

Assessing Effects of Game Programming Course and Certificate Additions on IT Enrollment

Operational Unit: Architecture, Engineering and Technology WEC

Unit Purpose Statement: Prepare students to perform competently in the fields of architecture, building construction, engineering, engineering technology, and information technology

Initiative Contact: Nasser Hedayat

Strategic Initiative: Learning Assured

Goal Outcome: Implement optimal learning environments for students.

Objective: Learning Outcomes

Objective Description: Develop, align, and review program learning outcomes to assure a cohesive curricular and co-curricular experience that enhances student learning.

Initiative's Relation to the Strategic Plan:

This initiative will study the effectiveness of integrating game programming projects into the computer programming curriculum to provide students with a more authentic, interesting learning experience.

Expected Results and the Means of Assessment

Expected Results 1: Determine the effectiveness of using game programming as a technique to attract students into our Computer Programming & Analysis AS degree program

Means of Assessment: Examine program enrollment over the past several semesters, and in particular in Game Programming courses offered.

Individual Responsible: Lisa Macon

Expected Completion: 4/1/2009

Stakeholders: College-wide IT Faculty IT Deans IT Advisory Committee Career Program Advisors for IT

Results: The Game Programming Technical Certificate was first marketed to students for the 2008-2009 Academic year. At the present time, there are 15 students registered in this particular program. However, up to 30 other students may complete the certificate without declaring they are in the program. We know this because they have successfully passed the course prerequisites and only require the two specific Game Programming courses in order to complete the certificate.

In conclusion, Game Programming seems to have caused a slight increase in IT enrollment.

Implementation Plan

action: Implement Math and Physics for Game Programming course in Fall 2008

action: Implement Game Programming course in Spring 2009

Budget Requirements: None

Results to Improve: 1. Game programming is of interest to a select group of students.

2. We should not expect to see a large increase in enrollment due to this new curriculum.

Changes for Next Year: 1. More heavy marketing of the Game Programming certificate, particularly to students who may be considering similar programs at expensive, proprietary schools.