Appendix 2
Motio   the agenda for the November 3, 2022 meeting as

Appendix 3.1
Approval of the minutes from the October 6, 2022 Education Council meeting
                                        ves the minutes from the October 6, 2022 meeting as

Appendix 5.1
Curriculum Recommended by the CPRC – AFP
5.1 a   cil 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   cil 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   cil 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   cil 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

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   cil 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   cil 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   cil 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 coe6( )]TJ‚(e)6(in)-3(d)6(u)-3c10(it[)