysis in this discipline has begun to receive recognition in a number of university programs and degree offerings around the globe. East Asia in particular is a juggernaut in both game development and academic work in the field, making them an ideal home region for our SIR.

The SIR would be present during the pivotal foundation phase of the internationalization plan for the BSDT and would prove invaluable to these efforts with their work impacting our direction over the next ten years. BSDT's goals for internationalization include extending and improving our impact in the following areas:

- Facilitating an increasingly desirable and inclusive outreach for international students to join our program [ongoing but critical foundational steps in years 1-5 and increase of reach and target regions in years 6-10]
  - The SIR will be asked to consult on inclusive outreach to students from their home country, working with our undergraduate and graduate directors to identify potential partnerships in East Asia.
- Increasing our international recruitment of visiting faculty, guest lecturers, and exchange program scholars [mapping of outcomes, identification of funding sources, creation of relationships in years 1-5; evaluation and extension of target regions, securement of permanent funds for program in years 6-10]
  - We would invite the SIR to work with our Dean and our undergraduate and graduate directors, advising on best-practices for international faculty recruitment.
- Developing an International Game Development track within our Interactive Media major with consultation from diverse partners with various areas of expertise in years 1-5.
  - The SIR would work alongside BSDT faculty to develop the International Game Development track, as this is a unique and exciting opportunity for Clark to impact post-secondary approaches to the discipline, reinforcing the global impact and transdisciplinary nature of IM and Game studies.
- Identifying and leveraging key synergies between the BSDT and Clark's international programs, resources, and partnerships for research, entrepreneurial, and other scholarly activity in years 1-5 with more ambitious projects in years 6-10.
  - The SIR is requested to attend department meetings as well as our BSDT 'synergy' meetings where we work with other Clark schools and departments to forward collaboration, research, and transdisciplinary scholarship with partners - often with our Studio system as impetus. Note that the SIR will be co-teaching Studio, working in the Fall with the Worcester Art Museum, which serves a vital global role as encyclopedic museum and has strategically hosted artists from select countries as part of their Southeast Asian Artists in Residence program. In the Spring, the Studio project will be with White Snake Projects, the activist opera company founded by Cerise Lim Jacobs, named as one of the Boston Globe's 100 Most Influential People of Color and creator of the first video game opera.
- Maintaining and expanding our global BSDT alumni network to enhance networking and mentoring opportunities as well as overall impact of our program's graduates in the industry in years 6-10.
  - The SIR's interactions as faculty, mentor, and advisor will have a lasting impact on our students and program which will ultimately strengthen our relationships and bring about positive change in this challenging industry.
- Fostering a diverse and international BSDT student community enhanced by ongoing global, inclusive curriculum and programming, broadened in years 1-5.
  - The SIR's introductory talk, mentoring, and advanced topics colloquium on

international interactive media development will set a precedent for rich, international presence, perspectives, and voices in our curriculum enhanced by our East Asian community's engagement.

Clark University has an international presence, celebrates our global campus community, and is fully committed to expanding the internationalization of our more nascent programs such as the BSDT. A Fulbright Scholar in Residence would significantly assist the BSDT in spearheading our plan and ensuring a strong and informed foundation for its implementation and lasting impact by strengthening our East Asian community connections as well as expanding our dialogue and potential partnerships with this pivotal region in the discipline. Some of our institution's current diversity, equity, and inclusion, and internationalization efforts and outreach include [taken from clarku.edu]:

- International Center:** works with Clark's schools and departments to support international students, faculty and employees in multiple ways.
- American Language and Culture Institute (ALCI):** helps students both in and outside of the classroom and through community engagement, to enrich their global perspectives and improve their English. ALCI has partnerships with East China Normal University in Shanghai and CIEE Monteverde in Costa Rica where students spend their first year, completing their remaining three years at Clark.
- International Development, Community, and Environment (IDCE) department:** publishes highly-regarded research, partners with organizations from small community NGOs to the world's largest development donors, and engages in activism around the world, with more than 35 years of collective field experience in North America, Africa, Asia, and Latin America.
- School of Professional Studies (SPS):** grants undergraduate, graduate, and professional degrees to international students seeking to become leaders in the increasingly globalized workplace.
- The Strassler Center:** the first and only institute of its kind, offers a uniquely rich undergraduate program and the foremost PhD program, educating students in Holocaust History, the Armenian Genocide, and other genocides, mass atrocities, and crimes against humanity perpetrated around the globe.
- Center for Gender, Race, and Area Studies (CGRAS):** facilitates intellectual synergies around diversity within and across gender, race, and ethnicity in scholarship, forming an academic hub consisting of the interdisciplinary programs of Women's and Gender, Holocaust and Genocide, Asian, Latin American and Latinx, Africana, Comparative Race and Ethnic, and Peace Studies.
- University Park Partnership:** connects Clark with neighborhood residents and organizations, local churches, government officials, the business community, and public school, creating a national model for neighborhood revitalization



# Institutional Support

Form Title Institutional Support

## Letter from Responsible Administrative Official\*

Please submit a of maximum 2 pages for one institution, or a maximum of 4 for joint proposals. Uploaded 05/30/2023

## Letters of Support\*

Letters of Support Uploaded 05/30/2023  
Please limit your letters to a maximum of 10 pages (applicants applying jointly with another institution may upload up to 20 pages).

## Cost Sharing and In-Kind Support\*

In-Kind support amount\* \$4,155

Salary supplement amount\* \$10,000

Please provide additional details regarding available support.\* An in-kind support of \$1,155 will be provided in the form of a campus meal plan which consists of 150 all you can eat meals to be used throughout the academic year at one of our three dining facilities. (\$77 per 10 meals).  
A laptop valued at \$2,200 will be loaned to the scholar for use during their time with us.  
BSDT software will be included on the laptop for use which includes Adobe licensed software, MS Office, and other department standard software for a total in-kind contribution of \$800.  
A 180 sq. ft. office space will be provided to the scholar in residence as an institutional in-kind contribution.  
A salary supplement of \$5,000 per semester (for a total of two semesters) will be provided to the scholar in residence.

## Professional Enrichment\*

Professional Enrichment The scholar in residence would participate in a variety of academic events, internal to the University, regionally in Massachusetts, and nationally in interactive media and video game development. This includes the Clark University Fall Fest, Spring Fest, Research Week, and Higgins School of Humanities Lecture series and symposium. It also includes regional events such as the Festival of Independent Games, PaxEast and meetings of the Boston Unity Group, and Boston Post-Mortem game development workshops. Nationally, the scholar would be invited to attend meetings of the Higher Education Video Game Alliance and to apply with other BSDT faculty to present at the national Game Developers Conference.