



AT&T Presents The CMII Student Showcase: At the Intersection of Media, Creativity & Technology

On December 6, 2019, the energy was palpable as over 70 students from Georgia State University's Creative Media Industries Institute displayed projects featuring the intersection of creativity and technology. Animators, game designers, immersive project creators, and musicians presented their projects and shared ideas about their creative paths to over 100 industry professionals. Students were excited to share their ideas and receive feedback from professionals, and attendees were thrilled and amazed to see what students were able to create in just one semester.

Projects included:

The Sound of Bitcoin: Visitors were able to "feel" the fluctuation of Bitcoin's value over time reflected in audio vibrations from a speaker.

Ashurbanipal: Visitors enter a video game in which a knight explores an ancient library and must find clues that unlock a dark secret.

Data City: The value over time of Atlanta-based companies is reflected in a dynamic "graph" in which the size of buildings rises and falls commensurate with their respective market values. For example, in the dynamic presentation, Coca Cola's "building" was taller than Home Depot's. By 2018, Home Depot's building is taller than Coca Cola's.

For additional photos from CMII's Student Showcase: <http://sites.gsu.edu/ai/showcase/>



GSU Graduate Kamal Sinclair Delivers Keynote: Making a New Reality

Sharing her journey from a Broadway debut in STOMP at age 18 to her debut at the 2017 World Economic Forum Davos, Kamal Sinclair inspired students, faculty and professionals with her quest for creating opportunities to broaden the voices informing media. Now serving as Executive Director, Guild of Future Architects, she spoke about her recently released long-form research project "**Making a New Reality.**" The study was commissioned by the Ford Foundation's JustFilms program with supplemental support from the Sundance Institute where she formerly ran its New Frontiers Labs.

Sinclair's research makes clear that the scale of disruption in creative media-making, distribution, and moving-image storytelling will touch every aspect of society. Therefore, the stakes are too high for limited inclusion.

This theme was the motivation behind the Woodruff Foundation's gift to establish the CMII Facility at Georgia State: to increase the diversity of voices in emerging media and support the creation of a sustainable entertainment ecosystem in Georgia. CMII is one of the fastest growing programs at GSU, boasting over 600 majors in Media Entrepreneurship and Game Design & Development.

CMII is committed to preparing its students to thrive in a world where the lines between virtual and reality are increasingly blurred, and understanding how to develop digital pipelines and content with emerging technologies is the cost of entry to the workplace. The semi-annual CMII Student Showcase allows students to share how they have applied their knowledge to create new businesses, games, media platforms, and content.

JOIN US ON OUR MISSION!

CMII is developing the digital storytellers of the future. For more information, contact Constance Lewis at clewis91@gsu.edu. To help further our mission and support our students, please consider making a contribution at <http://bit.ly/CMIIStudentSupport>.

Mark your calendar!
Our Spring 2020 CMII Student Showcase is Friday, April 24, 11am-2pm.

