

JCCC Program Review Summary 2022

Subject: **Game Development**

Resource Utilization Indicators

	Number of Faculty		Student Credit Hours by Faculty Type		
	Full Time	Part Time	Full Time	Part Time	Total
2020	2	4	951	360	1,311
2021	3	3	1,070	248	1,318
2022	3	3	1,218	303	1,521

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 - Enrollment

Year	Subject	Subject Prefix	Headcount	Seats Filled	# Sections	Average Class Size	% Student Completion	% Student Success	% Student Attrition	Student Credit Hours
2020	Game Development	GAME	203	471	33	14.3	89	72	10	1,311
2021	Game Development	GAME	205	457	32	14.3	90	73	9	1,318
2022	Game Development	GAME	229	535	37	14.5	97	77	2	1,521

Notes:

Headcount: Unduplicated headcount of students enrolled in an academic year. Includes those who withdrew with a W grade.

Seats Filled: Duplicated headcount of students enrolled in an academic year. Includes those who withdrew with a W grade.

Attrition rate: Number of students with a W grade divided by seats filled.

Success rate: Number of students with grades A, B, C, or P divided by seats filled.

Completion rate: Number of students with grades A, B, C, D, F, or P divided by seats filled.

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Quality Indicators - Program Outcomes

% Placement Rate for Graduates

Employed	2018-2019	2019-2020	2020-2021
Game Development (2650 assoc)	0%	0%	0%
Game Narrative Advanced (4130 cert)			

Notes:

Source: JCCC Follow-Up Survey

Placement rate calculation: Total employed in a related field divided by the total who responded to the JCCC Follow-up Survey.

of Graduates Transferring

Transfers	2018-2019	2019-2020	2020-2021
Game Development (2650 assoc)	2	2	0
Game Narrative Advanced (4130 cert)			

of Graduates

Graduates	2019-2020	2020-2021	2021-2022	Total
Game Development (2650 assoc)	12	6	10	28