

JCCC Program Review Summary 2021

Subject: **Game Development**

Resource Utilization Indicators

	Number of Faculty		Student Credit Hours by Faculty Type		
	Part Time	Full Time	Part Time	Full Time	Total
2019	5	2	572	906	1478
2020	4	2	360	951	1311
2021	3	3	248	1070	1318

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 (unduplicated)	seats filled	#sections	Average Class Size	% Student Completion	% Student Success	% Student Attrition	Student Credit Hours
2019	Game Development	GAME	220	514	38	13.5	89	72	10	1,478
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

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
2018	Game Development	\$119,355.49	\$477,496.58	\$284.06	\$659,594.28	\$839,597.07	\$499.46
2019	Game Development	\$122,173.52	\$369,966.08	\$250.82	\$571,837.98	\$647,020.37	\$438.66
2020	Game Development	\$109,377.99	\$344,781.83	\$262.59	\$559,366.81	\$602,433.96	\$458.82

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 Fall 2020.

JCCC Program Review Summary 2021

Subject: **Game Development**

Quality Indicators - Program Outcomes

% Placement Rate for Graduates

Employed	2017-2018	2018-2019	2019-2020
Game Development (2650 assoc)	23%	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	2017-2018	2018-2019	2019-2020
Game Development (2650 assoc)	3	2	2
Game Narrative Advanced (4130 cert)			

of Graduates

Graduates	2018-2019	2019-2020	2020-2021	Total
Game Development (2650 assoc)	19	12	6	37