COMPUTER- AIDED TECHNOLOGY ADVISORY BOARD MEETING

Meeting Minutes
March 8, 2007
8:30 a.m. Room 401

Those in attendance:

John Helton – Program Coordinator/Professor of Computer-Aided Technology
Doug Gregory – Professor of Computer-Aided Technology
Vicki Gibson – Acting Dean of Information Technology
Gary Dominguez – Supervisor of Student Computer Center/Adjunct Professor of Computer-Aided Technology
Akram Taghavi-Burris – Adjunct Professor of Computer-Aided Technology

Shannon Calhoon – City of Oklahoma City
Billy Foster – Haliburton
Randy Harper – Haliburton
Chris Hedrick – Canadian Valley Technology Center
Mike Warren – City of Edmond
David Wiggins – City of Oklahoma City
Bruce Yancy – Moore Norman Technology Center
Piyush Patel – PI Studios, Inc

Professor Helton opened the meeting thanking everyone for attending. He introduced himself and explained the purpose of this meeting which is how to improve our programs. He then had everyone introduce themselves.

Packets with Course Descriptions, Degree Programs and The Mission Statement of the College were provided.

Professor Helton gave a brief history of the Department and spoke about the name change from DDT (Drafting and Design Technology) to CAD (Computer-Aided Design) and now CAT (Computer-Aided Technology) since the program has changed a lot over the last couple years.
He then, explained the overview of our degree programs; Computer-Aided Design Emphasis (AAS & Certificate), Multimedia Emphasis (AAS & Certificate) and new Game Design emphasis (AAS) which is pending approval. He shared that we had a big demand by our students, mainly art or artistic students, for some type of Game Design Program.

Mr. Hedrick asked if coding is included in the Game Design emphasis.

Professor Gregory replied that our focus is mainly art and graphics.

Professor Helton added that Roger State has a BA program of Game Design and Development which focuses on both art and programming, and OSU-OKC has one for programming. No one was specializing in the graphics part of the Game Design.

Professor Gregory stated that our programs are balanced enough that our Multimedia students can end up in a job that might be CAD and vice-versa. He explained that what we have always tried to work in this program is to not marry any of the programs to one segment of the industry, but to develop a broad based professional.

Mr. Hedrick asked about the Game Design degree being transferable to a 4 year institution.

Professor Helton explained that even our CAD degree will not transfer directly to OU, it will not be transferable. AAS degrees are designed for placing students on a job.

Professor Helton shared that he knew we do not have demands in the local area, but our students are aware of the market. It is a new market like Multimedia was 10 years ago.

Mr. Patel expressed that the gaming industry is global, although it is new to Oklahoma City area. We need to realize that we are competing in a global market.

Professor Taghavi-Burris mentioned that the Flash based games are very popular on cell phones and mobile game devices.

Professor Helton moved on to the next topic, Abet Accreditation.

Professor Gregory explained the process of the Abet Accreditation Board for Engineering Technology. Abet incorporates all the engineering disciplines, all of the engineering and technology licensing, they all come together to form Abet Accredited Academic Institutions. There are currently 5,000 institutions in the country accredited. OU & OSU are the only two programs in the state, and we will be the first community college in Oklahoma. These people are looking at our program, we provide accreditation which gives us a national recognition as far as listing as being accredited; we will be able to publish that catalog under the program. It will provide assurance for employers of the level of education we provide to our students with a degree of assurance of the quality of education they will get. Now the accreditation cycle which is currently self study with Abet, they will approve it this summer. We will have a chairman for the accreditation team appointed. There will be a visitation team come onsite after reviewing all of our paperwork, they will come onsite to talk to all of our instructors, students, current employers, to validate and see if what we are saying and whether it comes up to their standard. We will also be mentioning and reviewing you in the self study.

Professor Gregory clarified that Abet Accreditation is only for the CAD program, it will not include Multimedia or Game Design.

Professor Gregory read the mission statement for the program. He asked the members that if the statement is acceptable or need to rewrite, also he asked any comments on that statement.

Mr. Foster asked about the field trips to the industry.

Professor Gregory replied that there are two different levels of field trips. One is a traditional field trip to see what it is going on. The other approach is in the CAD management course, which students have to go out and find an industry, a real company, they will interview the drafting supervisor, evaluate hardware and software used, and put it together as a student proposal.

Professor Helton pointed out the problems that may arise through the field trip program is a liability issue. There are many companies not accepting company tours any longer.

Professor Gregory encourages field trips as a student club's activity.

Professor Helton mentioned that we are adding a new course to the program because of Abet Accreditation, they require materials and profits course which will be introduced for the first time in August. The field trips and the course will go together, and that will be a great event for that class.

Professor Gregory explained the criteria of an industry lead advisory board. The criteria stated that to achieve to move from the past advisory committee to active advisory committee will meet more often, review each course objectives; provide more direct input into the program. The advisory committee to chose chair by non-school employee. The president or the chair of that committee would be one from the industry.

Professor Helton added that we need to find a president for both advisory boards; we normally have two different advisory boards, CAT and Multimedia. He also stated that Abet wants to make sure that our program is driven by industry not by us.

Professor Helton told that we need support and feedback from people from the industry to improve our programs.

Professor Helton shared that the CAT program has been given $90,000 to develop the GIS program. He asked members who work for local municipalities and have experiences with GIS to help use the fund effectively, and to develop Steering Committee for inputs. He also mentioned that a new program needs to be developed, which could be a Certificate of Mastery, AAS or AS.

Mr. Warren shared that 40% of the data for City of Edmond is stored in a different method than desired. He said that students need to learn CAD & GIS.

Mr. Calhoon shared that City of Oklahoma City heavily depends on GIS, which used for water, utility, equipment and complains. About 70% of city work is done by GIS, and is looking for three mapping technicians.

Professor Helton asked to send a job description that requires GIS skills, which will help develop our program.

Professor Helton shared that a new Animation instructor is pending approval. Also if the Board approves the Game Design Degree Program, a CAT instructor will be advertised.

Professor Helton mentioned that Student Capstone Presentation will be on May 11.

Professor Helton asked all members if they have any comments and concerns.

The meeting was adjourned.