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May 01, 2023

CITY OF IRVINE
CITY MANAGER'S OFFICE

Memo

To: Oliver C. Chi, City Manager
From: Larry Agran, Councilmember *LA*
Date: May 1, 2023
Re: **Irvine Valley College Interactive Media Arts Program (IMA)
Commendation**

Four teams from IVC's Interactive Media Arts (IMA) program were selected as finalists in the 12th annual Institute of Electrical and Electronics Engineers (IEEE) GameSiG Showase, which took place on April 16, 2023. IEEE GameSiG is a computer game development competition which provides an opportunity for students to express their creativity and demonstrate their talents.

Please agendize a presentation of this commendation to the Irvine Valley College Interactive Media Arts Program, in recognition of their achievements in this prestigious competition, at the May 23, 2023, City Council meeting.

cc: City Council
City Clerk
City Attorney

Proclamation

IRVINE VALLEY COLLEGE INTERACTIVE MEDIA ARTS PROGRAM

WHEREAS, four teams from Irvine Valley College's Interactive Media Arts program were selected as finalists in the Twelfth Annual Institute of Electrical and Electronics Engineers GameSiG Showcase, a national collegiate video game competition, which took place on April 16, 2023; and

WHEREAS, this game development competition fosters an ability to start with an idea, turn it into a set of requirements, select appropriate tools, and build something meaningful as judged by industry and academic personnel with expertise in software engineering and development, game design and production, digital art, and animation, and ranked based on their perceptions of the gameplay experience; and

WHEREAS, Abiel Montes, joined by Poorya Baine as a project consultant, won the first-place trophy for creation and game development and design of Golden Gear; and

WHEREAS, a group of nine Irvine Valley College students, led by Producer, Creative Director and Game Designer, Poorya Baine, developed *Gooji Gooji Unknown Villain* and won a special award for best cinematics and virtual film production; and

WHEREAS, *Eric's Journey*, a solo project by Cole Keesey, and *Trap Run*, developed by Tyrone Alarcon, Sasha Klein, and Michelle Chen, also emerged as entries selected as finalists in the Showcase; and

WHEREAS, Irvine Valley College's participation as the only community college, competing among four-year colleges and graduate students, demonstrates Irvine Valley College's commitment to empowering its diverse student population with the latest knowledge, skills, experience, and partnerships to support their journey on the path to leadership, creativity, and innovation, including that of last year's third place winner Alex Puh, an Irvine Valley College alumnus, who now works at Sega; and

WHEREAS, the Irvine Valley College Interactive Media Departments' recognition for outstanding industry-level production in game development represents a significant academic and professional achievement, and brings honor to the City of Irvine.

NOW, THEREFORE, the City Council of the City of Irvine, **DOES HEREBY COMMEND "IRVINE VALLEY COLLEGE INTERACTIVE MEDIA ARTS PROGRAM"** on its outstanding accomplishments at the Twelfth Annual Institute of Electrical and Electronics Engineers GameSiG Showcase and congratulates it on its well-earned success.

FARRAH N. KHAN
MAYOR OF THE CITY OF IRVINE
MAY 23, 2023

