

Fanshawe College

## FIRST: Fanshawe Innovation, Research, Scholarship, Teaching

---

Documentation (Approvals etc...)

Game Development - Advanced Programming

---

2012

### GDP1 Curriculum Modification for 2013-14

Fanshawe College

Follow this and additional works at: [https://first.fanshawec.ca/cae\\_infotech\\_gamedevelopmentadv\\_documentation](https://first.fanshawec.ca/cae_infotech_gamedevelopmentadv_documentation)

---

**Course/Program Curriculum Changes: Principles**

Program Title:	Game Development - Advanced Programming	
Program Alpha & Number:	GDP 1	
Effective Catalog Year:	2013/14	
Late Request:		

Reviews are likely to be a response to currency, flexibility and access issues. This review should:

- Clearly describe the reasons for and benefits of the change;
- Answer the questions regarding the effects of the changes – see Program/Curriculum “Rationale

**Note:** The Faculty Dean must approve the changes at this point before any further work is to be done. Part of this approval will require that program mapping has been completed – see Note for #2 and #3 below. It may also require VPA’s Office approval if significant changes are being proposed.

Changes must be to the benefit of the student with no disadvantages; therefore, if courses needed to complete the program are no longer offered, the School must develop a viable pathway to graduation.

Quality assessment of existing programs is achieved through continuous monitoring by the program team.

Reviews validate that the program learning outcomes are relevant/current and that they continue to be met by the graduation requirements in the program.

The essence of a program is represented in its learning outcomes; the graduation requirements identify the courses & activities whose successful completion is necessary to the mastery of the learning outcomes.

Process should be lean – no unnecessary new steps.

Once students start a program in a specific catalog, no changes to that degree audit may be made, e.g., a course change is proposed for third level. December 1<sup>st</sup>, 2010 for 2011/2012 catalogue means the new course would not be delivered until September 2012.

Changes must be documented – retained by the School as well as archived with the Office of the Registrar.

Communication of changes must be made to all affected stakeholders.

Comments:

Recommended for Approval  Yes  No

Signature *July Gedie* Date *Dec 31/12*

# PROGRAM/CURRICULUM "RATIONALE FOR CHANGES"

RECEIVED

NOV 28 2012

REGISTRAR

All requests for changes to programs of instruction must be submitted to the Registrar's Office by December 1st each year for changes to be implemented for the following September intake. All changes require the approval of the Dean and possibly the VPA's Office, if significant.

REMINDER: We need to ensure that changes are made properly and in a timely manner to: maximize student success; optimize employment preparation; meet all quality and integrity responsibilities to MTCU, PQAPA and our Board of Governors; and meet community expectations.

- The **Program/Curriculum "Rationale for Changes"** should be completed using this template and all areas must be completed. An electronic copy of this document should be submitted to the Registrar's Office.
- The Dean/Chair responsible for the program should consult with other affected schools and obtain the appropriate sign-offs on a paper copy of this document. Once all consultations and sign-offs have occurred, the paper copy should be submitted to the RO
- Course Request Forms must also be submitted electronically to Strategy and Planning for all new courses. These will be forwarded to Scheduling following approval of the changes by the Dean and possibly the VPA's Office.

## 1.0 Program Requiring Changes

Program Title	Game Development – Advanced Programming	
Program Alpha & Number	GDP1	
Effective Catalog Year	2013/14	

*Please answer each of the questions below, if applicable. Missing or incomplete information may delay approval and/or implementation of the proposed changes.*

## 2.0 Rationale for Changes

### 2.01 Provide a brief description of the reasons for the proposed changes.

Change INFO-6014 - "Graphics 1" from 45 hours to 60 hours and INFO-6018 - "Audio Programming" from 45 hours to 30 hours. The learning outcomes will not change with the change in hours and therefore the new courses will be equivalent to the existing courses. The change in hours is to reflect the complexity and time needed to properly achieve those learning outcomes with a higher chance of student success and knowledge retention.

### 2.02 Students

- Are changes a response to student feedback? Or our Programs Data Report - Weak Factors? (summarize how changes address this issue):  
Partially. The students have suggested that the Audio course does not require the time that is allocated, which they are pressed for time in the Graphics course.
- How will changes affect student learning and success? (describe evidence to support this):

More students should pass the Graphics course with more time allotted for teaching and learning.

- How will changes affect cost of the program for students? (e.g., materials fees; equipment fees - laptop program; OSAP implications):  
No change

- How will changes affect the flow of the program?  
It will not impact the flow of the GDP program

### 2.03 Relationship of Program to Industry

- How do changes reflect trends in the field or in industry? (Provide data regarding industry and/or professional trends.)

The audio application programming interfaces (APIs) have matured over the years, making them much easier to use and therefore less time is needed to get students to the same point in the audio course. Graphics skills are of great significance and because it is a pre-requisite course it is important that sufficient time be spent.

### 2.04 Program Learning Outcomes

- How do the changes align with Ministry outcomes? (Provide a copy of the completed program map indicating gaps/overlaps that are being corrected)  
No change

### 2.05 Relationships with Other Fanshawe College Programs

- Is this course in a ladder program or part of any other Fanshawe College program?  
No

### 2.06 Relations with Other Post-Secondary Programs

- How will the changes affect transfer agreements with other post-secondary institutions?
- What discussions have been initiated with these institutions regarding the changes?  
There are no changes as there are no existing transfer agreements in place.

### 2.07 Changes on Fit of Program with general College Requirements for Programs

- How do changes affect the fit of the program with the College's strategic plan, program mix, general education requirements, marketing?
- Are changes consistent with Colleges policies/practices? (Identify specific areas where policies/practices need to be altered if program changes approved.)  
There are no changes that will impact fit of the program and changes are consistent with College policies/practices.

## 3.0 Consultation Regarding Proposed Changes

### 3.01 Consultation With Program Advisory Committee

- Indicate feedback from the program advisory committee regarding the changes.  
We've received feedback from representatives from Big Viking Games, Antic Entertainment, and Digital Extremes, suggesting that we reduce the time spend on audio and increasing the time spent on graphics. The part-time professors who work in industry were also in full support of this change.

### 3.02 Consultation With Other Programs/Schools/Services

- What programs/schools/services have been consulted?
- What feedback and suggestions have been offered through consultation?  
No other consultations were needed.

4.0 Resource Implications of Proposed Changes

4.01 Staffing

- Outline all staffing consequences, both for the program and related areas.  
No change.

4.02 Services

- Outline all consequences on other areas.  
No change.

4.03 Space or Technology Requirements

- Outline how changes affect space and/or technology requirements.  
No change.

4.04 Budgetary Implications

- Outline budgetary implications (include consequences on other schools such as increase/decrease in teaching hours required)
- Outline changes to materials fees.  
No change to total hours in the semester.

**Approvals: Chair of School and Dean of Faculty; possibly VPA's Office, if significant**

Approved

Not Approved / Requires Changes

  
Chair of School/Campus (signature)

*Oct. 23/12*  
Date

  
Dean of Faculty (signature)

*NW. 27, 2012*  
Date

Chair of Servicing School, if required (signature)

Date

Vice-President, Academic, if required (signature)

Date

**Degree Audit Report**

**RECEIVED**

NOV 28 2012

**REGISTRAR**

Catalog: 2013/2014

**Program:** GDP1

**Name:** Game Development - Advanced Programming

**Department:** ITY - Information Technology

**Academic Level:** PS

**CCD:** 7 - 2AcadSem/600-700 hrs

**Grade Scheme:** LG2

**Major:** GDP1 - Game Devel. - Adv Programming

**Div:** ITY - Information Technology Division

**Co-Op Indicator:** N/A

**Academic Program Requirement**

**Total Credits:** 40.00

**Residency Reqmt:** 10.00

**GPA Requirement:** 2.000

**Residency Reqmt GPA:** 2.000

**Minimum Grade:** D

**Academic Requirement:** GDP1.13 Game Development - Advance Programming

**Major:** GDP1

**Grade Scheme:** LG2

**Minimum GPA:** 2.000

**Minimum Grade:**

**Subrequirement:** Level 1

Take all of the following Mandatory Courses:

		<b>Total Hours</b>	<b>Total Credits</b>	<b>GE</b>
<del>INFO-6014</del>	Graphics 1	<del>45.00</del>	<del>3.00</del>	60.00 4.00
INFO-6015	Animation 1	45.00	3.00	
INFO-6016	Network Programming	45.00	3.00	
INFO-6017	Artificial Intelligence	60.00	4.00	
<del>INFO-6018</del>	Audio Programming	<del>45.00</del>	<del>3.00</del>	30.00 2.00
INFO-6019	Physics & Simulation 1	60.00	4.00	

**Subrequirement:** Level 2

Take all of the following Mandatory Courses:

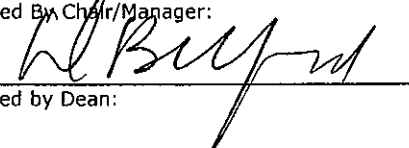
		<b>Total Hours</b>	<b>Total Credits</b>	<b>GE</b>
INFO-6020	Graphics 2	45.00	3.00	
INFO-6021	Animation 2	45.00	3.00	
INFO-6022	Physics & Simulation 2	60.00	4.00	
INFO-6023	Game Algorithms & Gems	60.00	4.00	
INFO-6024	Game Component Integration	45.00	3.00	
INFO-6025	Configuration & Deployment	45.00	3.00	

**Subrequirement:** Check Residency

Students Must Complete a Minimum of 10 of the Program Credits at Fanshawe to meet the Residency Requirement and Graduate from this Program.

Approved By Chair/Manager: 

Department and Date: ITY Oct. 22/12

Approved by Dean: 

Date: Nov. 27, 2012

General Education Approved By(as appropriate):

Date:

TG.  
DEC 31/12