

# Bus/CIT 2010-11

## CIT Develop BAS Degree in Gaming

### Summary:

*This proposal is being included in Unit Planning to indicate our interest in developing a BAS. It is not a complete proposal and does not include any funding requests. If LCC receives state approval to develop such degrees, we will fully specify the courses, gather industry input on employment opportunities, and provide a complete budget and schedule for the plan.*

Develop a BAS in Computer Simulation & Game Development including the additional courses that Lane's current two year AAS degree graduates would need to complete the BAS.

### Description

This project requires the development of two years of courses since Lane has a two-year AAS degree in Computer Simulation and Game Development. The current two-year degree would be restructured to allow graduates the option to pursue the four-year degree. There is not currently a four-year degree in game development available at a public school in Oregon. Reasons for creating such a degree include:

- Currently students who want to earn a four-year degree in game development must leave the state of Oregon, enroll in a high cost private program, or take a general computer science degree at one of the OUS schools.
- Some local companies only hire people with a Bachelors degree; this program would help our students to get past this barrier.
- A BAS degree can focus on game development content and provide specific skills and knowledge that are requested by local companies.
- This program would increase students' exposure to the job market and their practice of industry skills by extending the Coop requirements to 12 or more credits.
- An informal survey of current gaming majors indicates a high degree of interest in pursuing such a degree.
- Offering additional courses in game development would increase the selection of elective courses for students enrolled in the AAS program.
- A BAS degree allows us to require more business, communications, mathematics, science, and general education classes providing graduates with a greater diversity of knowledge and skills.

### Questions and Answers

**How is the initiative linked to the Unit Plans most recently submitted?**

1. **How does it continue the achievement of those goals?**

2. If this is a continuation of an initiative started last year, make sure that relationship is clear.

**How is this initiative linked to the efficiencies and productivities plans you had last year?**

1. How does it continue the achievement of these plans?
2. If this is a continuation of an efficiency or productivity plan started last year, make sure that relationship is clear.

**Describe the resources needed:**

***NOTE: We are not requesting resources for this initiative at this time. These estimates are for information only.***

Hire two additional new contracted faculty:

Would be less than the current highest faculty salary  $\$72,792 + \$40,399 \text{ OPE} = \$113,192 \times 2 = \$226,386$  since new faculty would not be starting at the highest Step of the pay scale.

Curriculum development funding for 12 new classes:

Course numbers/names unknown at this time

Request: Carl Perkins (CD) 1,200 hours

Request: Curriculum Development 1,200 hours

Total 1,200 hours of curriculum development support:

Request: Carl Perkins (CD) 1,200 hours

Request: Curriculum Development 1,200 hours

***NOTES: In order to expand offerings, another dedicated CIT lab would be required (see initiative titles CIT Convert 19-119 to a Pre-Assigned Lab). All BAS programs would have a minimum of 3-4 courses in common that would only need to be developed once.***

**What specific measurable program outcomes do you expect to achieve with this initiative? The outcomes should be specific enough to be measurable. Also, outline the method that will be used to determine the results.**

**Department Priority:**

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**Unit Resources:**

**Funding Request: Carl Perkins**

**Funding Request: Curriculum Development**

## **Funding Request: Technology Fee**