

## Education Council – Motions Carried November 3, 2022

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Education Council met on November 3, 2022 and approved the following:

### Academic Courses

#### Arts and Foundational Programs

##### New course:

1. **CMNS 219      Communication for Video Game Designers**

##### Proposal Rationale

CMNS 219 is necessary in the Video Game Design Post-Diploma Certificate and Post-Baccalaureate Diploma and thus a required course that builds on students' previous educational backgrounds and will 1. present students with fundamental communication and digital storytelling principles to analyze video games as a persuasive medium, 2. teach students how to document game design components, and 3. assist them in the design and publication of professional documents necessary for an industry portfolio. The course is designed in connection with either a 2D or 3D game that students will make in final project courses and document in CMNS 219.

## **Science & Technology**

### **New courses:**

#### **1. ANIM 312 2D Asset Creation & Animation**

##### **Proposal Rationale**

To successfully complete the VGD (Video Game Design/Development) program, students will need to create a simple 2D game. This course will help students learn how to create artwork and animation that can be used in that project. Artwork is the basic brick of a game. Without artwork, there is nothing to look at. Animation helps add life to the artwork.

#### **2. ANIM 321 Organic Modelling, Rigging & Shading Networks**

##### **Proposal Rationale**

Organic modelling and use of high-quality shaders help give AAA video games their impressive appearance. Facility in creating high resolution meshes and shaders is a sought-after skill as is rigging for games. Student with skills taught in this course will be employable not only in the local games industry but in the wider community.

#### **3. ANIM 322 3D Asset Creation & Animation**

##### **Proposal Rationale**

To successfully complete the VGD (Video Game Design/Development) program, students will need to create a simple 3D game. This course will help students learn how to create models, rigs and animation that can be used in that project. Assets (models & meshes) are the visible content in a game. Without this content there is nothing to look at. Animation helps add life to the 3D characters and environments.

#### **4. COSC 107 Intro to Game Engines**

##### **Proposal Rationale**

This course introduces students to basic game development concepts and beginner environment design features using a game engine. Topics include familiarization with the game engine's interface, creation and export of scenes, and understanding the hierarchy of objects and components.

#### **5. COSC 210 Game Engine Scripting**

##### **Proposal Rationale**

This course introduces students to scripting in the C# language for a game engine. Students will work in a C# development environment compatible with a game engine. Topics include the creation and use of scripts, using scripts to create and manipulate game objects, update physics events and other events, and the major classes used in scripting.

#### **6. COSC 480 Project in Game Design 1**

##### **Proposal Rationale**

This course is the culmination of knowledge and skills acquired through study in the VGD program. In this hands-on course, students work independently completing a 2D game or application of their own design that showcases their primary skills. This course assists students through all stages of designing and delivering a working game project.

## **7. COSC 481 Project in Game Design 2**

### **Proposal Rationale**

This course is the culmination of knowledge and skills acquired through study in the VGD program. In this hands-on course, students work independently completing a 3D game or application of their own design that showcases their primary skills. This course assists students through all stages of designing and delivering a working game project.

### **Academic Programs**

#### **Arts and Foundational Programs**

##### **Program deletion:**

###### **1. Advanced Skills Certificate**

### **Proposal Rationale**

We propose to remove this certificate program from ASE. Student in ASC are in the same classes as BSCB students and essentially, since they are BSCB grads, are repeating the same program and courses.

#### **Science & Technology**

##### **New programs:**

###### **1. Post-Diploma Certificate in Video Game Development**

### **Proposal Rationale**

This proposal introduces a new 1-year fast-track certificate program in Video Game Design for Computer Science and Animation graduates. The certificate focuses on these two sets of graduates, as they are perfectly positioned due to their primary skillsets to secure employment in the local, emerging video game industry. This program builds on existing programming, animation, storytelling, and communications skills acquired during the CIS and Animation diplomas. Additionally, it will allow students to develop essential skills in the video game industry, such as asset creation, scripting, game engines, narrative, and video game portfolio design.

###### **2. Video Game Design Post-Baccalaureate Diploma**

### **Proposal Rationale**

This proposal introduces a new 2-year Post-Baccalaureate Diploma in Video Game Design for graduates interested in taking their educational background and securing employment in the local video gaming industry. The diploma features courses aimed at equipping students with primary programming, animation, storytelling, and communications skills. Additionally, it will allow students to acquire essential skills in the video game industry, such as asset creation, scripting, game engines, narrative, and video game portfolio design.