The Interdisciplinary Media Research Consortium (IMRC - pronounced “immerse”) houses a digital laboratory equipped with state-of-the-art hardware and software and staffed with experienced faculty and students from three departments and two colleges at Utah State University. Research and development of professional quality immersive educational games and simulations are the main focus. The design and production of two distinctly different games helped establish a creative process and production system for various types of projects that accommodate a variety of educational content from any department or college. The first two projects that IMRC chose to develop are HEAT (Hazard, Emergency, & Accident Training) and Aristotle’s Assassins, although a number of other projects are also in development.

In addition to the commercial revenues that contribute to the self-sustainability of IMRC, there are many educational and academic benefits. IMRC meets the current demand for curricula connected to serious games, computer graphics, and simulations. The hands-on nature of the conceptual and production design process of IMRC gives students the applied training many corporations in this growing industry are asking for. The creation of innovative curriculum and new cross-disciplinary programs are based on the discoveries and research that could only have been found through the successful implementation of IMRC. The dissemination of the results and creative activities of IMRC help further USU’s reputation as a liberal arts, education, and technology leader.

Principles:
Alan Hashimoto: Art
Ryan Moeller: English
Brett Shelton: Instructional Technology
David Smellie: Art

http://imrc.usu.edu/
**Funding**

The IMRC was created from **$83,000 Innovation Grant** sponsored by Utah State University, supported by the President, Provost, and the Deans and Department Heads from the respective colleges. All of the funds have gone directly into student support and equipment for the various projects.

**Associated funding that supports IMRC-related projects:**

- HEAT project contract and renewal totaling **$260,000** with the Utah Institute of Emergency Response and Homeland Security
- NSF SBIR grant totaling **$130,000** ($45,000 to USU) for Automated Assessment of Physics Simulation project
- DARPA contract totaling **$99,000** ($30,000 to USU) for Gameworld: A Simulation Game Assessment Repository project
- NFRG grant from USU CEHS totaling **$11,500** for The Influence of Presence and Flow on Learning research
- USU Study Abroad to direct a documentary on Europe totaling **$5,000**

**Total Associated Funding to date: $347,000**

- 3 grant proposals to be fully or partially funded using IMRC resources, that include U.S. Homeland Security, American Council of Learned Societies and USTAR (over **$3,000,000** requested)

The IMRC projects have helped fund **8 undergraduate students** and **5 graduate students** from Art, English, Computer Science and Instructional Technology, and provided tools and technology to at least **40 additional students** for related work.

**Research & Teaching**

The publications and products associated with IMRC:

- 2 books
- 4 refereed journal articles
- 6 journal articles under review or in progress
- 6 book chapters or book chapter contributions
- 16 conference papers and/or presentations
- 10 invited talks
- 1 print media publication
- 1 electronic media publication
- 3 developed instructional products
- 1 partially developed game engine with potential for licensing
- series of advanced animation and game classes being taught using the lab