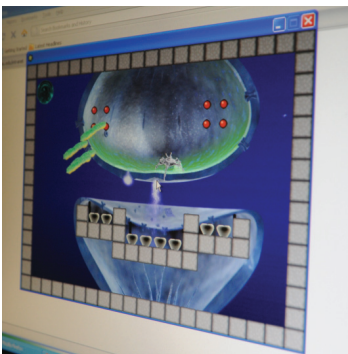




Center for Digital Media Innovation and Diversity

College of Education and Human Development
cdmid.gmu.edu

Even though diverse communities spend a lot of time with media, the amount of media specifically created for them is relatively small. The Center for Digital Media Innovation and Diversity (CDMID) at George Mason University was established as a resource for the research, design, and dissemination of digital media for diverse populations.



Center goals

- leverage the expertise of scholars and industry professionals to conduct research
- design new digital media products
- provide access to high quality educational media products for diverse communities

Signature project

Game Design @ Mason (gamedesign.gmu.edu) is one of the signature projects of CDMID. This free, year-long, afterschool program targets traditionally underserved middle and high students in the Washington, DC area. The program aims to increase interest and exposure to science, technology, engineering, and math careers among students who are traditionally underrepresented in these fields. Participants learn how to create STEM-focused video games using authoring tools such as Game Maker, Scratch, and UNITY. It also helps them identify effective pathways for participating and persisting in science and technology studies and professions. The program has been supported by the Entertainment Software Association Foundation, Dell, National Science Foundation, and other organizations.

CENTER FOR DIGITAL MEDIA INNOVATION AND DIVERSITY

The Center for Digital Media Innovation and Diversity is part of George Mason University's College of Education and Human Development.

Contact: Dr. Kevin Clark, director, at kclark6@gmu.edu.