

2 (CA)

30 Sept 2011

## SOME HISTORY

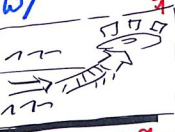
- Panel 2004/2005
- Workshops. CREATIVE IT

3 SPONSORED WORKSHOPS

NSF collaborate w/ NEA!

NSF RISE  
A network of Excellence in Technology  
CA  
Game

\* How do we strengthen The FUTURE STATE?



\* Bridge differences in cultures of Knowing!

- LANGUAGE
- OS THINKING

## STRENGTH TO BUILD TOWARD

How do we build to solid funding?

How do we strengthen argument collective research vs. security?

\$38M 2007-2010 Research Funding!

\* DANCE  
Choreography  
"Collaborative Processes"

\* SOUND  
"Sound AI w/ improv"

CLOUD

SCRATCH \* GAMEZ to LEARN



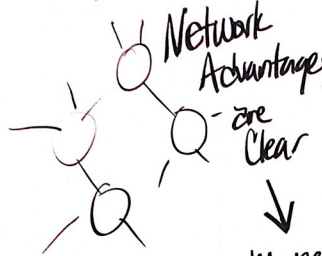
\* TOOLS for CREATIVE GAMING

2010 50M → 9.5M → Co-funded  
172 proposals → 38 funded

## BACKGROUND & OVERVIEW

## OUR WORK / CONTEXT

CPNA



We need to get down to establishing something!

## The Challenges we face and to hold as we MOVE FORWARD

LEAN - Cost effective from beginning  
- easy on costs to operate

NIMBLE

RELEVANT

- aware of what is going on INSIDE
- Attentive to what's OUTSIDE
- Connect to opportunities

INDUSTRY CONNECTION

- support \$
- Nat, Fed, State No deep pockets & risk averse!

ACCOUNTABLE FOR IMPACT

- systems to evaluate - CONSIDERABLE
- ABILITY TO SHARE

DISSEMINATE

- people know about what we are doing.
- Better. Internal & Industry!

OPENNESS to OUTSIDE

- having one more connection
- open to new ideas new
- take advantage of perspectives