

**Okanagan College Education Council Agenda  
Meeting of Thursday, November 3, 2022 4:00pm  
S 103B – Student Services Boardroom – Kelowna Campus & Zoom  
Motions for Education Council Meeting**

**Appendix 2**

Motion: “That Education Council adopts the agenda for the November 3, 2022 meeting as presented.”

**Appendix 3.1**

**Approval of the minutes from the October 6, 2022 Education Council meeting**

Motion: “That Education Council approves the minutes from the October 6, 2022 meeting as presented.”

**Appendix 5.1**

**Curriculum Recommended by the CPRC – AFP**

5.1 a. Motion: “That Education Council approves the new course: CMNS 219 Communication for Video Game Designers as recommended by the CPRC - AFP”

**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.

5.1 b. Motion: “That Education Council approves the course revision: ARTS 498 Field Placement as recommended by the CPRC - AFP”

**Proposal Rationale**

A language change to the Calendar description to more accurately describe the student experience in the field placement, as there will be some variability in hours across community partner organizations. New language provides a description of "up to 12 hours per week across fall and winter semesters". A second change is to correctly place the 498 seminar component as a Seminar in the (lecture, lab, seminar) calendar designation as 0, 0, 3).

5.1 c. Motion: “That Education Council approves the program deletion: Advanced Skills Certificate as recommended by the CPRC - AFP”

**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.

## **Appendix 5.2**

### **Curriculum Recommended by the CPRC – ST**

5.2 a. Motion: “That Education Council approves the new course: ANIM 312 2d Asset Creation & Animation as recommended by the CPRC - ST”

#### **Proposal Rationale**

To successfully complete the VGD 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.

5.2 b. Motion: “That Education Council approves the new course: ANIM 321 Organic Modelling, Rigging & Shading Networks as recommended by the CPRC - ST”

#### **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.

5.2 c. Motion: “That Education Council approves the new course: ANIM 322 3d Asset Creation & Animation as recommended by the CPRC - ST”

#### **Proposal Rationale**

To successfully complete the VGD 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.

5.2 d. Motion: “That Education Council approves the new course: COSC 107 Intro to Game Engines as recommended by the CPRC - ST”

#### **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.

5.2 e. Motion: “That Education Council approves the new course: COSC 210 Game Engine Scripting as recommended by the CPRC - ST”

#### **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.

5.2 f. Motion: “That Education Council approves the new course: COSC 480 Project in Game Design 1 as recommended by the CPRC - ST”

#### **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.

5.2 g. Motion: "That Education Council approves the new course: COSC 481 Project in Game Design 2 as recommended by the CPRC - ST"

### **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.

5.2 h. Motion: "That Education Council approves the new program: Post-Diploma Certificate in Video Game Development as recommended by the CPRC - ST"

### **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.

5.2 i. Motion: "That Education Council approves the new program: Video Game Design Post-Baccalaureate Diploma as recommended by the CPRC - ST"

### **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.

## **Appendix 7**

### **In camera session**

Motion: "That Education Council moves in camera."

### **Appendix 7.1**

Motion: "That Education Council approves the minutes of the September 14, 2022 Operations committee meeting as presented."

### **Appendix 7.2**

Motion: "That Education Council approves the minutes of the October 18, 2022 Operations committee meeting as presented."

Motion: "That Education Council moves out of camera."