

Bus/CIT 2010-11

CIT Gaming Degree Course Development

Summary:

Requesting 100 hours of Curriculum Development funding for a new course.

Description

CS 253 Computation for Computer Graphics is a required course for the Computer Simulation & Game Development AAS Degree. The content in it has been recommended by local employers as necessary. This is the last course to be developed for the program.

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.**

Goals: Sustain Program Growth & Innovation

1. This course is completing the development of the Computer Simulation & Game Development program.

This curriculum will be developed to the maximum extent possible in alignment with Quality Matters goals for online curriculum.

Efficiencies

1. By continuing the push to develop curriculum for online delivery this work helps reduce efficiency constraints imposed by classroom capacity issues.
2. By better meeting student needs with the creation of ancillary online materials that support the instructional lab's tutorial and retention efforts that are ongoing productivity goals.

Describe the resources needed:

Curriculum development funding for one new class:

CS 253 - 100 hours of curriculum development
Request: Carl Perkins (CD) 100 hours
Request: Curriculum Development 100 hours

Total 100 hours of curriculum development support:
Request: Carl Perkins (CD) 100 hours
Request: Curriculum Development 100 hours

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.

Each section of this course should generate approximately 4.5 FTE.

The success of this outcome can be easily measured by:

- assessing the fill rate of these sections
- data analysis that reveals the extent of new populations served

Department Priority:

07

Unit Resources:

This initiative can be fully supported with existing departmental computers, software, staffing and broad faculty participation with the faculty who are funded to do this development.

Funding Request: Carl Perkins

Is this a Career & Technical Education program approved by the state and offered through Lane for credit?

Yes

If not a Career & Technical Education program, does your request provide considerable support for students enrolled in these programs?

No

Do you have an advisory committee that meets 2-3 times per year?

Yes

If request is for personnel, will funds be used to replace an existing position?

How will funding this initiative increase or sustain the academic achievement and technical skills attainment (GPA of 2.0 or better) of Career and Technical Education students?

This initiative completes the development of the Computer Simulation & Game Development Degree. This course will provide needed knowledge and skills. Students will be better prepared for the workforce.

How will funding this initiative increase or sustain the number of CTE students that graduate or receive a one year certificate from Lane and help prepare the students for employment?

The design of this course is based on input from local employers and will provide CTE students with skills specifically designed to meet the needs of local employers.

EQUIPMENT \$

COMPUTER HARDWARE \$

COMPUTER SOFTWARE \$

MATERIALS & SUPPLIES \$

CURRICULUM DEVELOPMENT (Hours)

100

PART-TIME FACULTY \$

TIMESHEET STAFF \$

TRAVEL \$

Can this initiative be partially funded?

No

EQUIPMENT \$

(E) Explanation of effect of partial funding:

COMPUTER HARDWARE \$

(CH) Explanation of effect of partial funding:

COMPUTER SOFTWARE \$

(CS) Explanation of effect of partial funding:

MATERIALS & SUPPLIES \$

(MS) Explanation of effect of partial funding:

CURRICULUM DEVELOPMENT (HOURS)

(CD) Explanation of effect of partial funding:

PART-TIME FACULTY \$

(PF) Explanation of effect of partial funding:

TIMESHEET STAFF \$

(TS) Explanation of effect of partial funding:

TRAVEL \$

(T) Explanation of effect of partial funding:

Funding Request: Curriculum Development

1. List the following information

- **Course Numbers (titles if not currently offered)**
- **Instructor Name(s) who will work on the curriculum development**
- **Whether each of the courses is in, or has been through, the curriculum approval process**

CS 253 - Jim Bailey

Approved course

2. List each course number (or title) and the materials to be created for each class

- **Instructional goals, objectives, syllabi and outlines**
- **Lab instruction packets**
- **Practice, quiz, presentation &/or demonstration materials**
- **Other (specify)**

CS 253:

1. Instructional goals, objectives, syllabi and outlines
2. Lab instruction packets

3. Practice, quiz, presentation &/or demonstration materials
4. Moodle site materials

3. List each course number (or title) and give your timeline for beginning and completing each course curriculum development.

CS 253 - Summer/Fall 2010

4. What are up to 3 departmental instructional goals that are met through the development of curriculum in each class?

1. Marketplace relevancy for Gaming majors
2. Increasing (quality matters) online instruction
3. Increased capacity to meet market demand

5. List each course number (or title) and give the value of the development of curriculum in each course to other faculty members.

CS 253 - The development of course materials gives value to other faculty members in two ways: specific course materials become available for use in new ways to support other classes, and the course materials can be shared with other faculty who would teach this course once developed.

6. List each course number (or title) and say how many students will be served by the development of curriculum in each class.

CS 253 - Approximately 50-60 students in two sections

7. List each course number (or title) and give the specific benefits to students that you expect from the development of curriculum in each class.

CS 253 - Computational skills that have been requested by local employers

8. List each course number (or title) and give the specific benefits for diversity that you expect from the development of curriculum in each class.

CS 253 - Hybrid and/or online delivery method provides access to non-traditional students

9. List each course number (or title) and give the specific benefits to sustainability that you expect from the development of curriculum in each class.

CS 253 - Hybrid and/or online delivery method decreases natural resource and facility needs on the part of the college and natural resource needs on the part of students

10. List each course number (or title) and give the specific effects on distributed learning that you expect from the development of curriculum in each class.

CS 253 - Will be offered in a hybrid format

Hours requested for Curriculum Development funding:

Please enter the amount of one of the following:

- **100 hours maximum for new development.**
- **70 hours maximum for course revision**
- **50 hours for 3-4 credit conversion**
- **other (use if multiple courses addressed in one initiative**

Do not enter any characters other than numbers and a decimal.

How many hours are you requesting? If there are multiple courses addressed in the initiative, please list each course number (or title) and give the number of hours requested for each course.

100

Can this initiative be partially funded?

No

Partially funded curriculum development HOURS requested:

Explanation of effect of partial funding:

Funding Request: Technology Fee