

**New Credit Program Application  
Long Form (CCC-501) and Short-Form (CCC-510)  
Santa Rosa Junior College**

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Date proposal created or last revised: 10/4/2018 (AL)

Proposed Certificate/Major Title: Game Development

Projected Program Start Date (semester and year): F2019

Contact Person and Title: Ethan Wilde

Contact Phone #: (707) 527-4855

Contact email: ewilde@santarosa.edu

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**Check one or more of the following (to check box, double click on the box and click “checked” option):**

- ☐ 0.5 - 17.5 unit certificate, **not** seeking Chancellor’s Office approval (local approval required)
- ☒ 12 – 17.5 unit certificate, seeking Chancellor’s Office approval (recommended)
- ☐ 18 unit or more certificate (requires Chancellor’s Office approval)
- ☐ 18 unit or more CTE major, non-transferable (no articulation required, but still requires Chancellor’s Office approval)
- ☐ Transfer major (18 units or more) either CTE or Liberal Arts (articulation required, but still requires Chancellor’s Office approval)
- ☐ AA-T or AS-T transfer major following Transfer Model Curriculum (TMC) template (requires Chancellor’s Office approval)

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**For instructions, see page 2.**

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**Preliminary Approval Signatures:**

The signatures below indicate that **preliminary** approval has been given to submit the application and start curriculum development, as needed. The signatures below indicate that the proposed certificate or major is appropriate to mission, meets the needs of the community, meets SRJC standards for high quality, is feasible within existing resources or resource needs can be supported, and complies with all relevant Title 5 or Ed Code requirements.

**Department Chair Signature:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**Supervising Administrator:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**Dean III Signature (if any):** \_\_\_\_\_ **Date:** \_\_\_\_\_

**SVPAAs Signature:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**SVPAAs verification (initial):** \_\_\_\_\_ EPCC Review Completed \_\_\_\_\_ AAC Review Completed

Application Date:



California Community Colleges

## NEW CREDIT PROGRAM APPLICATION FORM

**Game Development**

PROPOSED PROGRAM TITLE

**Santa Rosa Junior College**

COLLEGE

**Sonoma County Junior College**

DISTRICT

**Fall 2019**

PROJECTED PROGRAM START DATE

**Josh Adams**

CONTACT PERSON

**Dean, Business & Prof. Studies**

TITLE

**(707) 524-1731**

PHONE NUMBER

**jadams2@santarosa.edu**

E-MAIL ADDRESS

**GOAL(S) OF PROGRAM:**
☒ CAREER TECHNICAL EDUCATION (CTE)
 ☐ TRANSFER
 ☐ OTHER
**TYPE OF PROGRAM (SELECT ONLY ONE):**
☐ A.A. DEGREE
 ☐ A.S. DEGREE
 ☐ AA-T DEGREE (for transfer)\*
 ☐ AS-T DEGREE (for transfer)\*

 CERTIFICATE OF ACHIEVEMENT:
 ☐ 18+ semester (or 27+ quarter) units
 ☒ 12-18 semester (or 18-27 quarter) units

\* The AA-T and AS-T degrees fulfill the requirements of California Education Code sections 66745-66749, also known as the Student Transfer Achievement Reform Act. See special instructions provided [here](#).

**Type of change requested: Check all that apply.**

- Replace Existing Degree ☐  
 Replace Existing Certificate of Achievement ☐  
 Add New Degree ☐  
 Add New Certificate of Achievement ☒  
 Delete Existing Degree from an approved credit program ☐  
 Delete Existing Certificate of Achievement from an approved credit program ☐

*Note: to check a box double click on the box and select the "checked" option.*

**PLANNING SUMMARY**

Recommended T.O.P. Code	061420	Estimated FTE Faculty Workload	1
Units for Degree Major or Area of Emphasis	N/A	Number of New Faculty Positions	0
Total Units for Degree	N/A	Est. Cost, New Equipment	\$0
Required Units-Certificate	17	Cost of New/Remodeled Facility	\$0
Projected Annual Completers	50	Est. Cost, Library Acquisitions	\$0
Projected Net Annual Labor Demand (CTE)	352	When will this program undergo review as part of college's Program Evaluation Plan?	Month <u>May</u> Year <u>2020</u>

## New Credit Program Application Narrative

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### 1. Statement of Program Goals and Objectives:

Upon successful completion of this program, the student will be able to:

1. Apply systems-level thinking and abstraction in the context of interactive computational media.
2. Recognize and take into account the social, legal, ethical, and cultural issues in the discipline of computer games.
3. Demonstrate knowledge of visual interaction design and artistic practices in domains involving playful interactions.
4. Demonstrate written and oral communication skills regarding technical and analytical consideration of computer games.
5. Design a technical system that achieves creative goals for audience experience in computational media.
6. Demonstrate the ability to collaboratively plan, organize, and execute complex, team-oriented projects, using appropriate communication and coordination techniques.

### 2. Catalog Description:

The Game Development certificate of achievement provides a course of study that prepares students to design and program interactive computer games. This pathway leads to entrepreneurial opportunities for a self-made career in the video game industry. The Game Development certificate focuses on the history of games, gameplay design, and game design and coding.

### 3. Program Requirements:

Key	Course and Title	Units
R	CS 74.40 History of Games	3.00
R	CS 74.41 Game Design	4.00
R	CS 74.42 Introduction to Game Coding	4.00
R	GD 90 Designing the User Experience	3.00
Complete 3.00 units from below:		
E	APTECH 43 Computer Modeling and Animation	3.00
E	CS 10A Introduction to Computer Programming	4.00
E	CS 50A Web Development 1	3.00
E	CS 74.11 Introduction to Digital Media	3.00
E	GD 51 Introduction to Graphic Design	3.00
Total	Minimum number of units to meet certificate requirements	17.00

**List any special requirements in addition to above, such as work experience, internship, or examination:** None

### **Unit Summary**

-Total units to complete the certificate requirements: 17.00

### **4. Background and Rationale:**

Industry research has revealed major opportunities for independent game developers – individuals without a four-year degree – to self-start entrepreneurial businesses built around individual game titles. Our existing Game Programming A.S. degree is designed to lead to four-year educational pathways and does not support the entrepreneur who has a game idea ready to implement.

At Santa Rosa Junior College, faculty members with discipline expertise develop all certificates and majors. For AA-T and AS-T degrees, faculty members with appropriate expertise determine which courses align with the C-ID descriptors. The Supervising Administrator(s) then review the application to assure that it aligns with Chancellor's Office criteria for approval and SRJC guidelines for financial feasibility and community need. The Majors Review Committee reviews the application and suggests any changes to assure that all guidelines have been observed. The item is then placed on the Curriculum Review Committee agenda for approval, and when approved, is submitted for approval by the Board of Trustees.

### **5. Enrollment and Completer Projections:**

- number of sections of core courses to be offered annually: 8
- headcount of student annual enrollment in core courses: 210
- estimated completers at the end of the second year: 50
- estimated completers at the end of the fifth year: 70

### **6. Place of Program in Curriculum / Similar Programs:**

This certificate is building onto the existing Game Programming AS.

### **7. Similar Programs at Other Colleges in the Service Area:**

College of Marin, over 40 miles away, does not offer a program of study in gaming.  
Napa Valley College, over 40 miles away, does not offer a program of study in gaming.

**8. Labor Market Information & Analysis:**

Centers of Excellence projects 352 annual job openings in the bay area with an average of only 57 completers from other colleges in the bay area.

**9. Employer Survey:**

Not required

**10. Explanation of Employer Relationship:**

No Employer Relationship

**11. List of Members of Advisory Committee Relationship:**

See attached

**12. Recommendations of the Advisory Committee:**

See attached

**13. Sequence of Courses:**

Please Specify: ☒ Recommended Sequence, OR ☐ Required Sequence

Semester	Course and Title	Units
1	CS 74.40 History of Games	3
	GD 90 Designing User Experience	3
2	CS 74.41 Game Design (Elective)	4 (3-4)
3	CS 74.42 Introduction to Game Coding	4

**14. Transfer Applicability:**

Not required

**15. Library and/or Learning Resources Plan:**

Existing resources are adequate.

**16. Facilities and Equipment Plan:**

Existing resources are adequate.

**17. Financial Support Plan:**

Existing resources are adequate.

**18. Faculty Support Plan:**

Existing resources are adequate.

**19. Model Curriculum:**

Not based on model curriculum

**20. Licensing or Accreditation Standards:**

No licensing or accreditation standards apply.

**21. Student Selection and Fees:**

No special process for student selection or additional fees.

## Appendix A

Not required for a TMC when a similar major already exists

**A.1. Enrollment:** Provide data and discussion about the efficiency over the past **three** years of current courses to be used in this program (efficiency is the percentage of seats filled at first census compared to the class limit). This information can be pulled from the data mine, Facilities Mod data base. Ask you supervising administrator for assistance, if needed.

**A.2. Finances:** Estimate department expenses to create and implement the proposed program:

Category	New and additional* start up costs, such as coordinate application; write courses; research; meetings; staff work; new faculty or staff; new equipment or facilities; etc.	New or additional* continuing operational expenses per semester, such as cost of instruction; department support; faculty program coordination; supplies; maintenance; fees; etc.
1000 – Instructional personnel	\$0	\$0
2000 – Other personnel	\$0	\$0
3000 – Benefits	\$0	\$0
4000 – Supplies	\$0	\$0
5000 – Operations - Travel, services, telephone, etc.	\$0	\$0
6000 – Equipment	\$0	\$0
<ul style="list-style-type: none"><li>Additional expenses might include District resources such as facilities; equipment; supplies; library resources. If applicable, include possible sources of new or additional revenue, not including FTES</li></ul>		

**A.3 Department/Cluster Changes:** Outline department or cluster programs and expenses, if any, that would have to be reduced or eliminated or changed to offer the program.

## Appendix C: Evaluation Matrix

**CTE Certificates and CTE Majors Only**

Use the rubric below and add up the points in the far right column.

Planning Factor	3 Points	2 Points	1 Point	0 Points	Points
<b>SRJC Initiatives</b>	Addresses 2 or more initiatives and 2 or more goals from each initiative	Addresses 2 or more initiatives and 1 goal from each initiative	Addresses 1 initiative and 1 goal from each initiative	Addresses no initiatives	2
<b>CTE Regional Need</b>	High regional need evidenced by labor market data, advisory committee ranking (1 or 2) and additional data/information.	Moderate regional need evidenced by labor market data, advisory committee ranking (3 or lower) and other data/information	Low regional need evidenced by labor market data, no advisory committee recommendation and no other data/information	No regional need	3
<b>Similar programs</b>	No similar regional programs	One similar regional program	Two similar regional programs	Multiple similar regional programs	3
<b>SRJC PRPP</b>	Included in PRPP and ranked 1 <sup>st</sup> or 2 <sup>nd</sup> in cluster priorities	Included in PRPP and 3 <sup>rd</sup> in cluster priorities	Included in PRPP but lower than 3 <sup>rd</sup> in cluster priorities	Not in PRPP	1
<b>Financial Analysis: Cost Increases</b>	Program has negligible cost increase: Uses existing resources, including equipment, staff, or facilities. Library materials may be required.	Program requires some new resources or cuts to existing programs. Funding available in department or cluster	Program requires significant new resources or cuts to other programs and/or significant financial investment. District commitment is needed to fund	Program requires resources that may be beyond ability of the District to fund	3
<b>Partnership**</b>	Includes 3 or more partners	Includes 2 partners	Includes 1 partner	Does not include partners	1
<b>Total Points based on Rubric</b>					<b>13</b>

*\*\*Partner may be internal or external (e.g. other SRJC departments; business; industry; professional organization; non-profit organization; etc.)*