



# Program Review Data Summary

**Subject: Game Development**

## Resource Utilization Indicators

	Number of Faculty		Student Credit Hours by Faculty Type		
	Part Time	Full Time	Part Time	Full Time	Total
2015	4	2	434	1,094	<b>1,528</b>
2016	6	2	960	680	<b>1,640</b>
2017	5	2	784	918	<b>1,702</b>

**Notes:**

Faculty type determined using cost center (org #). Some subjects may have more than one org #.  
 A full-time faculty member teaching a subject NOT tied to his or her home cost center is counted as part-time for that subject.  
 Total Student Credit Hours (SCH) are divided by the number of faculty teaching the class. E.g., for a class generating 30 SCH with 3 full-time faculty, then 10 SCH go to each faculty member.

## Quality Indicators

Year	Subject	Subject Prefix	Headcount (unduplicated)	seats filled	#sections	Average Class Size	% Student Completion	% Student Success	% Student Attrition	Student Credit Hours
2015	Game Development	GAME	208	534	33	16.2	93	79	6	<b>1,528</b>
2016	Game Development	GAME	223	570	36	15.8	92	76	7	<b>1,640</b>
2017	Game Development	GAME	233	587	42	14.0	95	74	4	<b>1,702</b>

**Notes:**

Attrition rate: number of students with a W grade divided by total enrolled (unduplicated headcount)  
 Success rate: number of students with grades A, B, C, or P divided by total enrolled (unduplicated headcount)  
 Completion rate: number of students with grades A, B, C, D, F, or P divided by total enrolled (unduplicated headcount)

## Quality Indicators - Expenses & Revenue

Year	Subject	Direct Tuition Revenue	Direct Expenses	Direct Cost Per CrHr	Total Revenue	Total Expenses	Total Cost Per CrHr
2016	Game Development	\$141,528.58	\$309,734.30	\$191.08	\$566,793.54	\$667,665.31	\$411.88
2017	Game Development	\$144,834.83	\$417,201.19	\$243.27	\$610,666.92	\$715,477.61	\$417.19

**Notes:**

CrHr: Credit Hour  
 direct: Includes department expenses/revenues as well as percentage of direct administrative expenditures.  
 indirect: Includes a percentage of expenses and revenues associated with all other areas of campus that provide support to your program.  
 total: includes both direct and indirect  
 source Activity Based Cost (ABC) model updated Spring 2018.

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## Quality Indicators - Program Outcomes

### %Placement Rate for Graduates

employed	2013-2014	2014-2015	2015-2016
Game Development (2650 assoc)	0	33	17
Game Narrative Advanced (4130 cert)		0	

### # of Graduates

graduates	2015	2016	2017	total
Game Development (2650 assoc)	15	19	13	47
Game Narrative Advanced (4130 cert)	1			1

### # of Graduates Transferring

transfers	2013-2014	2014-2015	2015-2016
Game Development (2650 assoc)	2	7	5
Game Narrative Advanced (4130 cert)			