Program Review

JOHNSON COUNTY COMMUNITY COLLEGE

Program Review Data Summary

Subject: Game Development

Resource Utlization Indicators

	Number of Faculty		Student Credit Hours by Faculty Type		
	Full Time	**Part Time**	**Full Time**	**Part Time**	**Total**
2017	2	5	918	784	**1,702**
2018	2	6	923	753	**1,676**
2019	2	5	906	572	**1,478**

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
2017	Game Development	GAME	233	587	42	14.0	95	74	4	**1,702**
2018	Game Development	GAME	218	562	41	13.7	93	75	6	**1,676**
2019	Game Development	GAME	220	514	38	13.5	89	72	10	**1,478**

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	$417,331.99	$243.34	$610,666.92	$715,583.62	$417.25
2018	Game Development	$119,355.49	$477,134.92	$283.84	$660,917.85	$785,341.33	$467.19

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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Subject: **Game Development**

Quality Indicators - Program Outcomes

% Placement Rate for Graduates

employed	2015-2016	2016-2017	2017-2018
Game Development (2650 assoc)	17	0	23
Game Narrative Advanced (4130 cert)			

# of Graduates Transferring

transfers	2015-2016	2016-2017	2017-2018
Game Development (2650 assoc)	6	6	3
Game Narrative Advanced (4130 cert)			

Quality Indicators - Expenses & Revenue

# of Graduates

graduates	2017	2018	2019	Total
Game Development (2650 assoc)	13	22	19	54

College Now and Honors Contract courses excluded; Quick Step included; Data is as of End-of-Term.
Graduates who transfered to either a two year or a four year school counted.
Source: Office of Institutional Planning and Research; Jul 30, 2020

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