



December 9 – December 15, 2012

Digital Media Capstone Course Moves Ideas To Reality

A Digital Media capstone course now being taught at LSU is transforming ideas to reality. The capstone course as well as similar new courses in the digital media minor program are all part of the AVATAR (Arts, Visualization, Advanced Technologies and Research) Initiative. The digital media minor offers two tracks for students: an undergraduate minor in art through the College of Art & Design, and an undergraduate minor in technology through the College of Engineering.

In preparation for developing the digital media curriculum, the AVATAR committee met with industry leaders from computer animation, motion graphics, and video games to discuss an industry perspective on digital media education. Uniformly, these leaders asserted that students would be best prepared for work in the digital media industries if they had experience working in collaborative teams, developing a project from start to finish, and an understanding of both the artistic and technical sides of digital media. Based on this information, the capstone course was developed by Jesse Allison, assistant professor of experimental music & digital media, LSU School of Music and Center for Computation & Technology; and Gabriel DeSouza, instructor, LSU Division of Electrical & Computer Engineering.

"The capstone course expects students to use their accumulated knowledge of digital media applications within their own discipline as well as their understanding of all aspects of digital media to jointly and collaboratively solve the technical and artistic challenges of their final project," said Allison. "This unique course satisfies both academic objectives as determined by the AVATAR committee and requirements articulated by industry."

Taught as LSU Art 4059 and EE 4859, the Digital Media Capstone Course provides a culminating experience for interdisciplinary teams of undergraduate students pursuing the digital media minor. The multidisciplinary teams select a project that is substantial in scope and devise solutions to the task in a structured, organized way, resulting in a completed prototype of their product or digital media application.

"The goal of the course is to have students identify project challenges and issues, analyze project goals, decompose complex tasks into manageable components, and apply previous knowledge towards a technical and creative solution," said Allison. "The students will also learn how to manage time and other resource requirements in a group setting, communicate project material via formal written documentation and oral presentation, and use modern design tools, components, and techniques. The last objective of the class is to produce a final product, complete for a proposed purpose, well-documented and packaged."

For more information on LSU's digital media curriculum, visit: avatar.lsu.edu. AVATAR's home is within the Cultural Computing Focus Area of LSU's Center for Computation & Technology.

Please Note:

- The 2012 *Components* is now online: <http://www.cct.lsu.edu/>. Previous *Components* are available in pdf via the following link: <http://www.cct.lsu.edu/components>
- Please send 2013 summer camp dates to Karen Jones (kjones@lsu.edu).
- Please note that a new logo has been created for the CCT. Karen Jones sent it out via ALLCCT email on November 6th. Please update your documents, posters, webpages, etc. as appropriate. The tower logo is no longer in use.
- Registration is now open for **SCALA 2013: Scientific Computing Around Louisiana**. SCALA will be held at Tulane University in New Orleans, February 15-16, 2013. Tulane University's Center for Computational Science and the LSU CCT will co-sponsor, for the fourth time, a meeting to: (1) highlight cutting-edge topics in scientific computing, (2) showcase the research at Louisiana institutions and, (3) promote collaborations across the state of Louisiana. This meeting is open to any faculty, post-doctoral researcher or student from any college in and around Louisiana. For more information and to register, visit <http://tulane.edu/sse/ccs/news/scala-2013.cfm>.
- Executive Vice Chancellor & Provost Stuart Bell has issued the call for nominations for the *2013 Distinguished Faculty Awards*. LSU is proud of its world-class faculty, and we look forward to recognizing outstanding work among colleagues. Special thanks go to the LSU Alumni Association, the LSU Foundation, and the Tiger Athletic Foundation for their continued support. More information can be found [here](#). Nomination packets are due through academic deans to Academic Affairs by **Feb. 1, 2013**.
- **FY 2012-2013 Holiday Schedule:**
 - December 24 thru January 1: Christmas & New Year's
 - Don't forget to turn in your leave slips to Andy Cox if you are planning on taking extra vacation days.
- Prior approval is required for Special Meal Requests. Employees who make meal purchases without prior approvals may find that they must cover the cost of any monies spent for an unapproved event out of pocket. Dine-in restaurant meals are not allowed on LaCarte credit cards. Please contact Susie McGlone (susie@cct.lsu.edu) prior to any special meal with visitor(s) to file the appropriate request for approval. Prior approval could take up to two weeks, so please plan accordingly.

- Please remember to send your news concerning grants, awards, conferences, or other pertinent information to CCT Event Coordinator Jennifer Fontenot at jennifer@cct.lsu.edu
- Follow CCT with social media to access photos and see news, events or updated information. These pages are public; you do not need an account to view the information.
 - [Facebook group](#) : LSU Center for Computation & Technology
 - [Twitter](#) : LSUCCT
 - [YouTube channel](#) : LSUCCT

Interest groups:

- **MAG (Mobile App-Art-Action Group):** Everyone interested in the potential for Mobile Apps is invited to come and add their vision for these revolutionary devices.
 - **Weekly MAG Lab Time-** Fridays, 9:00 AM-Noon: MAG collaborative work time- 16 Johnston Hall
 - Come, design, plot, scheme, dream, work on your mobile projects with people around to provide help, feedback, and encouragement.
 - For more information visit: <http://www.cct.lsu.edu/MAG>
 - Contact: Jesse Allison (jtallison@lsu.edu)
- **GPU:** meets weekly (Thursdays @ 12:30 pm in 338 Johnston) and encourages participation from anyone who would like to join in the discussions. Join the mailing list: lasigma-gpu@loni.org
 - Contact: Zhifeng Yun (zyun@cct.lsu.edu)

Upcoming events:

December 3: [REU-Computational Sciences Applications Open](#)

February 15- 16, 2013: [Scientific Computing Around Louisiana Workshop](#)