

**Lethbridge Community College
Computer Information Technology
Minutes for Wednesday, March 24, 2004
6:00 PM – 8:00 PM IB 1144**

Present: Stephen Graham, Timothy Frantz, Marty Boogaart, Karen Wojtowicz, Doug Wells, Barry Robinson, Terry Allred, Sean Megaw, Matt Lynch, Susie Kennedy, (Student Reps. Brock Price, Jesse Patching), Kelly Gorrill (Recording Secretary)

Regrets: Ron Dubien, Jimm Valentinsen.

1. Welcome

Stephen welcomed everyone to the meeting.

2. Introductions

Round table introductions were made.

3. Approval of October 22, 2003 Minutes

The minutes from October 22, 2003 were approved by Terry Allred and seconded by Matt Lynch.

4. New Member – Bud Haycock

Susie stated that Bud Haycock from Chinook Health Region agreed to sit as a member of the committee in place of Rae Neufeld.

Stephen shared with members an e-mail from Rae Neufeld explaining that she was moving to another position and unable to continue with the Advisory Committee.

Doug presented an award to Matt Lynch from Donna Allan for his support and continued involvement with the Computer Information Technology program, its students, faculty, alumni and advisory committee membership.

5. CIPS Accreditation Renewal

Doug Wells has added CIPS Renewal to the CIT budget for next year. CIPS will be in touch with the Advisory Committee when they are on campus in the fall conducting their on-site visit.

6. Games Programming – Update

Course load is busy, lots of things to do. Students are creating and enjoying Quake III Arena mods, including one somewhat based on Mario Kart Racer. Others are making mods based on Hockey, Last Man Standing, and Virus. This semester we have a total of 20 students enrolled in the first run of this class instructed by Sean Megaw.

7. Games Design – New CIT Course

CIT151: Games Design. This course is for non-computer programmers who are interested in games design elements. The course provides the student with an overview of the game development process (GDP) before moving on to implementing custom modules in a role-playing game. Students will work on a small game modification where they will script dialogue and, cut – scenes and in-game events. Students will set up and populate game levels with characters and monsters of their own creation. Theory is supplemented by practical examples in the lab.

This course has been approved today at Academic Council and will run this spring and next year. FOIP forms and copyright release forms should be filled in for students and filed so that sample work can go on the CIT website as a marketing initiative.

8. CIT Curriculum Right-Sizing

At this point there is a small number of students so it is hard to support the streaming in CIT as it is currently designed. Susie presented a proposed curriculum plan – at the end of this document – for discussion. Some points to note:

1. Assembly Language Programming will be dropped.
2. All students will take Ecommerce Administration

3. Oracle Forms and Reports will become an elective through Distributed Learning
We will continue to support streaming and specialization using more cost-effective means.

Visual Basic was removed from the curriculum a few years ago – could it be moved back in? There was much discussion about this programming language and at this time it was suggested that Susie and Marty could put a segment of VBA in their database class next year.

It was stated that it was a good idea that the program is being proactive in dealing with the issues of low enrolment and financial implications while still keeping the outcomes as they are and managing to maintain streams.

CIT will maintain current outcomes to ensure continued post-diploma opportunities are available – Computer Science degree and Management degree.

9. **Games Programming – Applied Degree**

It is being proposed that CIT develop an Applied Degree in Computer Information Technology with a major in Games Programming. This opportunity would give students a variety of entrance options – from a CIT diploma or from a Computer Science background students would get direct entry. Other diplomas and degrees without a “programming” background could take “bridging courses.

Matt liked the idea of an Applied Degree but can we deliver? Susie circulated information on the Applied Degree from Mount Royal and explained that we could have a huge market for this area because of the lack of educational institutions that are offering this type of major as a Degree. CIT has met with both Computer Science and the New Media program from the University to ensure there is no overlap if we were to go ahead with the offering. It has also been discussed with the Multi-media program on campus.

10. **Student Reports**

Brock from first year stated that everything is going good – 1st semester was really busy – glad there is no flow charts required in C++ this semester.

Jesse noted that Games Programming has been a lot of fun and incorporates many things. Assembly has been interesting. Things have been really busy.

Should students be taking fieldwork in the January term? Fieldwork in the January term has some benefits but students find it hectic and some can't handle it. Some employers prefer to host students after they have completed all of their course work. Students who join CIT in fall 2005 will be encouraged to take fieldwork in the spring because of the changes in the course-load for the program.

11. **Next Meeting**

Wednesday, October 27, 2004, 6:00 PM – 8:00 PM in room IB 1132.

12. **Chairmanship**

Stephen Graham has volunteered to be Chair for next year and Jim Valentinsen will be second in command (if he will accept the honour).

Adjournment

Meeting adjourned at 7:55 PM.