

Dear Gampi,

I am writing to formally nominate myself for the position of Adjunct Senate Representative at Cañada College. Over the year, I have actively engaged in our college community, attending division meetings and submitting proposals to the Business, Design, and Workforce Division. My contributions include funding initiatives and Generative AI for Game Development academic AA degree proposals, and I am eager to continue making a positive impact in this role.

I believe my background and experience uniquely position me to serve as an effective representative. Here are a few reasons why I am a strong candidate:

1. **Extensive Industry Experience:** With over 13 years of experience working for companies such as Meta and Walmart, I bring a fresh perspective and a wealth of expertise that I believe can greatly benefit our college community.
2. **Passion for Student Success:** I am deeply committed to helping our students achieve their career goals. To this end, I have proposed several initiatives aimed at enhancing our academic programs:
  - **Industry Connections:** I can facilitate connections with industry experts across various fields, offering our students valuable insights and networking opportunities.
  - **Career Education Integration:** I am eager to bridge the gap between our students and industry professionals by incorporating real-world job workflows into our curriculum. This includes teaching essential skills such as professional presentation, effective project delivery, and the attitudes and traits that employers value most.
  - **XR (AR/VR) Job Training:** I propose leveraging XR technology for job training in collaboration with local professionals. For instance, we could develop XR-based simulations for firefighter training, police drills, or radiography workflows, enhancing both safety and learning outcomes.
  - **Generative AI Curriculum:** I am currently working on integrating Generative AI into various courses, including UX/UI and game development. My forthcoming book, *Spatial AI: Closing the Gaps in Industry*, explores how GenAI and XR are transforming industries, and I am keen to bring these insights to our curriculum.
  - **Hackathon Preparation:** I have extensive experience in both participating in and organizing hackathons, and I am available to support any hackathon initiatives within the college.
  - **Entrepreneurship Program:** Understanding the importance of entrepreneurship in today's world, I am ready to assist in developing and enhancing entrepreneurship programs at Cañada College.
3. **Innovation in XR and AI:** I am currently involved in integrating GenAI into the MART 385 class, culminating in an interactive poetry/literature experience using Unity. If successful, I envision proposing a Generative AI for Game Development AA degree in 2025.

4. [Industry Mentorship Program](#): I can also facilitate the creation of an XR/Game Industry mentorship program, connecting our students with industry leaders for mentorship and guest lectures.

I believe that my experience, passion, and vision can make a meaningful difference as an Adjunct Senate Representative.

Thank you for considering my nomination.

Best Regards,  
Dominique (Kuan-Yi) Wu

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## Outline for an AA Degree in Game Development using Generative AI

### 1. Program Overview

- **Introduction:** Brief introduction to the AA in Game Development program, emphasizing the integration of generative AI.
- **Program Goals:** Equip students with foundational skills in game development, focusing on AI-driven design, procedural content generation, and innovative gameplay mechanics.
- **Career Opportunities:** Overview of potential careers in game design, AI programming, level design, and related fields.

### 2. Core Curriculum

- **Semester 1: Foundations of Game Development**
  - *Introduction to Game Development:* Basics of game design, game engines, and development workflows.

- *Programming Fundamentals*: Introduction to C# or Python, focusing on logic and structure relevant to game development.
- *Introduction to Generative AI*: Overview of AI concepts, machine learning, and their applications in games.
- *Game Art and Animation*: Basics of 2D/3D art and animation for games.
- **Semester 2: Intermediate Game Development**
  - *Game Design and Mechanics*: Deeper exploration of game mechanics, player experience, and narrative design.
  - *AI in Games*: Introduction to AI-driven NPCs, procedural content generation, and AI-based game testing.
  - *Game Physics and Mathematics*: Understanding the mathematics and physics behind game mechanics.
  - *Level Design*: Techniques for designing engaging levels, including procedural generation using AI.

### 3. Elective Courses

- *Advanced AI for Games*: Focused on deep learning, reinforcement learning, and AI-driven gameplay.
- *Mobile Game Development*: Developing games for mobile platforms, including performance optimization.
- *Multiplayer Game Development*: Designing and developing multiplayer games, with AI-driven matchmaking and player behavior analysis.
- *VR/AR Game Development*: Exploring game development for virtual and augmented reality platforms.

### 4. Capstone Project

- **Project Development**: Students will create a full game prototype using generative AI techniques, showcasing their skills in design, programming, and AI integration.
- **Portfolio Development**: Guidance on building a professional portfolio, emphasizing completed projects and AI-driven game elements.

### 5. Internship/Industry Experience

- **Internship Opportunities**: Collaboration with local game studios or tech companies to provide students with hands-on industry experience.
- **Industry Workshops and Seminars**: Regular workshops with industry professionals focusing on the latest trends in AI and game development.

## 6. Program Conclusion

- **Career Preparation:** Resume building, interview preparation, and job search strategies.
- **Transfer Opportunities:** Information on transferring to a four-year university for further study in game design, computer science, or AI.