

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.
- (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-

- 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 h

**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 Kualiti.
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 Kualu.
- It was confirmed that the information in Kualu 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 Kualu.

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 Kualu.

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.

- 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.
- Kualii handbook currently in draft state this is being created as a guide to assist with Kualii questions.
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