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## **District Technical Review Workgroup - Instructional (DTRW-I)**

### **AGENDA**

**September 10, 2015 - 1:00 – 3:00 p.m.  
DAC, Lakin Boardroom**

- Approval of August 27, 2015 Meeting Notes
- Additional agenda items
  
- **Curriculum Submissions**

### **MOORPARK COLLEGE**

#### **New Programs/Degrees**

Certificate of Achievement in Game Design, 21  
Associate in Science in Game Design, 34-37

#### **New Courses**

CS M145, Computer Architecture and Organization, 3  
CS M155, Discrete Structures, 3  
GAME M110, Game Theory and Mechanics, 3  
GAME M115, Game Level Design, 3  
GAME M205, Mobile Game Development, 3  
GAME M210, Game Design Studio, 3

#### **Revised Courses**

MATH M15, Introductory Statistics, 4  
MATH M15H,  
Honors: Introductory Statistics, 4

### **OXNARD COLLEGE**

#### **New Courses**

GLOS R102, Global Issues and Problems, 3  
HIST R100AH, World History I, Honors, 3

### **VENTURA COLLEGE**

#### **New Courses**

GEOL V09, Earth Science with Lab, 4

#### **OLD BUSINESS:**

- There are no items.

#### **NEW BUSINESS:**



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- Definitions of substantial and non-substantial changes to curriculum – Decision Making Document – Mary Rees
  - DTRW-I Goals

### **FUTURE AGENDA ITEMS**

**Next Meeting Date:** October 8 – 1 pm – DAC Lakin Boardroom  
Submission deadline: October 2, 2015

Ventura County Community College District

2014-2015 Academic Year  
 District Technical Review Workgroup – Instructional (DTRW-I)  
 Meeting Notes

August 27, 2015 - 1:00 p.m. – 3:00 p.m.

**MEETING NOTES PRIOR TO APPROVAL AT SEPTEMBER 10 DTRW-I MEETING**

**Members:** Chancellor’s Designee: Kim Hoffmans, Chair (MC)  
 Faculty Co-Chair: Linda Kama’ila (OC)  
 Executive Vice President and Vice Presidents: Lori Bennett (MC), Oscar Cobian (OC), Patrick Jefferson (VC), Ken Sherwood (OC)  
 Faculty Co-Chairs of Curriculum Committees: Shannon Davis (OC), Jerry Mansfield (MC), Michael Bowen (VC)  
 Articulation Officers: Shannon Davis (OC), Letrisha Mai (MC), Michael Bowen, Acting AO (VC)  
 Academic Senate Presidents: Linda Kama’ila (OC), Mary Rees (MC), Alex Kolesnik (VC)  
 Policy and Administrative Procedures: Clare Geisen (DAC) (Policy/procedure, Chancellor’s Cabinet Liaison/guest)

**Guests:** Ryan Petitfils, Ventura College; Rick Post, Director, Economic Development

**Absent:** Clare Geisen

**Recorder:** Laurie Nelson-Nusser

**Notes:**

Agenda Item	Summary of Discussion	Action (If Required)	Completion Timeline	Assigned to:
<b>Approval of April 9, 2015 Meeting Minutes</b>	Kim Hoffmans, DTRW-I Chair, welcomed everyone, introductions were made for new members, and the meeting commenced at 3:10 pm.  The April 9, 2015 meeting notes were approved with a minor change and with abstention from Kim Hoffmans, Ken Sherwood, Letrisha Mai, and Oscar Cobian.			
<b>CURRICULUM SUBMISSIONS</b>				
<b>New Degrees/Courses/Revised Courses</b>	<b>Curriculum Submissions:</b>  <u><b>MOORPARK COLLEGE</b></u> <b>Deleted Degrees/Programs</b>			

Agenda Item	Summary of Discussion	Action (If Required)	Completion Timeline	Assigned to:
<b>Moorpark/Oxnard/Ventura Submissions</b>	<p>A.A. Degree in Communication Studies, 18  A.A. Degree in Spanish, 18-19  <b>Recommendation:</b> These deleted degrees/programs will go forward to Chancellor’s Cabinet, Consultation Council, and subsequently to the Board for full approval.</p> <p><b><u>OXNARD COLLEGE</u></b>  There was no submission.</p> <p><b><u>VENTURA COLLEGE</u></b>  <b>New Courses</b>  CD V22, Behavior Management in Early Childhood Education 3 units  MATH V19, Precalculus &amp; Trigonometry 7 units – there was discussion regarding transferrable units; CID limit is 6 units. This is a combined course. The Workgroup discussed this item and suggested further discussions occur on campus at the Curriculum Committees for discussion regarding reduction of units. MATH V19 will move forward.  <b>Recommendation:</b> These new degrees/programs will go forward to Chancellor’s Cabinet, Consultation Council, and subsequently to the Board for full approval.</p>			
<b>OLD BUSINESS</b>				
<b>Fall Registration Date 2016</b>	<p>Dr. Bennett indicated this issue has moved to the District Council on Accreditation and Planning (DCAP) through an ad hoc committee. The earlier fall registration date is now tentatively scheduled for 2017.</p>			
<b>New Business</b>				
<b>Articulation Agreement between VCCCD and The Chicago School of Professional Psychology – Rick Post, Director of Economic Development</b>	<p>Rick Post, Director of Economic Development, introduced himself and provided an overview of the Articulation Agreement between VCCCD and the Chicago School of Professional Psychology (TCSPP).</p> <p>Director Post provided information regarding the Chicago School of Professional Psychology institution, which is a</p>			

Agenda Item	Summary of Discussion	Action (If Required)	Completion Timeline	Assigned to:
	<p>four-year school. <i>AP 4050 Articulation</i> states that independent schools are to be handled as a District. Transferability of units was discussed (Section A on agreement). Classes on campus will go through the Civic Center standard booking process with a separate contract.</p> <p>The members provided input on suggested changes to the agreement. Changes included taking out the word “transfer” and use “degree applicable” units; add the abbreviation ADT to the column that says AA/AS. The document will be vetted with the Articulation Officers prior to moving forward. Director Post indicated he would advise TCSP of the modifications, and if they concur with the language, would forward the articulation agreement to Linda Kama’ila and Kim Hoffmans.</p>			
<b>Co-Chair Selection</b>	Linda Kama’ila was selected by the Workgroup as Co-Chair.			
<b>DTRW-I Calendar</b>	The DTRW-I Meeting and Submission Calendar was approved as presented.			
<b>Policy and Procedure</b>	A request was made for an updated policy review cycle and which policies and procedures still require review within this cycle.			
<b>Future Agenda Items</b>	<ul style="list-style-type: none"> <li>• Definitions of substantial and non-substantial changes to curriculum. This is in the Decision Making Document and Ms. Rees indicated it should be discussed at this meeting.</li> <li>• DTRW-I Goals will be added to the September agenda.</li> </ul>			
<b>Adjournment</b>	Ms. Hoffmans adjourned the meeting at 2:25 pm.			
<b>Next Meeting Date:</b>	September 10, 2015 – 1 pm, DAC Lakin Boardroom Submission deadline: September 4, 2015			

## MOORPARK COLLEGE

### New Programs/Degrees

	Units
Certificate of Achievement in Game Design	21
Associate in Science in Game Design	34-37

### New Courses

CS M145	Computer Architecture and Organization	3
CS M155	Discrete Structures	3
GAME M110	Game Theory and Mechanics	3
GAME M115	Game Level Design	3
GAME M205	Mobile Game Development	3
GAME M210	Game Design Studio	3

### Revised Courses

MATH M15	Introductory Statistics	4
MATH M15H	Honors: Introductory Statistics	4

## New Programs/Degrees

### Certificate of Achievement in Game Design 21 Units

The Game Design program is designed to prepare students for freelance careers and/or entry-level employment as independent game developers or with game design and development companies.

Students explore creative, technical, critical, and design-based solutions to real world issues in order to meet the rigors of a dynamically evolving array of game-oriented professions.

To earn a Certificate of Achievement in Game Design, students must complete 21 specified units.

#### Required Courses – complete the following courses (15 units) Units

MM M10	Introduction to Digital Media	3
GAME M101	Introduction to Game Design	3
GAME M102	Game Design Technologies	3
GAME M110	Game Theory and Mechanics	3
GAME M201	Game Prototyping	3

#### Elective Courses – select and complete 2 courses (6 units)

GR M27/PHTC	Image Editing	3
MM M40	3D Fundamentals	3
MM M50	Interactive Design	3
ART M40	Beginning Illustration	3
FTVM M11	Introduction to Media Writing	3
MUS M03	Introduction to Music Technology	3
GAME M205	Mobile Game Development	3

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<b>Total Units Required for Certificate</b>	<b>21</b>
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### Associate in Science in Game Design 34-37 Units

The Game Design program is designed to prepare students for freelance careers and/or entry-level employment as independent game developers or with game design and development companies.

Students explore creative, technical, critical, and design-based solutions to real world issues in order to meet the rigors of a dynamically evolving array of game-oriented professions.

To earn an Associate in Science in Game Design, students must complete 34-37 specified units, plus General Education Degree Requirements.

#### Required Courses - complete the following (28-31 units) Units

MM M10	Introduction to Digital Media	3
MM M40	3D Fundamentals	3
GAME M101	Introduction to Game Design	3
GAME M102	Game Design Technologies	3
GAME M110	Game Theory and Mechanics	3

GAME M115	Game Level Design	3
MM M50	Interactive Design	3
GAME M201	Game Prototyping	3
GAME M80	Internship in Game Design	1 - 4
GAME M210	Game Design Studio	3

**Elective Courses - select and complete 2 courses (6 units) from the following:**

GAME M205	Mobile Game Development	3
GR M27/PHTC M33	Image Editing	3
ART M40	Beginning Illustration	3
ARTH M13	History of Art: Modern through Contemporary	3
BUS M37	Marketing	3
BUS M38	Advertising	3
GR M10	Design and Society	3
FTVM M11	Introduction to Media Writing	3
MUS M03	Introduction to Music Technology	3
MM M20	Web Design	3

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**Total Units Required for Degree** **34-37**

**New Courses**

CS M145	Computer Architecture and Organization	3 units
Hours:	2.5 lecture; 1.5 lab	
Prerequisite:	CS M125 or CS M10A	
C-ID:	Aligned with COMP 142	

Introduces the organization and behavior of real computer systems at the assembly language level. Studies the mapping of statements and constructs in a high-level language onto sequences of machine instructions. Discusses the internal representation of simple data types and structures and examines numerical computation, data representation errors and procedural errors. Applies to Associate Degree. Transfer credit: CSU.

CS M155	Discrete Structures	3 units
Hours:	3 lecture	
Prerequisite:	CS M125 or CS M10A	
C-ID:	Aligned with COMP 152	

Introduces the discrete structures used in computer science with an emphasis on their applications. Covers functions, relations, sets, basic logic, proof techniques, basics of counting, graphs and trees, and discrete probability. Applies to Associate Degree. Transfer credit: CSU.

Credit Limitation: MC, CSU and UC - CS M155 combined with MATH M21: maximum credit, one course



GAME M110	Game Theory and Mechanics	3 units
Hours:	2 lecture; 3 lab	
Prerequisite:	GAME M101	
Recommended Pre:	MM M10	

Covers the "rules of play" for game design. Applies the principles of theory and mechanics, as well as contemporary design techniques within the domain of analog game design. Applies to Associate Degree. Transfer credit: CSU.

GAME M115	Game Level Design	3 units
Hours:	2 lecture; 3 lab	
Prerequisite:	GAME M101	
Recommended Pre:	MM M10 and GAME M102 and GAME M110	

Introduces the process of designing video game levels on paper and quickly iterating on the designs. Explores architectural techniques and theories for game level designers to use in their own work. Connects architecture and level design in different ways that address the practical elements of how designers construct space and the experiential elements of how and why humans interact with this space. Implements final level designs using a commercial game engine to further understand how the level will be seen from the player's perspective. Applies to Associate Degree. Transfer credit: CSU.

GAME M205	Mobile Game Development	3 units
Hours:	2 lecture; 3 lab	
Prerequisite:	GAME M101	
Recommended Pre:	MM M10 and GAME M102 and GAME M110 and GAME M115 and GAME M201	

Provides an in-depth introduction to technologies and techniques used to create mobile games. Introduces looping, decision making, objects, and events. Shows the importance of learning curves and difficulty curves in the design and development of 2D games. Explores music, sound, and graphics implementation. Covers the workflow of packaging computer game-oriented apps for software publishing marketplaces. Applies to Associate Degree. Transfer credit: CSU.

GAME M210	Game Design Studio	3 units
Hours:	2 lecture; 3 lab	
Prerequisite:	GAME M101 and GAME M102 and GAME M110 and GAME M115 and GAME M201 and GAME M205	
Recommended Pre:	MM M10	

Emphasizes creating substantial, artistic game design concepts within an interdisciplinary team-driven environment. Covers advanced topics in game design, game programming, software project management, and indie game marketing channels. Includes design reviews, formal presentations, play testing, debugging, and job interview techniques. Includes the production of a comprehensive capstone project, corresponding web-based promotional presence, and a personal résumé and portfolio. Applies to Associate Degree. Transfer credit: CSU.

### Revised Courses

MATH M15	Introductory Statistics	4 units
Hours:	4 lecture	
Prerequisite:	MATH M03 or MATH M03 or High School Algebra II	
C-ID:	Aligned with MATH 110	

Explores the nature of statistical methods, including description of sample data, probability, theoretical frequency distributions, sampling, estimation, testing hypotheses and special topics. Provides problem solving techniques. Uses technology to analyze large data sets. Students cannot complete both MATH M15 and MATH M15H because credit will only be awarded to the first course completed. Applies to Associate Degree. Transfer credit: CSU, UC.

MATH M15H	Honors: Introductory Statistics	4 units
Hours:	4 lecture	
Prerequisite:	MATH M03 or MATH M03 or High School Algebra II	
C-ID:	Aligned with MATH 110	

Explores the nature of statistical methods, including description of sample data, probability, theoretical frequency distributions, sampling, estimation, testing hypotheses and special topics. Provides problem solving techniques. Honors work challenges students to be more analytical and creative through expanded assignments and enrichment opportunities. Students cannot complete both MATH M15 and MATH M15H because credit will only be awarded to the first course completed. Applies to Associate Degree. Transfer credit: CSU, UC.

# OXNARD COLLEGE

## New Courses

GLOS R102	Global Issues and Problems	3
HIST R100AH	World History I, Honors	3

## OXNARD COLLEGE

### New Courses

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GLOS R102                      Global Issues and Problems    3 Units  
Prerequisites:                      None  
Hours:                                      3.0 lecture

This course examines contemporary social, economic, political, cultural and environmental change in a global context. It introduces students to the origins, current status and future trends of transnational issues confronting the global community, explores the emergence of global economy, new systems of world order, transnational social movements, global governance, and collective global responsibilities. Through the examination of specific global problems such as economic inequality, population trends, human rights, conflict, security and environmental problems we will consider how globalization impacts the world and whether it is desirable or not. *Field trips may be required.*

*Transfer credit: CSU*

HIST R100AH                      World History I, Honors    3 Units  
Prerequisites:                      None  
Hours:                                      3.0 lecture  
C-ID:                                      Aligned with HIST 150

To understand where we came from, it is important to study the histories of the great civilizations of the ancient world, from prehistory to the start of globalization in 1500 C.E. Students will explore the political, military, economic, social, and cultural evolution of the early civilizations of Asia, Africa, Europe, and the Americas. Students will also investigate the impact of religion, technology, migration, trade, and war on the relationships between the major civilizations of the ancient world. Honors work challenges students to be more analytical and creative through expanded assignments, real-world applications, and enrichment opportunities.

*Transfer credit: CSU*

**VENTURA COLLEGE**

**New Courses**

GEOL V09	Earth Science with Lab	4 units
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### New Courses

GEOL V09	Earth Science with Lab	4 units
C-ID	Aligned with GEOL 121	
Hours:	3 lecture and 3 laboratory weekly	

An introduction to the essentials of Earth Science including the geosphere, atmosphere, hydrosphere, and solar system. This course focuses on the interactions between physical and chemical systems of the Earth such as the tectonic cycle, rock cycle, hydrologic cycle, weather and climate.

*Field trips may be required. Transfer credit: CSU.*