



USC GAMES ANNOUNCES LIFETIME ACHIEVEMENT AWARD FOR MURIEL TRAMIS AND 2025 BLACK HISTORY MONTH SPEAKER SERIES

LOS ANGELES (Feb. 12, 2025)—In celebration of Black History Month, [USC Games](#), North America's leading collegiate game design program at the University of Southern California, is hosting an on-campus [speaker series](#) throughout February to reflect on the history and future of Black innovation in the games industry.

As part of this series, on Wednesday, February 19, USC Games will honor **Muriel Tramis**, celebrated as the first Black woman game designer and innovator in the video game industry, with an inaugural Lifetime Achievement Award for her impact on gaming. Known as the "Grande Dame of French Video Games," Tramis' works, such as *Méwilo* and *Freedom: Rebels in the Darkness*, address themes of history, culture, and identity through innovative storytelling.

"USC Games will recognize the innumerable contributions the Black community has made to the industry by bringing the games community together for a special Black History Month Speaker Series," says TreaAndrea Russworm, Professor of Cinematic Arts and Microsoft Endowed Chair at the University of Southern California. "A highlight of these events will be honoring Muriel Tramis, widely recognized as the first Black woman video game designer, with a Lifetime Achievement Award. A true trailblazer, Tramis made history with her contributions to the industry, and we are excited to continue learning from her within the broader USC Games and Los Angeles area games communities. Tramis will also preview one of her upcoming games during the visit."

The series kicked off on February 5th with Charles Babb, a creative producer at Meta, and Travis Williams, head of production at Oculus Publishing, where they shared insights on their unique industry experiences, and advice to help inspire the next generation of game makers.

USC Games' Black History Month Speaker Series:

- **February 12, 4:30-6:00pm (SCI 106):** Mia Ginaé Watkins, creative operations at Riot Games
- **February 19, 4:30-6:30pm (SCI 106):** Muriel Tramis, legendary French video game designer and first Black woman in games
- **February 26, 4:30-6:00pm (SCI 106):** iAsia Brown, senior producer at Xbox

Those interested in attending speakers' series sessions on USC's campus can scan the QR code below to RSVP, or follow [this link](#):



USC Games
SPEAKER SERIES

BLACK HISTORY MONTH

Be inspired by the black voices shaping the future of gaming!

**WED FEB 5 | 4:30-6PM | SCI 108**
CHARLES BABB
Producer, Oculus Publishing
INTERVIEWING
TRAVIS WILLIAMS
Head of 3rd Party Production, Oculus Publishing

**WED FEB 12 | 4:30-6PM | SCI 106**
MIA GINAE WATKINS | Honorary Guest
Certified PMP and CSM, Creative Operations Leader
at Riot Games with 7+ years of Experience
in Project Management, Film, and Event Production,
Driving Innovation and Efficiency in the Gaming Industry

WED FEB 19 | 4:30-6:30PM | SCI 106
Reception to follow until 8PM
MURIEL TRAMIS | Honorary Guest
The Pioneering Black Woman in the
Video Game Industry
INTERVIEWED BY
PROF. TREAAANDREA RUSSWORM

**WED FEB 26 | 4:30-6PM | SCI 106**
IASIA BROWN | XBOX Producer
Get inspired as the industry expert shares
insights, career growth stories, tips for
aspiring game developers, and a Q&A!



Questions? Contact
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USC Games Career
Strategist & BHM Speaker
Series Event Organizer

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About USC Games

USC Games is a flagship collaboration offered jointly by the School of Cinematic Arts Division of Interactive Media & Games and the USC Viterbi School of Engineering Department of Computer Science. This unified brand allows press, industry, students and faculty to discuss the overall efforts at USC in games and simultaneously clarify the important distinctions between the offerings of the various programs. The program has been ranked No. 1 for twelve years, as evaluated by the Princeton Review.

The program at the School Cinematic Arts focuses on both the design and production of interactive media and games. Students emerge as creative media leaders, fluent in many forms of visual expression and storytelling, with a sophistication to design and develop innovative interactive experiences that expand the state of interactive art and play across domains, such as entertainment, education, health care and social action.

The Computer Science Games program at the USC Viterbi School of Engineering provides students with a grounding in the fundamentals of computer science and a cross-disciplinary background in game development. Students emerge with an engineering-oriented game-programming skillset, with an understanding of key technologies and the ability to lead complex technical teams in the development of games.

In addition to the advanced games class, USC Games offers the USC Games Expo and an annual industry event held at the Game Developers Conference. USC Games brings more shared courses under this umbrella, including those from other schools at USCgames@usc.edu.

About the USC School of Cinematic Arts

The University of Southern California's School of Cinematic Arts is one of the leading film schools in the world. Founded in collaboration with the Academy of Motion Picture Arts and Sciences in 1929 over 90 years ago, the USC School of Cinematic Arts has fueled and mirrored the growth of entertainment as an industry and an art form. The School offers comprehensive programs in directing, producing, writing, critical studies, animation and digital arts, production, interactive media and games, all backed by a broad liberal arts education and taught by leading practitioners in each field. Its more than 13,000 alumni are among the world's most distinguished animators, scholars, teachers, writers, directors, producers, cinematographers, editors, sound experts and industry executives. Since 1973 not a year has passed without an alumnus or alumna being nominated for an Academy Award. <https://cinema.usc.edu/>.

About the USC Viterbi School of Engineering

Founded in 1905, the USC Viterbi School of Engineering was named in 2003 as the Andrew and Erna Viterbi School of Engineering, honoring USC alumnus Andrew Viterbi, who developed an algorithm to connect the world. Located in Los Angeles, a global center for arts, technology, business and innovation in the heart of the Pacific Rim, USC Viterbi draws undergraduate and graduate students from all over the world. With more than 10,000 students, 300 faculty across all ranks and appointment levels, and more than 30 in-residence or affiliated members of the National Academies, USC Viterbi is consistently ranked in the nation's top programs. Under the leadership of Dean Yannis C. Yortsos, the school helps reimagine the 21st century engineer, by pioneering the Grand Challenge Scholars Program, leading national efforts in enhancing diversity, and changing the conversation about engineering. With its vision of engineering a better world

for all humanity, USC Viterbi embodies the power of engineering (Engineering+) to advance discovery and solutions across all disciplines, to serve California, the nation and the world.
<http://viterbi.usc.edu/>.

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