



## CURRICULUM COMMITTEE MEETING

Friday, March 25, 2022, 2:00 p.m.

City Park Campus, Student Life Center (Building #23), Lac Maurepas

### AGENDA

- I. Call to Order
- II. Roll Call
- III. Call for Public Comments (LA R.S. 42:26, 2010, No. 861, sec 23)
- IV. [Minutes of meeting of February 25, 2022](#)
- V. Curriculum Operations Report – Tim Stamm
- VI. Articulation/Transfer Initiatives
  - a) [Articulation Agreement: Grand Canyon University: Associate of Science in Nursing to Bachelor of Science in Nursing, with option for an Associate of Science in Nursing to Master of Science in Nursing, for students with baccalaureate degrees prior to the A.S. in Nursing.](#)
  - b) [Articulation Agreement: Louisiana State University and A&M College: LSU's Early Childhood Ancillary Certificate to Delgado's Career and Technical Certificate \(C.T.C.\) in Child Development Associate \(C.D.A.\) Preparation.](#)
- VII. New Business
  - a) [Allied Health/VETT Program Revision: Associate of Applied Science in Veterinary Technology.](#)  
Revise the A.A.S. in Veterinary Technology: Required Courses in Major: DELETE: VETT-257: Clinical Externship III. Total Program Hours **reduce** from 65 to 63.  
Adjust Suggested Sequence to reflect changes, specifically Sixth Semester, which reduces from 9 to 7 credit hours.
  - b) [Allied Health/VETT Course Termination: VETT-257: Clinical Externship III.](#) Terminate the course, VETT-257: Clinical Externship III, as it is no longer used in a degree or certificate program.

- c) **Business & Technology/CMIN/Cloud Computing**  
**Change of Program Description: Student Learning Outcomes: Career and Technical Certificate in Cloud Computing.** Revision to the published Student Learning Outcomes for the C.T.C. in Cloud Computing: Analyze business and information system needs to identify and select appropriate cloud-based products, tools, and services; Identify appropriate solutions to maintain the confidentiality, integrity, and availability of data. Note: these two (2) Student Learning Outcomes *replace* the existing eight (8) Student Learning Outcomes currently listed in the Program Description.
- d) **Business & Technology/CMIN/Cloud Computing**  
**Change of Program Description: Student Learning Outcomes: Associate of Applied Science in Cloud Computing.** Revision to the published Student Learning Outcomes for the A.A.S. in Cloud Computing: Analyze business and information system needs to identify and select appropriate cloud-based products, tools, and services; Identify appropriate solutions to maintain the confidentiality, integrity, and availability of data; Apply core concepts of agile methodologies and iteration to solve problems; Apply critical thinking skills to design, deploy, and maintain cloud-native solutions to meet project needs with focus on security and scalability. Note: these four (4) Student Learning Outcomes *replace* the existing seven (7) Student Learning Outcomes currently listed in the Program Description.
- e) **Business & Technology/CMIN/Cloud Computing**  
**Program Revision: Associate of Applied Science in Cloud Computing.** Revise the A.A.S. in Cloud Computing: Required Courses in Major: ADD: CNET-294: Cloud Architecture; Approved Electives: DELETE: CNET-294: Cloud Architecture from the list of elective choices; Reduce electives *from* nine (9) *to* six (6). Total Program Hours remain the same. Adjust Suggested Sequence to reflect change, specifically Fourth Semester.
- f) **Business & Technology/CMIN**  
**Change of Concentration Name/Title: Associate of Applied Science in Computer Information Technology, with a concentration in Game Design.** Change the name/title of the concentration in Game Design of the A.A.S. in Computer Information Technology *from* Game Design *to* Game Development.
- g) **Business & Technology/CMIN**  
**Program Revision: Associate of Applied Science in Computer Information Technology, with a concentration in Game Developer.** Required Courses in Concentration: DELETE: ADOT-161: Modeling and Texturing for 3D Animations and Games and ADOT-162: 3D Modeling and Animation for Games and Film; ADD: CMIN-214: Introduction to C++ and ADOT-209: User Experience and Prototyping; Electives List: DELETE: ADOT-135: Digital Illustration Software, ADOT-225: Multimedia Animation and Technologies, and CMIN-214:

Introduction to C++; ADD: ADOT-161: Modeling and Texturing for 3D Animations and Games, ADOT-162: 3D Modeling and Animation for Games and Film; CMIN-207: Logic and Design II, CMIN-257: JAVA Programming II, and CMIN-266: Database Management Systems. Total concentration and Total Program Hours remain the same. Adjust Suggested Sequence to reflect changes, specifically Second Semester: DELETE: ADOT-161: Modeling and Texturing for 3D Animations and Games; ADD: ADOT-209: User Experience and Prototyping. Third Semester: DELETE: ADOT-162: 3D Modeling and Animation for Games and Film; ADD: CMIN-214: Introduction to C++; Adjust Concentration Elective List, as noted above.

h) **Business & Technology/CMIN**

**Program Revision: Student Learning Outcomes: Associate of Applied Science in Computer Information Technology, with a concentration in Game Developer.**

Student Learning Outcomes: Recall the core concepts of game development for application to varying sizes of game projects on any given game platform; Construct, debug and execute the code for a game feature using industry standard programming languages including but not limited to C++ or C#; Produce and distribute a professional portfolio of game artifacts which align with the current professional standards, software, and related tools of the game development industry; Use the soft skills needed to work ethically and collaboratively with a team of diverse stakeholders with the common goal of game development

i) **Academic Affairs/Curriculum & Program Development**

**Publication of Program Student Learning Outcomes:** Publication of Student Learning Outcomes for instructional programs in the College Catalog. Information will be included after the Program Description. Publication of Student Learning Outcomes will assist with compliance, assessment, and communication of programs' purpose to internal and external reviewers, approved by Curriculum Committee March 23, 2018. Original approval was for *Program Level* Student Learning Outcomes only and did not include concentrations contained within degree or certificate programs. Publication of Student Learning Outcomes Specific to Concentrations.

j) **Business & Technology/CNET**

**Change of Program Description: Student Learning Outcomes: Associate of Applied Science in Computer Network Technology.** Review and approval of the publication of the Student Learning Outcomes for the A.A.S. in Computer Network Technology. Student Learning Outcomes: Use critical thinking techniques, skills, and tools to troubleshoot and conduct standard tests and interpretation of diagnostic results to solve computer networking problems; Discuss the methods to communicate with end users, manager, and peers of technical or non-technical nature; Explain local area network, wide area

network, protocols, and networking hardware; Demonstrate the skills necessary to build, monitor, and configure networks; Apply professional and ethical responsibilities, including a respect for diversity and demonstrate skills in leadership and team-building.

k) **Business & Technology/ELST**

**Change of Program Description: Student Learning Outcomes: Associate of Applied Science in Electronics Service Technology.** Review and approval of the publication of the Student Learning Outcomes for the A.A.S. in Electronics Service Technology. Student Learning Outcomes: Explain the basic principles of analog and digital electronics; Use technical documentation to repair equipment; Apply critical thinking techniques to run diagnostic tests and perform preventive maintenance checks and services on equipment; Compare equipment in the lab with equipment used in industry and explain their similarities; Apply professional and ethical responsibilities, including a respect for diversity and demonstrate skills in leadership and team-building.

l) **Business & Technology/FPTC**

**Change of Program Description: Student Learning Outcomes: Associate of Applied Science in Fire Science Technology.** Review and approval of the publication of the Student Learning Outcomes for the A.A.S. in Fire Science Technology. Student Learning Outcomes: Explain fire preventive practices and describe the skills necessary to effectively carryout the duties of an entry-level firefighter; Use critical thinking skills to identify financial processes associated with fire service; Demonstrate the knowledge of fire service organization and management; Discuss the methods used for an effective emergency management program; Apply professional and ethical responsibilities, including a respect for diversity and demonstrate skills in leadership and team-building.

m) **Business & Technology/INCO**

**Change of Program Description: Student Learning Outcomes: Associate of Applied Science in Instrumentation and Control.** Review and approval of the publication of the Student Learning Outcomes for the A.A.S. in Instrumentation and Control. Student Learning Outcomes: Discuss the process to obtain an entry-level position in the chemical, refining, oil and gas production, waste and water-treatment, food, pharmaceutical, and related manufacturing industries; Use critical thinking skills to research, evaluate, analyze, and synthesize information to solve problems related to process equipment, instruments, systems, and operations; Demonstrate effective communication skills to ensure optimal communication with shift co-workers, first line supervisors, maintenance personnel, safety personnel, and contractors; Explain safety, health, and environmental standards in a plant; Apply professional and ethical responsibilities, including a respect for diversity and demonstrate skills in leadership and team building.

n) **Business & Technology/BUMG**

**Program Revision:** Associate of Applied Science in Business and Management.

- i. **Concentration in Office Management:** (note: documentation does not reference modifications to program addressed February 25, 2022).  
Required Courses in Concentration: DELETE: ACCT-222: Computerized Accounting Using Quickbooks; ADD: BUSG-121: Business Mathematics.  
Elective List (Select one [1] of six [6] courses): DELETE: BUSG-121: Business Mathematics; ADD: ACCT-222: Computerized Accounting Using Quickbooks. Total Concentration and Total Program Hours remain the same. Adjust Suggested Sequence to reflect changes, specifically Third Semester and Fourth Semester.
- ii. **Concentration in Entrepreneurship/Small Business Management:**  
Required Courses in Concentration: DELETE: ACCT-222: Computerized Accounting Using Quickbooks; ADD: BUSG-121: Business Mathematics.  
Elective List (Select two [2] of six [6] courses, one [1] is a full-rubric option): DELETE: BUSG-121: Business Mathematics; ADD: ACCT-222: Computerized Accounting Using Quickbooks. Total Concentration and Total Program Hours remain the same. Adjust Suggested Sequence to reflect changes, specifically Second Semester, Third Semester, and Fourth Semester.

o) **Business & Technology/ENTE**

**Program Revision:** **Certificate of Technical Studies in Entrepreneurship.** Revise the C.T.S. in Entrepreneurship: Required Courses in Major: DELETE: ACCT-222: Computerized Accounting Using Quickbooks; ADD: BUSG-121: Business Mathematics. Total Program Hours remain the same. Adjust Suggested Sequence to reflect changes, specifically First Semester and Second Semester.

p) **Business & Technology/CMIN**

**Concept Proposal of a New Instructional Program:** **Certificate of Technical Studies in Game Media Design.** Creation of a new twenty-four (24) hour C.T.S. program in Game Media Design. The goal of program is for students to learn the skills necessary to enter the workforce in a variety of roles in game design and development. All courses are existing at the College and are offered on a regular basis. Initiating the proposed certificate level program will incur no additional expenses.

## VIII. Consent Agenda

- a) [Business & Technology/BUSG Master Syllabus Revision/Student Learning Outcomes: BUSG-102: Customer Service Skills.](#) Note: Change outcome #3 to “Communicate effectively when working with customers.”
  
- b) [Business & Technology/BUSG Master Syllabus Revision/Student Learning Outcomes: BUSG-224: Business Computer Applications.](#) Note: Change outcome #2 to “Use spreadsheet analysis to create formulas, charts, and data tables; and, utilize functions.”

## IX. Old Business

X. [Next Meeting](#) April 22, 2022

## XI. Adjournment