

Bus/CIT 2008-09

Accomplishment Description:

Gaming Program Graduates Hired

This was the first year that we had students graduate with the Computer Simulation and Game Development degree. Of the six students who applied for graduation, one is now working with a local game company in Eugene, another student is attending U of O working on his bachelor's degree in Computer Science after spending his summer working for a local game company. Two students are still at Lane working on courses for other degree programs. The remaining two students have found employment in the local computer industry, but not specifically in game programming.

Strategic Direction

- Position Lane as a vital community partner by empowering a learning workforce in a changing economy.

Learning Plan Goals

- Create innovative, flexible and collaborative programs that are responsive to current and emerging needs of students and employers.

Student Affairs Plan Goals

- Create innovative, flexible, and collaborative programs that are responsive to the needs of students and employers and facilitate a smooth transition from college to the workplace.
- Develop and promote a seamless transition for students from Lane to four-year institutions of higher education, maximizing their chances for success and enhancing their personal, social, and academic growth.

College Council Priorities

- 1.f. Enrollment Management: Partnerships with 4-year Colleges and Universities
- 1.c. Enrollment Management: Workforce Development