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Okanagan College Education Council
Minutes of Thursday, November 3, 2022   4:30 pm
S 103B – Student Services Boardroom – Kelowna Campus & Zoom

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Present: A Hay, D Marques, B Burge, M Somerville, B Penfound, S Lembke, J Garrett, R Tyner, B Hall
D Mehus, J Ragsdale, S Chhabra (Zoom): A Krebs A Alexander, M Martin, L Mallory, T
Walters

Regrets: N Fassina, W Gillett

Absent:

Guests: R Federley, K Ashman, J Wood (Zoom):E Henczel, Y Khmelevsky, J Anderson

Recorder: S Gayle

1.   **Determination of quorum and call to order**
     D Marques called the meeting to order at 4:32 pm.

     -   D Marques welcomed the new Central Okanagan student representative S Chhabra.

2.   **Adoption of the agenda**
      Motion: R Tyner/B Hall
      That Education Council approves the agenda as presented.
      Carried

3.   **Approval of the minutes**
     Motion: J Garrett/B Penfound
     That Education Council approves the minutes of the October 6, 2022 Education Council
     meeting as presented.
     Carried

4.   **Business arising**

5.   **New business**

      5.1 Curriculum recommended by the CPRC – AFP
     a.   **New course: CMNS 219   Communications for Video Game Designers**
          Motion: S Lembke/D Mehus
          That Education Council approves the new course: CMNS 219 Communications for Video
          Game Designers as recommended by the CPRC - AFP:
          -   E Henczel provided an overview of the course noting that it was created for the Post-
              Diploma Certificate in Video Game Development and the Video Game Design Post-
              Baccalaureate Diploma programs.
          -   Students will learn fundamental communication principles.
          -   A Hay sought clarification on why there were no prerequisites listed and asked
              whether the corequisites outlined should in fact be the prerequisites.
          -   E Henczel clarified that students would need to be admitted to the program in order
              to take the course.
          -   Based on this explanation, other members agreed with A Hay that there should be a
              prerequisite.
          -   Members recommended the following changes:

- **Add Admitted to Video Game Design Post-Diploma Certificate or Video Game Design Post-Baccalaureate Diploma to prerequisite section**
- **Remove current corequisites and add COSC 481**
- **Notation to be added to the calendar description that CMNS 219 is restricted to students in the Video Game Design Post-Diploma Certificate and Video Game Design Post-Baccalaureate Diploma programs.**
- D Mehus sought clarification on the weighting of grades presented in the course outline.
- E Henczel provided an explanation of how the grades were allocated.
- R Tyner reminded members of Education Council's (EdCo) core mandate and the focus on curriculum content.

Carried

b. **Program deletion: Advanced Skills Certificate**
Motion: M Somerville/D Mehus
That Education Council approves the program deletion: Advanced Skills Certificate as recommended by the CPRC - AFP:
- K Ashman provided an overview of the program noting that it was designed for students who graduated from the Basic Skills B program. However, the content is repetitive. As a result, it is recommended that the program be removed from the current offering.

Carried

5.2 Curriculum recommended by the CPRC – ST
- J Wood provided an overview of the Post-Diploma Certificate in Video Game Development and Video Game Design Post-Baccalaureate Diploma.
- The Post-Diploma Certificate in Video Game Development is a one (1) year program for persons who have a background in/completed a Computer Information Systems (CIS) or Animation program. Fast-track program - students will learn and develop essential skills needed in the video game industry.
- The Video Game Design Post-Baccalaureate Diploma program is two (2) years - for persons who have a degree, not necessarily in Animation or CIS. Program is aimed at persons who want to enter the video game industry.
- S Lembke sought clarification on whether there was market demand for the programs.
- J Wood explained that demand is present and students are interested in video game design and development.
- Y Khmelevsky concurred with J wood regarding student interest.
- R Tyner, while reiterating EdCo's mandate, sought clarification on the Summer Session in the program outline of the Post-Diploma Certificate in Video Game Development and whether the current structure would put the program at risk if courses were not offered.
- J Wood clarified and outlined that acceptance is also based on approval from the Chair. If students have the required skills they would not need to take the prerequisites outlined.
- M Somerville asked whether students would be able to complete the prerequisites before starting the program.
- J Wood explained that this might not be possible.
- M Somerville noted the current list of courses was quite long and may not all be offered in a summer session.
- Y Khmelevsky noted that some courses were transferable from other institutions and students could take the courses from these institutions.

- R Tyner sought clarification on why some of the courses in the summer session were not incorporated in other semesters.
- J Wood clarified that there was a concern regarding the number of hours students would spend in class if that option was done.
- Y Khmelevsky concurred that the program may become too heavy for students.
- J Garrett reiterated the concern raised by R Tyner regarding having a required summer session and asked whether additional consultation was done as students may not have as many choices as presented in the program outline.
- R Federley explained that the program would still be able to run with a low enrolment.
- A Hay asked whether there was anything that would prohibit a student from taking the courses at another time.
- J Wood explained that space might be an issue.
- D Mehus sought clarification on whether the program/s could be taken on a part-time basis.
- It was explained that currently that was not possible.
- R Tyner sought clarification on the math requirements listed for the Video Game Design Post-Baccalaureate Diploma and asked whether this would be a barrier for students who are not from OC. Additionally, clarification was sought on MATH 149, which was not listed in the calendar.
- J Ragsdale sought clarification on the English components outlined for the same program.
- Following a discussion, there was an agreement to amend the admissions requirements section in the Video Game Design Post-Baccalaureate to the following:
    - **In the English Requirements section: Addition of the following sentences after the word alternatives "A degree from a Canadian institution where English was the language of instruction will satisfy the English requirement. A degree from an institution outside of Canada where English was the language of instruction may be acceptable."**
    - **In the Math Requirements section: Addition of the following sentence before the required list of math courses "Most Bachelor Degrees in Science or Engineering will satisfy the following math requirement."**
    - **Addition of the phrase "or equivalent" after the listed math courses.**

a. **New course: ANIM 312   2D Asset Creation & Animation**
   Motion: J Garrett/R Tyner
   That Education Council approves the new course: ANIM 312 2D Asset Creation & Animation as recommended by the CPRC - ST:
   - Building block course to enable students to create assets.
   - J Garrett sought clarification on the convention of writing titles and asked whether 2d and 3d should be capitalized as this was the case for other courses.
   - **J Wood agreed to capitalize all 2d and 3d to maintain consistency.**
   - A Krebs sought clarification on whether a prerequisite should be listed.
   - B Burge provided an explanation to members why there was no hyperlinks to the programs in Kuali and noted that these would be added.
   - D Mehus expressed concern regarding the corequisite addition of COSC 480 to ANIM 312 and whether this would also be done for COSC 480.
   - J Garrett and R Tyner sought clarification on the consultation documentation provided and the actual consultation that was conducted.
   - J Wood and Y Khmelevsky confirmed that consultation was done with the CIS and English departments. Additionally, the information was discussed at PAC.
   - Following discussions, members agreed on the following changes to ANIM 312:

- **Admissions to Post-Diploma Certificate in Video Game Development/Video Game Design Post-Baccalaureate Diploma link to be added to the prerequisite section.**
- **COSC 480 to be added as a corequisite section.**
- **Additional consultation documents to be uploaded to Kuali.**
- **CIS department to be added to consultation section.**

Carried

b. **New course: ANIM 321   Organic Modelling, Rigging & Shading Networks**
   Motion: S Lembke/D Mehus
   That Education Council approves the new course: ANIM 321 Organic Modelling, Rigging & Shading Networks as recommended by the CPRC - ST:
   - Course offered in the last semester of the Video Game Design Post-Baccalaureate Diploma program.
   - Provides students with the skills needed to be employable in the gaming industry.
   - J Garrett suggested rewriting the second sentence of the calendar description in the active voice.
   - The committee agreed on the following changes:
     - Second sentence of calendar description to be amended to read: **This course will include** topics on rigging techniques for bipedal **game** characters **and** students will also learn how to create shading networks that add atmosphere, realism, and depth to game environments without sacrificing performance.

Carried

c. **New course: ANIM 322   3D Asset Creation & Animation**
   Motion: A Hay/M Somerville
   That Education Council approves the new course: ANIM 322 3D Asset Creation & Animation as recommended by the CPRC - ST:
   - Similar to ANIM 312 – course teaches students how to create assets.
   - **B Burge noted that the admissions to Post-Diploma Certificate in Video Game Development and Video Game Design Post-Baccalaureate Diploma link would be added to the prerequisite section**.
   - A Krebs sought clarification on whether ANIM 322 could be taken without concurrently taking ANIM 321 as ANIM 322 was a corequisite for ANIM 321.
   - J Wood responded in the affirmative.
   - J Garrett sought clarification on the use of the parenthesis/brackets in the first sentence of the calendar description.
   - J Wood provided an explanation to the committee regarding same.
   - The committee members agreed on the following changes:
     - **Removal of parenthesis from the word protagonist in the calendar description.**
     - **Hyphen to be added to 3rd –person in the last sentence of the calendar description.**

   Carried

d. **New course: COSC 107   Intro to Game Engines**
   Motion: B Penfound/A Hay
   That Education Council approves the new course: COSC 107 Intro to Game Engines as recommended by the CPRC - ST:
   - The course introduces students to using the game engine/Unity.
   - J Wood informed members that the word Unity was removed from the title to allow flexibility in the event the game engine changes.

- B Penfound noted that there were variations in the course outline and what was presented in Kuali.
- It was confirmed that the information in Kuali was correct.
- A Hay sought clarification on the prerequisites listed for COSC 107, noting that for the Post –Diploma Certificate in Video Game Development it was presented differently. It was asked whether students would need to complete both COSC 111 and ANIM 112.
- J Wood clarified that students with an animation background would need to complete COSC 111 and CIS students would need to complete ANIM 112.
- Following discussions, committee members agreed on the following changes:
  - **Wording in prerequisite section to be edited**
  - **Removal of the word the from "the game engines" in first sentence of calendar description.**
  - **Additional consultation documentation to be uploaded to Kuali.**

Carried

e. **New course: COSC 210   Game Engine Scripting**
Motion: D Mehus/R Tyner
That Education Council approves the new course: COSC 210 Game Engine Scripting as recommended by the CPRC - ST:
- Course expands on skills learnt from COSC 107.
- Following discussions, committee members agreed on:
  - **Additional consultation documentation to be uploaded to Kuali.**

Carried

f. **New course: COSC 480   Project in Game Design 1**
Motion: B Penfound/D Mehus
That Education Council approves the new course: COSC 480 Project in Game Design 1 as recommended by the CPRC - ST:
- COSC 480 and COSC 481 are the culmination courses for all the information gained – students will create a 2D video game for COSC 480.

Carried

g. **New course: COSC 481   Project in Game Design 2**
Motion: S Lembke/R Tyner
That Education Council approves the new course: COSC 481 Project in Game Design 2 as recommended by the CPRC - ST:
- Students will create a 3D video game in COSC 481.
- B Penfound sought clarification on whether COSC 481 could be taken with CMNS 219.
- J Wood clarified that this was in fact the case.
- The committee members agreed on the following changes:
  - **Capitalization of 2D and 3D throughout proposal.**
  - **Last sentence of calendar description to be removed.**

Carried

h. **New program: Post-Diploma Certificate in Video Game Development**
Motion: R Tyner/D Mehus
That Education Council approves the new program: Post-Diploma Certificate in Video Game Development as recommended by the CPRC - ST:
- As outlined in overview.
- A Hay recommended restructuring the summer session program outline to clearly reflect the specific program pathways for Animation and CIS students.

- Following discussions, the committee agreed on:
  - **Program outline – summer session to be amended to show required courses for students with an Animation background and students with a Computer Science background.**
  - **Addition of OC to credentials in admissions requirement.**
  - **Removal of access to personal computer from admissions requirements. This information will be conveyed in another area.**

  Carried with 2 opposed

i. **New program: Video Game Design Post-Baccalaureate Diploma**
   Motion: S Lembke/B Hall
   That Education Council approves the new program: Video Game Design Post-Baccalaureate Diploma as recommended by the CPRC - ST:
   - **As outlined in overview.**
   - **Committee members agreed on the following:**
     - **English requirements to be amended – as presented on page 3 in overview.**
     - **Math requirements to be amended – as presented on page 3 in overview.**
     - **Removal of access to personal computer from admissions requirements. This information will be conveyed in another area.**
     - **Teaching qualification section to mirror wording in the Post- Diploma Certificate in Video Game Development.**
   - **A concern regarding workload and flexibility was reiterated by a member of the committee.**
   - An explanation was provided for MATH 149, which does not appear in the current calendar. It was outlined that the course was previously offered.

   Carried with 1 opposed

5.3 Standing committee reports
   a. Operations Committee
      - Minutes to come in camera.

   b. ARP Committee
   - Not met.

   c. CCC Committee
      - Not met.

   d. Tributes Committee
      - Not met.   .

6. **Reports**
   6.1 Council Chair's report – D Marques
      - D Marques reiterated that there was a new student representative for Central Okanagan. The nomination period is extended for the other student vacancies.
      - Faculty nomination period extended.
      - Kuali handbook currently in draft state – this is being created as a guide to assist with Kuali questions.
      - R Tyner asked whether members would be afforded the opportunity to peruse the material.

- D Marques explained that it was the intention to have different stakeholders review the material.

6.2 VP Academic and Provost report – A Hay
- A Hay informed the committee that micro-credential proposals would be advancing through EdCo in the coming months.
- D Mehus sought clarification around the adjustment to the 2023-2024 academic schedule that was previously presented at EdCo and whether an additional day would be provided.
- B Burge clarified that accommodations were made in the schedule for the change.

6.3 Registrar's report – B Burge
- Nothing to report.

6.4 Board of Governor's report – A Alexander
- In the absence of the Board of Governor representative due to an early departure, there was no report.

7. In camera session

Motion: A Hay/M Somerville
That Education Council moves in camera.
Carried

a. September 14, 2022 Operations Committee minutes
Motion: M Somerville/J Garrett
That Education Council accepts the September 14, 2022 Operations committee meeting minutes as presented.
Carried

b. October 18, 2022 Operations Committee minutes
Motion: M Somerville/S Lembke
That Education Council accepts the October 18, 2022 Operations committee meeting minutes as presented.
Carried

Motion: M Somerville/D Mehus
That Education Council moves out of camera.
Carried

8. Date, time of next regular meeting – Thursday, December 1, 2022 at 4:00 pm.

9. Deadline for agenda items – Wednesday, November 16, 2022 at 12:00 pm.

10. Adjournment at 6:57 pm
Motion to adjourn: S Lembke/J Garrett
Carried