

CURRICULUM COMMITTEE MEETING

Friday, September 11, 2026, 1:00 p.m.
City Park Campus, Lac Maurepas, Student Life Center (Building #23, Second Floor)

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 June 18, 2026](#)**
- V. Curriculum Committee Functions—Rosaria Guastella**
 - [The Office of Curriculum and Program Development](#)**
 - a) Membership List
 - b) Curriculum Development Calendar
 - c) Charter: Committee on Curriculum PPM—Policy No. AA-1622.1D
 - d) The College Curriculum PPM—Policy No AA-1510-1A
 - e) Master Syllabus PPM—Policy No. AA-1503-1A
 - f) Board of Regents Approved Academic Degree Terms and Designations—Policy No. 2.11
 - g) Board of Regents Definitions of Undergraduate Certificates and Degrees—Policy No 2.15
 - h) Board of Regents Statewide General Education Requirements—Policy No. 2.16
Note: Table *Statewide General Education Requirements*.
- VI. Curriculum Operations Report—Rosaria Guastella**
- VII. New Business**
 - a) **[Research and Planning Report for Review and Discussion](#)**
 - LCTC Policy 1.047
 - 2025-26 Program Health Index

b) [School of Business](#)

Program Revision: Associate of Applied Science in Business and Management: Human Resource Management/Leadership Concentration

Add: BUSG 210: Business Ethics

Revise: “choose from” courses from three (3) courses to two (2) courses

Revise Suggested Sequence accordingly

c) [School of Science, Technology, Engineering, and Mathematics](#)

Revision: Natural Science General Education:

Add: BIOL 161: Introductory Anatomy and Physiology (3) and BIOL 163: Introductory Anatomy and Physiology Laboratory (1) to Natural Science General Education course list.

d) [School of Science, Technology, Engineering, and Mathematics](#)

Program Revision: Career and Technical Certificate (CTC) Game Development Foundations

Delete: CITS 168: 3D Modeling and Animation for Games and Film (formerly ADOT 162)

Add: CITS 131: Python Programming Logic I

Revise: Program Description:

The Career and Technical Certificate in Game Development Foundations is 180 clock hours and provides students with an opportunity for career exploration in game media and game design. All courses comprising this certificate may be applied to the Certificate of Technical Studies in Game Media Development and the Associate of Applied Science degree in Computer Information Technology. Coursework in the CTC prepares students to earn industry-based certifications in Autodesk, Python, and Unity.

Revise Suggested Sequence accordingly. Program hours remain the same.

e) [School of Science, Technology, Engineering, and Mathematics](#)

Program Revision: Certificate of Technical Studies (CTS) Game Media Development

Delete: CITS 127: Photo Editing for Windows (formerly ADOT 131)

Delete: CITS 168: 3D Modeling and Animation for Games and Film (formerly ADOT 162)

Delete: “choose from” category

Add: CITS 131: Python Programming Logic I

Add: CITS 231: Java Programming I

Add: CITS 232: Java Programming II

Add: CITS 261: Game Development for Virtual Reality

Revise: Program Description:

The Certificate of Technical Studies in Game Media Development is 24 credit hours and provides students with a full pathway from certificate to associate degree. This certificate requires not only game design and development coursework but also a core curriculum of information technology coursework. The CTS serves as an entry point to

the field as well as the next step for students wishing to pursue the Associate of Applied Science degree in Computer Information Technology. Coursework in the CTS prepares students to earn industry-based certifications in Unity, Python, Java, and Autodesk.

Revise Suggested Sequence accordingly. Program hours remain the same.

VIII. Consent Agenda

- a) **Terminate** the following DMTP (Dietary Management) Courses (program no longer exists):
 - DMTP 101: Medical Nutrition Therapy
 - DMTP 110: ANFP Resource Management
 - DMTP 115: ANFP Food Service Operations
 - DMTP 125: ANFP Field Experience
- b) **Terminate** the following ADOT courses:
 - ADOT 105: Survey of Computer Applications
 - ADOT 131: Photo Editing for Windows
 - ADOT 161: Modeling and Texturing for 3D Animation and Games
 - ADOT 162: 3D Modeling and Animation for Games and Film
 - ADOT 209: User Experience and Prototyping
 - ADOT 264: Database Applications
- c) **Remove** PHAR 109: Pharmacology for the Pharmacy Technician II as prerequisite for PHAR 104: Pharmacology for the Pharmacy Technician I
- d) **Revise** General Studies Concentration requirements in Medical Laboratory Technician to reflect Associate of Applied Science requirements in Medical Laboratory Technician:
 - Replace** MATH 120: Contemporary Math with MATH 130: College Algebra
 - Replace** BIOL 161/163 (lecture and lab): Introductory Anatomy and Physiology OR BIOL 251/253 (lecture and lab): Human Anatomy and Physiology I with BIOL 141/143 (lecture and lab): General Biology I
 - Replace** CHEM 141/143 (lecture and lab): Chemistry (science majors) with CHEM 101/107 (lecture and lab): Chemistry (non science majors)
- e) **Revise** General Studies Concentrations in: Biology, Chemistry, Computer Science, Mathematics, and Science:
 - Add:** CITS 101: Computer and Internet Literacy as an “or” option with CITS 100: Introduction to Computer Applications.
- f) **Revise** Certificate of Technical Studies (CTS) Precision Machining:
 - Replace** ADOT 105: Survey of Computer Applications with CITS 100: Intro to Computer Applications (ADOT prefix courses replaced with CITS prefix)

g) [Revise](#) Certificate of Technical Studies (CTS) Electrical Technology for Industrial Automation (formerly Electrician: Small Industrial) to remove Approved Electives Category due to termination of TECH 290: Fundamentals of Mechatronics and TECH 295: Industrial Robotics and move ELEC 133: Motors, Transformers, and Generators and ELEC 144: Motor Controls to Required Courses in Major.

IX. Old Business

X. Next Meeting October 9, 2026

XI. Adjournment