

# Media Games Madness: An ITECH Interview

by Lucas Werner



Photo by Lucas Werner

When I started WCC in Fall 2020, I thought that straight-up art was going to be my golden ticket to the top. But instead of a fun-filled start to the next steps in my life, it turned into a dead end. I felt like I was trapped inside a canvas of misery. There I might have stayed until one lucky day I went to an info session on a new program being introduced at the college called ITECH. ITECH combines custom software with graphic arts, one of whose applications was computer animation for video games.

I thought my artistic talents could truly thrive in the world of gaming. This article is addressed to those students who might feel the same: It's a Viking News interview with a leader of the ITECH program, Prof. Deborah Krikun, Curriculum Chair of Interactive Technologies AAS in the School of Business and Professional Careers.

**VN: How long has ITECH been around?**

**Krikun:** The program was launched in Spring 2021."

**VN: What inspired you to create this program?**

**Krikun:** I was hired in fall 1997 for the Art and Design Department to be the digital media educator. As the internet, web, animation and game design field began to explode, the curriculum needed an associate degree program to support students who were interested in digital media skills. I was a fine art painter with a theatrical production minor during my undergraduate years at college. A computer science course introduced me to the concept that the computer is creative tool. That is how and why I came to study 3D animation and was fortunate enough to be employed by animation studios in Los Angeles.

**VN: Which classes should students interested in animation take?**

**Krikun:** ITECH offers students electives outside the ITECH foundation courses for 2D or 3D animation: They include drawing 1 and 2, experimental drawing, 2D animation, game design, digital storytelling, film visual effects and/or 3D visualization.

**VN: Which classes should students specifically interested in game design take?**

**Krikun:** In game design, the ITECH foundation courses cover the essential classes for a concept artist, level game designer or game producer. They are able to take electives such as ITECH 200 game design course, 3D visualization, computer science courses, digital storytelling, and film visual effects.

**VN: Are there other careers besides gaming that ITECH is good for?**

**Krikun:** The ITECH cur-

riculum serves all digital artists and designers for web design and development for both UX user experience and UI user interface design. It also supports digital marketing entrepreneurs, helping them to learn the skills to create digital media along with digital designs for package design, illustration, page layout and of course websites.

**VN: Are there any clubs/events that are ITECH-related?**

**Krikun:** Yes, ITECH's student club, New Media Group, has been playing video games every Wednesday 11am-1pm in the TEC Bldg Room 127 this year. In the future we have 10 Virtual Reality (VR) headsets and are ready to open up the VR for game playing for guests who drop in to play. We also will be doing some game design studio tours in New York City.

**VN: What kind of intern-**

**ships are available in this program?**

**Krikun:** The good news is that all digital creative skills will open the door for internships from business to non-profit organizations. What I have noticed is that most businesses are willing to pay \$15 an hour for an intern. I assist students in fine tuning their e-portfolios and resumes to help them find their internship.

*This program has been a good fit for me. If any of you want to know more about it, contact Prof. Krikun at [deborah.krikun@sunywcc.edu](mailto:deborah.krikun@sunywcc.edu).*



Professor Deborah Krikun

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