

**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**

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

