Project CHISPA (Calculation, Hi-tech, Imagination, Systems, Procedural, Art) aims to provide middle school students with an opportunity to imagine how math, science, and coding are a bridge to creating the fantastic environments they enjoy in video games and films.

Along with major entertainment studios, our project utilizes the principles of STEAM education and digital world-building as a way to combine creative freedom and 3D modeling techniques with design thinking. Texas A&M students will partner with 5th–8th grade students in Texas to create imaginary worlds using game engines.

Collaborators
Media industry leaders
Students, faculty, and staff from the Vizlab and other departments
Texas A&M former students
Professional organizations connected to the media industry
K12 administrators, counselors, teachers & families

For More Information
Monica Vega
Assistant Coordinator
Institute for Applied Creativity
Texas A&M University
mvega93@tamu.edu
http://creativity.tamu.edu