Program Creation Process Sign-Off

Program Title: Certificate of Achievement in Game Audio
Program Units: 36 units
Division: Fine Arts & Communication   **Proposing Faculty name(s):** Eric Kuehnl
Type of Program: _____ Transfer   or XX Workforce
Type of Award:
_____ Non-transcriptable certificate
XX_ Certificate of Achievement
_____ AA/AS Degree

Documentation checklists:

Transfer documentation
_____ Catalog Description
_____ List of Courses
_____ Articulation & transfer data
_____ Identification of existing program(s) at
CSU/UCs
_____ Completer Projections
_____ Identification of any additional
resources needed to establish program
(i.e. faculty, equipment, etc.)

Workforce documentation
_X_ Catalog Description
_X_ List of Courses
_Y_ Completer Projections
_X_ Labor Market information
_X_ Identification of any similar program(s)
in the area
_X_ Identification of any additional
resources needed to establish program
(i.e. faculty, equipment, etc.

Transfer/Workforce Work Group Comments/Recommendations:
Workforce Workgroup recommends approval. This certificate will consist of courses already in demand and being taught. Employers will see the certificate as a credential they value. It will serve our students well because it meets a demand in a growing industry.
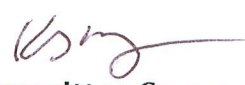
Work Group Signature: _[signature]_   Date: 12/10/14

Supervising Vice President Comments/Recommendations:

Recommend Approval -

Vice President Signature: _[signature]_   Date: 12-11-14

Planning & Resource Committee Comments/Recommendations:

PaRC Signature: Date:

Division Curriculum Committee Comments/Recommendations:

Division CC Signature: Date:

Following the review by the listed committees, this form should be forwarded to the Office of Instruction.

12/2/13

FOOTHILL COLLEGE
Credit Program Narrative
Certificate of Achievement in Game Audio

Item 1. Program Goals and Objectives

This program prepares students to be competent creators of audio content for video games while providing the opportunity to gain skills necessary to advance their careers.

Graduates will be able to:
* Apply basic principles of audio engineering, sound design, and music composition to create audio content for video games.
* Execute an original game audio project under the supervision of faculty or a professional mentor.

Item 2. Catalog Description

The Game Audio program provides opportunities for career preparation by providing courses that meet workforce needs. Game Audio content development skills are highly desirable in not only the game audio industry, but also in related industries including sound design for film & television, music composition for film & television, theatre sound, and sound for interactive media. The Game Audio Certificate of Achievement provides a solid technical background in game audio concepts and applications including dialog recording, foley recording, field recording, sound effects design, sound library management, music composition, and cinematic post-production. The outcomes of the program align with industry standards for game audio careers. Furthermore, the courses in this certificate will scale up to additional transcriptable Music Technology certificates and the AA degree in Music Technology.

Item 3. Program Requirements

Requirement	Crse #	Title	Units	CSU-GE	IGETC	Sequence
Required Core (24 Units)	MUS 84A	Introduction to Game Audio	4			Yr 2, Fall
	MUS 84B	Advanced Sound Design for Games	4			Yr 2, Winter
	MUS 84C	Music Composition for Games	4			Yr 2, Spring
	MUS 11F	Video Games & Popular Culture	4			Yr 1, Fall
	MUS 82A	Pro Tools 101: Introduction to Pro Tools	4			Yr 1, Fall
	MUS 82B	Pro Tools 110: Pro Tools Production I	4			Yr 1, Winter
2 Courses (8 Units)	MUS 82C	Pro Tools 201: Pro Tools Production II	4			Yr 1, Spring
	MUS 82D	Pro Tools 210M: Music Production Techniques	4			Yr 2, Winter
	MUS 82E	Pro Tools 210P: Post Production Techniques	4			Yr 2, Spring
1 Course (4 Units)	MUS 80A	Recording Studio Basics	4			Yr 1, Winter
	MUS 60A	Producing in the Home Studio I	4			Yr 1, Winter

Required Major Total   **36 units**
TOTAL UNITS   **36 units**

Proposed Sequence:
Year 1, Fall = 8 units
Year 1, Winter = 8 units
Year 1, Spring = 4 units
Year 2, Fall = 4 units
Year 2, Winter = 8 units
Year 2, Spring = 8 units
TOTAL UNITS: 36 units

Item 4. Master Planning

The Certificate of Achievement in Game Audio aligns with the planned goals for Foothill College because the program serves the regional area in support of workforce development and economic growth. The Certificate of Achievement in Game Audio is a new certificate and does not duplicate an already-existing program within the Foothill-De Anza District or the surrounding colleges.

There is currently an out-of-state college, BerkleeMusic.com, that offers an online certificate. Their program is strictly offered online and the students are charged considerably higher tuition, $467/credit hour. Offering a Certificate of Achievement in Game Audio will benefit our students as well as the industry, locally and statewide.

Local references in support of the Certificate of Achievement in Game Audio include advisory committee members who strongly support the partnership between Foothill College and the local game audio industry. These members have regular contact with job applicants and interns, providing a realistic understanding of the short-term and long-term educational needs of the industry.

Item 5. Enrollment and Completer Projections

The courses average 16-29 students per course. The number of projected completers per year is 20. These figures are based on the number of students completing existing Music Technology courses between the years 2012 and 2014. There is a high demand for professionals with game audio skills in the local job market, as well as in other regions of California.

Course #	Course Title	Year 1		Year 2	
		Annual Sections	Annual Enrollment	Annual Sections	Annual Enrollment
MUS84A	Introduction to Game Audio	3	57	2	32
MUS84B	Advanced Sound Design for Games*				
MUS84C	Music Composition for Games*				
MUS11F	Video Games & Popular Culture*				
MUS82A	Pro Tools 101	3	80	3	63
MUS82B	Pro Tools 110	2	39	2	43
MUS82C	Pro Tools 201	1	21	1	23
MUS82D	Pro Tools 210M	0	0	1	19
MUS82E	Pro Tools 210P	1	29	1	27
MUS80A	Recording Studio Basics	2	54	2	51
MUS60A	Recording in the Home Studio	4	87	3	74

* = New Courses for 2014-2015 Academic Year

Item 6. Place of Program in Curriculum/Similar Programs

There are currently no similar programs at Foothill College. This program fulfills a need expressed by the industry advisory board.

Item 7. Similar Programs at Other Colleges in Service Area

There are no other colleges within reasonable commuting distance that offer a similar program.

Item 8. Additional Resources Required

No other resources are required at this time. The program will use existing college computer teaching labs and recording studio facilities, both of which are available to students for lab work outside of class.