Program Information Report

School of Digital Media Arts

Creativity abounds in the School of Digital Media Arts which encompasses the disciplines of animation, graphic design, web design and development, photography and digital video. The programs in Digital Media Arts introduce students to foundational skills in these disciplines and prepare them for creative jobs.

Washtenaw Community College offers programs at several levels for students who want to begin new careers, or advance in their existing careers. The first level is the certificate, which can vary from nine to thirty-six credits, depending on the field. Certificates generally prepare students for entry-level jobs.

The next level, an Associate Degree, is available for some programs. Credit hours from the certificate can be applied to the credit hours needed for the Associate Degree.

3D Animation

Learn the basics of three-dimensional animation used in videos, games and on the Web. This degree will help prepare you for an entry-level position in digital modeling and animation.

Animation for Game Art (CVANIG)

Advanced Certificate

Program Effective Term: **Fall 2018**

This program focuses on the growing electronic game industry. Students will build on their 3D animation skills and learn how to create game levels and custom game assets. Students will create basic artificial intelligence entities and triggers as well as in-game cinematics. Students will learn how to package a game for distribution.

Program Admission Requirements:
Students must have completed the 3D Animation Certificate or have appropriate industry experience.

Requirements		(19 credits)
ANI 180	Introduction to Game Level Design	4
ANI 190	History of Game Design	3
ANI 240	Advanced Game Level Design	4
ANI 250	Organic Modeling and Rigging	4
ANI 260	3D Animation III	4
Minimum Credits Required for the Program:		**19**

Washtenaw Community College

PROGRAM PROPOSAL FORM

☐ **Preliminary Approval –** Check here when using this form for preliminary approval of a program proposal, and respond to the items in general terms.

☒ **Final Approval –** Check here when completing this form after the Vice President for Instruction has given preliminary approval to a program proposal. For final approval, complete information must be provided for each item.

Program Name: **Division and Department:** **Type of Award:** **Effective Term/Year:** **Initiator:**	**Animation for Game Art** BCT/DMAD ☐ AA ☐ AS ☐ AAS ☐ Cert. ☒ Adv. Cert. ☐ Post-Assoc. Cert. ☐ Cert. of Comp. Fall 2018 Randy Van Wagnen and Kevin Bindschadler	**Program Code:** CVANIG **CIP Code:** 11.0804
Program Features Program's purpose and its goals. Criteria for entry into the program, along with projected enrollment figures. Connection to other WCC programs, as well as accrediting agencies or professional organizations. Special features of the program.	This program will allow students to explore the creation of game assets and levels for the exploding game industry. This advanced certificate program will build upon the knowledge and skill from the 3D Animation certificate. In addition, it becomes a concentration in the 3D Animation associate degree program. In order to begin the Game Art program, student must have completed the 3D Animation certificate program.	
Need Need for the program with evidence to support the stated need.	There are many game art jobs nationwide. This program prepares students to begin a path toward further study and acquiring one of those jobs. In addition, there have been requests from students and potential students for this type of program. Careers in Game Design are referenced under "Multimedia Artists and Animators" in the Occupational Outlook Handbook. The 2016 median wage was $65,300/year. The industry is expected to grow faster than average with a 10% increase in jobs predicted between 2016 and 2026.	

Program Outcomes/Assessment State the knowledge to be gained, skills to be learned, and attitudes to be developed by students in the program. Include assessment methods that will be used to determine the effectiveness of the program.	Outcomes	Assessment method
	1. Using 3-D animation, apply game design techniques, skills and strategies to create custom game levels.	1. **Portfolio review**
	2. Using 3-D animation, apply game design techniques, skills and strategies to create custom game assets.	2. **Portfolio review**

Curriculum

List the courses in the program as they should appear in the catalog. List minimum credits required. Include any notes that should appear below the course list.

Course		Credits
ANI 180	Introduction to Game Level Design	4
ANI 190	History of Game Design	3
ANI 240	Advanced Game Level Design	4
ANI 250	3D Animation II	4
ANI 260	3D Animation III	4
	Total Credit Hours	19

Budget

Specify program costs in the following areas, per academic year:

	START-UP COSTS	ONGOING COSTS
Faculty	$.	$.
Training/Travel	.	.
Materials/Resources	.	.
Facilities/Equipment	.	.
Other	.	.
TOTALS:	$ 0.00	$ 0.00

Program Description for Catalog and Web site

This program focuses on the growing electronic game industry. Students will build on their 3D animation skills and learn how to create game levels and custom game assets. Students will create basic artificial intelligence entities and triggers as well as in-game cinematics. Students will learn how to package a game for distribution.

Program Information

Accreditation/Licensure - None

Advisors - Randy Van Wagnen and Kevin Bindschadler

Advisory Committee – In development

Admission requirements – Completion of CTANI 3D Animation certificate or appropriate industry experience.

Articulation agreements – Not at this time

Continuing eligibility requirements - None

Assessment plan:

Program outcomes to be assessed	Assessment tool	When assessment will take place	Courses/other populations	Number students to be assessed
Using 3-D animation, apply game design techniques, skills and strategies to create custom game levels.	Portfolio Review	Every 3 years	All students who complete ANI 240	All
Using 3-D animation, apply game design techniques, skills and strategies to create custom game assets.	Portfolio Review	Every 3 years	All students who complete ANI 240	All

Scoring and analysis plan:

1. Indicate how the above assessment(s) will be scored and evaluated (e.g. departmentally-developed rubric, external evaluation, other). Attach the rubric.

   Portfolios will be scored using a departmentally-developed rubric

2. Indicate the standard of success to be used for this assessment.

   70% of the students will score 70% or higher on the rubric

3. Indicate who will score and analyze the data.

   Departmental faculty

REVIEWER	PRINT NAME	SIGNATURE	DATE
Faculty Preparer	Randy Van Wagnen		11-9-17
Department Chair/Area Director	Ingrid Ankerson		11/9/17
Dean	Eva Samulski	Eva Samulski	11-9-17
Vice President for Instruction ☐ Approved for Development ☐ Final Approval	Kimberly Hurns		11-27-17
President	Rose Bellanca	Rose B Bellanca	11-28-17
Board Approval			2/27/18