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.