KWANTLEN POLYTECHNIC UNIVERSITY
Senate

SENATE STANDING COMMITTEE ON CURRICULUM
Wednesday, October 7, 2026
2:00 p.m. – 4:00 p.m.
MS Teams

Attending:		
Voting Members	**Non-Voting Members**	**Presenters and Administrative Resources**
Brett Favaro	Catherine Schwichtenberg, Chair	Michelle Molnar
Celia Brinkerhoff	Leeann Waddington	Nancy Train
Krista Gerlich-Fitzgerald	Meredith Laird	
Naomi Ben-Yehuda	Nadia Henwood	
Parthi Krishnan	Nishan Perera	
Richard Popoff	**Ex Officio (voting, non-quorum)**	
Shelley Boyd	Diane Purvey, President, *pro tem*	
	Kwuntiltunaat (Kim Baird), Chancellor	
Regrets:		

Agenda

M = Motion to Approve
D = Discussion
I = Information
E = Education

AGENDA ITEM	PRESENTER	ACTION	TIME	PAGE
1. Call to Order and Opening Remarks	Catherine Schwichtenberg		2:00	
We at Kwantlen Polytechnic University respectfully acknowledge that we live, work and study in a region that overlaps with the unceded traditional and ancestral First Nations territories of the Kwantlen First Nation, which gifted its name to this university and the Musqueam, Katzie, Semiahmoo, Tsawwassen, Qayqayt, and Kwikwetlem.				
2. Adoption of Agenda	Catherine Schwichtenberg	M	2:05	1
MOTION: THAT the agenda be adopted as presented.				
3. Minutes of the September 9, 2026 Meeting	Catherine Schwichtenberg	M	2:07	3
MOTION: THAT the minutes be approved as circulated.				
4. Chair's Report	Catherine Schwichtenberg	I	2:10	
5. New Business				
5.1. SSCC Subcommittee Nominations	Catherine Schwichtenberg	M	2:15	6

MOTION: THAT the Senate Standing Committee on Curriculum appoint the following members to their subcommittees:

Subcommittee on Writing-Intensive Courses:

- **Heather Cyr, Faculty Member, English, Faculty of Arts, Voting, October 8, 2026 – August 31, 2029**

- **Mark Pritchard, Faculty member, Wilson School of Design, Voting, September 10, 2026 – August 31, 2029**

5.2.	Course Outlines	Catherine Schwichtenberg	M	2:20	7

THAT the Senate Standing Committee on Curriculum recommend that Senate approve the following revised course:

- **MRKT 1299 – Consumer Behaviour**

5.3.	Program Revision: Certificate in Foundations in Entertainment Arts	Ed Ko, Shelley Boyd	M	2:25	8

THAT the Senate Standing Committee on Curriculum recommend that Senate approve the changes to the Certificate in Foundations in Entertainment Arts program and associated courses, effective September 1, 2027.

5.4.	Program Revision: Diploma in 3D Animation and 3D Modelling	Ed Ko	M	2:35	11

THAT the Senate Standing Committee on Curriculum recommend that Senate approve the revisions to the Diploma in 3D Animation and 3D Modelling and associated courses, effective September 1, 2027.

5.5.	Program Revision: Certificate in Foundations in Entertainment Arts	Ed Ko	M	2:45	14

THAT the Senate Standing Committee on Curriculum recommend that Senate approve the revisions to the Diploma in Game Development and associated courses, effective September 1, 2027.

6. Items for Information
7. Adjournment and Next Meeting

Next meeting: November 4, 2026

KWANTLEN POLYTECHNIC UNIVERSITY
Senate

SENATE STANDING COMMITTEE ON CURRICULUM
Regular Meeting Minutes
Wednesday, September 9, 2026
2:00 p.m. –4:00 p.m.
MS Teams

Present		
Voting Members	**Non-Voting Members**	**Presenters and Administrative Resources**
Brett Favaro	Catherine Schwichtenberg, Chair	Michelle Molnar
Celia Brinkerhoff	Meredith Laird	
Krista Gerlich-Fitzgerald	Nadia Henwood	
Naomi Ben-Yehuda	Nishan Perera	
Parthi Krishnan		**Guests**
Richard Popoff		David Connop Price
Shelley Boyd		Josephine Chan
Not Present:		
Leeann Waddington		

1. **Call to Order and Opening Remarks**

The chair called the meeting to order at 2:00 p.m.

The chair acknowledged KPU's commitment to reconciliation and recognition that we live, work and study in a region that overlaps with the unceded traditional and ancestral First Nations territories of the Musqueam, Katzie, Semiahmoo, Tsawwassen, Qayqayt, and Kwikwetlem, and with the lands of the Kwantlen First Nation, which gifted its name to this university.

2. **Adoption of the Agenda**

MOVED, SECONDED AND CARRIED THAT the agenda be approved as circulated.

3. **Approval of the Minutes**

MOVED, SECONDED AND CARRIED THAT the minutes be approved as circulated.

4. **Chair's Report**

4.1. **Member Introductions**

Committee members introduced themselves and shared a fun fact from their summer.

4.2. **Committee Mandate and Membership Review**

The chair reviewed the Curriculum Committee's responsibilities, membership structure, vacancies, and inter-committee coordination. The committee noted a gap in the mandate regarding results of the program review process leading to program revisions. The chair noted that she planned to review the revised program review process and will report back at a future meeting.

4.3. **Key Documents and Common Agenda Items**

The committee discussed the significance of key policies, including AC10 – Development and Change of Senate-Approved Programs and AC14 – KPU Credential Framework, which guide much of the committee's work. The Chair also identified the Course Outline Manual, which is due for a comprehensive review, and the Academic Plan as important resources informing the committee's decision-making.

It was noted that requests related to intake cancellations, program suspensions, and program discontinuations are considered by the Senate Standing Committee on Academic Planning and Priorities (SSCAPP) and the Senate Standing Committee on University Budget (SSCUB) in accordance with AC10 procedures. While these matters do not fall within this committee's mandate, members were encouraged to remain aware of programs undergoing such changes given their broader academic implications.

5. **New Business**

5.1. **SSCC Subcommittee Nominations**

MOVED, SECONDED AND CARRIED that the Senate Standing Committee on Curriculum appoint the following members to their subcommittees:

Subcommittee on Pathway Courses:

- Rajdeep Gill, Faculty Member, Faculty of Arts, Voting, September 10, 2026 – August 31, 2029
- Mike Harris, Academic Advisor, Voting, September 10, 2026 – August 31, 2029

Subcommittee on Quantitative Courses:

- Mariana Gatzeva, Faculty Member, Faculty of Arts, Voting, September 10, 2026 – August 31, 2029
- Victor Martinez, Faculty Members, Wilson School of Design, Voting, September 10, 2026 – August 31, 2026

5.2. **Undergraduate Pathway Course Recommendations**

The committee received a report from the Pathway Subcommittee on its review of pathway-designated courses, which examined DFW rates from Fall 2022–Summer 2026.

Members considered a revised governance approach whereby Senate would recommend that Faculties review pathway designations using established criteria and data and, where appropriate, remove pathway designations through their usual governance processes. The proposed process includes consultation with OREG, consideration of course-capacity planning and student impacts, and the provision of appropriate pedagogical supports.

Members emphasized the importance of understanding the effect of proposed changes on current and prospective pathway students and requested that faculty review materials include student-impact data, including the number of affected students, pathway and non-pathway DFW rates, and other relevant information to support informed decision-making.

Discussion also highlighted the need for clear student communication, consideration of access supports and awareness of available teaching and learning resources.

The original motion was amended to:

MOVED, SECONDED AND CARRIED that the Senate Standing Committee on Curriculum recommend that Senate recommend that Faculties review the criteria and data, and remove the pathway designation for the listed courses through their usual governance process, that the respective Deans consult with OREG on implications, that plans be put in place to ensure there is course capacity for pathway students once the course list is reduced for Pathway 2 and Pathway 3, and that faculty have the necessary pedagogical supports for pathway courses. These changes should be completed in time for implementation for September 1, 2027.

6. **Items for Discussion**

6.1. **DQAB Determination Update**

Meredith Laird, Manager, Curricular Support, reported that the Bachelor of Traditional Chinese Medicine was determined by the Degree Quality Assessment Board not to constitute a new degree, allowing implementation to proceed as approved.

7. **Adjournment and Next Meeting**

The meeting adjourned at 3:30 p.m.

The date of the next meeting is October 7, 2026.

KWANTLEN POLYTECHNIC UNIVERSITY

SENATE STANDING COMMITTEE ON CURRICULUM
Agenda Number: *5.1*
Meeting Date: *Wednesday, October 7, 2026*
Presenter(s): *Catherine Schwichtenberg*

AGENDA TITLE: SSCC SUBCOMMITTEE NOMINATIONS

ACTION REQUESTED: Motion

THAT the Senate Standing Committee on Curriculum appoint the following members to their subcommittees:

Subcommittee on Writing-Intensive Courses:

- **Heather Cyr, Faculty Member, English, Faculty of Arts, Voting, October 8, 2026 – August 31, 2029**
- **Mark Pritchard, Faculty Member, Wilson School of Design, Voting, October 8, 2026 – August 31, 2029**

Executive Summary

The Senate Standing Committee on Curriculum is responsible for appointing members to its subcommittees:

1. Subcommittee on Quantitative Courses (SQC)
2. Subcommittee on Writing-Intensive Courses (SWIC)
3. Subcommittee on Pathway Courses (SPWC)

From time to time, subcommittee members will change and nominations will come forward to the SSCC for review and appointment.

Consultations

1. Faculty of Arts Nominations Committee
2. Wilson School of Design Faculty Council

Prepared by	**Date submitted**
Michelle Molnar, Associate University Secretary	September 23, 2026

KWANTLEN POLYTECHNIC UNIVERSITY

SENATE STANDING COMMITTEE ON CURRICULUM
Agenda Number: *5.2*
Meeting Date: *Wednesday, October 7, 2026*
Presenter(s): *Catherine Schwichtenberg*

AGENDA TITLE: COURSE OUTLINES

ACTION REQUESTED: Motion

THAT the Senate Standing Committee on Curriculum recommend that Senate approve the following revised course:

MRKT 1299 – Consumer Behaviour

Executive Summary

The Senate Standing Committee on Curriculum has the mandate to receive and review all new, revised, and discontinued course outlines whose revisions require approval by Senate.

As per the Course Outline Manual, all new and discontinued course outlines must be approved by Senate. All revised course outlines that have changes to the following areas require Senate approval:

- Discontinuance of the course
- Credits (triggers a new course)
- Prerequisites/Corequisites
- Assessments inconsistent with Policy and Procedures AC4 Student Evaluation and Grading
- Schedule Types (previously referred to as course format)
- Course level
- Attributes - Quantitative status, Writing-intensive status, Pathway course

Consultations

1. Faculty level governance committees

Prepared by	**Date submitted**
Michelle Molnar, Associate University Secretary	October 1, 2026

KWANTLEN POLYTECHNIC UNIVERSITY

SENATE STANDING COMMITTEE ON CURRICULUM
Agenda Number: *5.3*
Meeting Date: *Wednesday, October 7, 2026*
Presenter(s): *Shelley Boyd, Ed Ko*

AGENDA TITLE: PROGRAM REVISION: CERTIFICATE IN FOUNDATIONS IN ENTERTAINMENT ARTS

ACTION REQUESTED: Motion

THAT the Senate Standing Committee on Curriculum recommend that Senate approve the changes to the Certificate in Foundations in Entertainment Arts program and associated courses, effective September 1, 2027.

Reason for Revision

As per the Procedures of AC10, program revisions at KPU begin either 1) as actions arising from an approved Quality Assurance Plan developed through the program review process or 2) in response to specific issues whose solution cannot be delayed until a Program Review.

Please indicate which the reason for the revision

☐ Arising from an approved Quality Assurance Plan Click or tap to enter a date.

☒ Other issue See attached.

Executive Summary

This proposal outlines the revisions to the **Certificate in Foundations in Entertainment Arts** as part of the larger revision to three program changes within the Entertainment Arts suite. The changes provide better alignment with KPU standards, aim to improve student access, and support future program growth.

The changes focused on streamlining prerequisites, increasing learner flexibility, creating a more focused program by eliminating redundancies, improving access through a more affordable diploma program, and introducing special topics to support future expansion and industry responsiveness.

Overall, the revised programs reduce the overall total credits:

- the Certificate in Foundations in Entertainment Arts will become at 32 credits, down from 48 credits;
- the Diploma in 3D Animation and 3D Modelling will become 64 credits, down from 96 credits;
- the Diploma in Game Development will become 64 credits, down from 96 credits.

These changes were achieved by removing redundancy in courses, combining disciplines to better align with industry practice, and removing certain non-essential courses.

The revised diploma programs have more streamlined pre-requisite setup to better align with student progression and more in keeping with other diploma programs at KPU that are typically around 60 credits.

Together, these revisions create a more learner-centered and accessible pathway into Entertainment Arts, with the goal of increasing student intake, supporting retention, and providing greater flexibility as students' progress through the programs.

Governance Review

September 18, 2026 – approved by Faculty of Arts Faculty Council

September 18, 2026 – approved by Faculty of Arts Standing Committee Curriculum

September 17, 2026 – approved by Faculty of Arts Academic Planning & Priorities Committee

Consultations

1. David Burns, Provost and Vice President, Academic, pro tem
2. Amy Jeon, Associate Vice-President, Academic, pro tem
3. Shelley Boyd, Dean, Faculty of Arts
4. Nadia Henwood, Associate Vice President, Enrolment Services and Registrar
5. Lori McElroy, Associate Vice President, Planning and Accountability

Attachments

1. Program Revision for Certificate in Foundations in ENTA
2. Certificate in Foundations in Entertainment Arts Curriculum Map
3. Current Program: https://nextcalendar.kpu.ca/programadmin/?key=58
4. Proposed Program: https://nextcalendar.kpu.ca/programadmin/?key=217
5. Related Courses

Term 1	ENTA 1104	Photography in Entertainment Arts	NEW
	ENTA 1105	Interactive Design 1	NEW
	ENTA 1106	Sketching for Communication in Entertainment Arts	NEW
	ENTA 1107	Intro to Sculpting in Entertainment Arts	NEW
	ENTA 1150	Intro to Entertainment Arts	NEW
Term 2	ENTA 1204	Visual Storytelling in Entertainment Arts	NEW
	ENTA 1205	Interactive Design 2	NEW
	ENTA 1206	Dynamic Sketching in Entertainment Arts	NEW
	ENTA 1207	Digital Craft in Entertainment Arts	NEW
	ENTA 1250	Research, Design & Development in Entertainment Arts	NEW

Prepared by

Ed Ko, Associate Dean, Faculty of Arts

Date submitted

September 18, 2026

Certificate in Foundations in Entertainment Arts Program Revisions

The certificate is being reduced in length and in the number of credits as shown in the table below.

	Original	Revised
Number of terms	3	2
Number of credits	48	32

Rationale for Changes: Redundancies in the original program have been removed, streamlining the curriculum to have a clearer focus. The reduction in the length of the program ensures the certificate will align with the length of other certificate programs in BC.

Original Program Learning Outcomes:

1. Produce a body of work suitable for use in an application to advanced study in entertainment arts
2. Observe visual phenomena to gather data for use in creative production
3. Describe and execute 2D and 3D workflows
4. Improve creative work with visual decision-making skills
5. Use industry standard software to implement designs

Revised Program Learning Outcomes:

1. Demonstrate foundational skills in observation, visual communication, design, storytelling, and creative expression through a variety of traditional and digital media.
2. Apply research, critical inquiry, prototyping, experimentation, playtesting, and iterative development processes to creative and technical projects.
3. Apply appropriate tools, technologies, and production methods to create, refine, and communicate creative work while demonstrating adaptability and technological awareness.
4. Analyze historical and contemporary creative practices, communicate ideas effectively, and evaluate creative work within entertainment arts contexts using appropriate terminology and evidence-based reasoning.

KWANTLEN POLYTECHNIC UNIVERSITY

SENATE STANDING COMMITTEE ON CURRICULUM
Agenda Number: *5.4*
Meeting Date: *Wednesday, October 7, 2026*
Presenter(s): *Shelley Boyd, Ed Ko*

AGENDA TITLE: PROGRAM REVISION: DIPLOMA IN 3D ANIMATION AND 3D MODELLING

ACTION REQUESTED: Motion

THAT the Senate Standing Committee on Curriculum recommend that Senate approve the revisions to the Diploma in 3D Animation and 3D Modelling and associated courses, effective September 1, 2027.

Reason for Revision

As per the Procedures of AC10, program revisions at KPU begin either 1) as actions arising from an approved Quality Assurance Plan developed through the program review process or 2) in response to specific issues whose solution cannot be delayed until a Program Review.

Please indicate which the reason for the revision

☐ Arising from an approved Quality Assurance Plan Click or tap to enter a date.

☒ Other issue See attached.

Executive Summary

This proposal outlines the revisions to the **Diploma in 3D Animation and 3D Modelling** as part of the larger revision to three program changes within the Entertainment Arts suite. The changes provide better alignment with KPU standards, aim to improve student access, and support future program growth.

The changes focused on streamlining prerequisites, increasing learner flexibility, creating a more focused program by eliminating redundancies, improving access through a more affordable diploma program, and introducing special topics to support future expansion and industry responsiveness.

Overall, the revised programs reduce the overall total credits:

- the Certificate in Foundations in Entertainment Arts will become at 32 credits, down from 48 credits;
- the Diploma in 3D Animation and 3D Modelling will become 64 credits, down from 96 credits;
- the Diploma in Game Development will become 64 credits, down from 96 credits.

These changes were achieved by removing redundancy in courses, combining disciplines to better align with industry practice, and removing certain non-essential courses.

The revised diploma programs have more streamlined pre-requisite setup to better align with student progression and more in keeping with other diploma programs at KPU that are typically around 60 credits.

Together, these revisions create a more learner-centered and accessible pathway into Entertainment Arts, with the goal of increasing student intake, supporting retention, and providing greater flexibility as students' progress through the programs.

Governance Review

September 18, 2026 – approved by Faculty of Arts Faculty Council
September 18, 2026 – approved by Faculty of Arts Standing Committee Curriculum
September 17, 2026 – approved by Faculty of Arts Academic Planning & Priorities Committee

Consultations

1. David Burns, Provost and Vice President, Academic, pro tem
2. Amy Jeon, Associate Vice-President, Academic, pro tem
3. Shelley Boyd, Dean, Faculty of Arts
4. Nadia Henwood, Associate Vice President, Enrolment Services and Registrar
5. Lori McElroy, Associate Vice President, Planning and Accountability

Attachments

1. Program Revision for Diploma in 3D Animation and 3D Modelling
2. Diploma in 3D Animation and 3D Modelling Curriculum Map
3. Current Program: https://nextcalendar.kpu.ca/programadmin/?key=62
4. Proposed Program: https://nextcalendar.kpu.ca/programadmin/?key=216
5. Related Courses:

Term 1	ENTA 1120	3D Animation 1: Motion Principles & Visual Storytelling	Revised
	ENTA 1124	Technical Arts 1	NEW
	ENTA 1211	Visual Effects for 3D	Revised
	ENTA 1221	Assets 1	Revised
Term 2	ENTA 1220	3D Animation 2: Body Mechanics & Locomotion	Revised
	ENTA 1224	Technical Arts 2	NEW
	ENTA 1253	3D Animation Project: Pre-production	NEW
	ENTA 1321	Assets 2	Revised
Term 3	ENTA 2121	Technical Arts 3	Revised
	ENTA 2122	Assets 3	Revised
	ENTA 2128	3D Animation 3: Acting for Animators Principles & Pantomime	NEW
	ENTA 2322	3D Animation Project: Production	NEW
Term 4	ENTA 2221	Look Development and Lighting in Entertainment Arts	Revised
	ENTA 2323	3D Animation Project: Production Finals	Revised
	ENTA 2334	Portfolio in Entertainment Arts	Revised
	ENTA 2920	Applied Special Topics in 3D	NEW

Prepared by
Ed Ko, Associate Dean, Faculty of Arts

Date submitted
September 18, 2026

Diploma in Advanced 3D Animation and 3D Modelling Program Revisions

The name is being changed to: Diploma in 3D Animation and 3D Modelling

The program is being reduced in length and in the number of credits as shown in the table below.

	Original	Revised
Number of terms	6	4
Number of credits	96	64

Rationale for Changes: Redundancies in the original program have been removed, streamlining the curriculum to have a clearer focus. Foundational level knowledge covered in the Foundation program has also been eliminated from the diploma. The reduction in the length of the program ensures the diploma will align with the length of other diploma programs in BC.

Original Program Learning Outcomes:

1. Produce production ready elements and shots suitable for a career in 3D animation, 3D modelling, visual effects and game development.
2. Utilize critical thinking, troubleshooting, and problem-solving skills in their animation and modelling.
3. Communicate artistic and technical challenges and workflows effectively, in both written and oral media.
4. Utilize industry standard software to implement their designs.
5. Implement their 3D animation (both of characters and creatures), rigging, modelling, sculpting, surfacing and texturing, and look development skills in a production setting.
6. Collaborate successfully in a team environment in demanding production scenarios.

Revised Program Learning Outcomes:

1. Demonstrate foundational visual understanding through the application of animation principles, 3D asset creation tools, and lighting techniques in 3D production software.
2. Apply 3D animation industry standard methodologies, workflows, and production pipelines to technical and creative 3D animation projects.
3. Solve technical and creative problems in 3D animation projects by using critical thinking and studio-based artistic iterative development.
4. Integrate relevant current and emerging technologies into the 3D animation production process to maintain an effective production environment.
5. Produce industry and market relevant 3D content that meets professional standards in terms of visual storytelling.
6. Present and defend a critique of creative and technical 3D animation work using appropriate professional 3D animation terminologies and industry benchmarks.

Diploma	3D Animation

Old Program

	Courses Taken For From Current Program	
TERM 1	**Fall 2026**	
ENTA 1120	3D Animation Principles and Techniques	4
ENTA 1121	Introduction to 3D in Entertainment Arts	4
ENTA 1122	Perspective in Entertainment Arts	4
ENTA 1123	Cinematics for Animation and VFX	4
TERM 2	**Spring 2027**	
ENTA 1220	Introduction to 3D Animation	4
ENTA 1221	Introduction to Modelling in Entertainment Arts	4
ENTA 1222	Introduction to Texturing and Surfacing	4
ENTA 1223	Introduction to Computer Animation Production in Entertainment	4
TERM 3	**Summer 2027**	
ENTA 1320	Intermediate 3D Animation	4
ENTA 1321	Intermediate Modelling in Entertainment Arts	4
ENTA 1322	Introduction to Sculpting in Entertainment Arts	4
ENTA 1323	Industry Preparation in Entertainment Arts	4
TERM 4	**Discontinue**	
ENTA 2120	Visual Storytelling in 3D Animation	4
ENTA 2121	Rigging in Entertainment Arts	4
ENTA 2122	Advanced Modelling in Entertainment Arts	4
ENTA 2123	Advanced Texturing and Surfacing	4
TERM 5	**Discontinue**	
ENTA 2220	Advanced Character Animation in Entertainment Arts	4
ENTA 2221	LookDev and Lighting in Entertainment Arts	4
ENTA 2222	Advanced Sculpting in Entertainment Arts	4
ENTA 2223	Advanced Computer Animation Production in Entertainment Arts	4
TERM 6	**Discontinue**	
ENTA 2321	3D Animation Project: Preproduction	4
ENTA 2322	3D Animation Project: Production	4
ENTA 2323	3D Animation Project: Production Finals	4
ENTA 2324	3D Animation Portfolio	4

Student finish term 3 in the old program and transition into term 3 of new program

New Program

	Courses Equivalent to the Current Program	
Term1		
1211	Visual Effects for 3D	4
1221	Assets 1	4
1120	3D Animation 1: Motion Principles & Visual Storytelling	4
1124	Technical Arts 1	4
Term2		
1253	3D Animation Project: Pre-production	4
1321	Assets 2	4
1220	3D Animation 2: Body Mechanics & Locomotion	4
1224	Technical Arts 2	4

	Courses To Do	
Term3	**Fall 2027**	
2122	Assets 3	4
2121	Technical Arts 3	4
2128	3D Animation 3: Acting for Animators Principles & Pantomime	4
2322	3D Animation Project: Production	4
Term4	**Spring 2028**	
2323	3D Animation Project: Production Finals	4
2334	Portfolio in Entertainment Arts	4
2221	Look Development and Lighting in Entertainment Arts	4
2920	Applied Special Topics in 3D	4

Notes for Students needing the transition from Old to New ENTA Diploma Programs

The Fall 2026 cohort is the only cohort that requires a transition plan.
Students will complete 3 terms, Fall 26, Spring 27, Summer 27, prior to the new curriculum. Amount to 48 Credits total in the old program.

Student will then continue to the 3rd term in the new program starting Fall 27. Complete 32 more credits in the new program.

Students will graduate at the end of Spring 28 with a total of 80 credits (instead of the original 96 credits with the old program).

Students will end up graduating in total of 5 semesters, instead of the 6 semesters in the old program.

KWANTLEN POLYTECHNIC UNIVERSITY

SENATE STANDING COMMITTEE ON CURRICULUM
Agenda Number: *5.5*
Meeting Date: *Wednesday, October 7, 2026*
Presenter(s): *Shelley Boyd, Ed Ko*

AGENDA TITLE: PROGRAM REVISION: DIPLOMA IN GAME DEVELOPMENT

ACTION REQUESTED: Motion

THAT the Senate Standing Committee on Curriculum recommend that Senate approve the revisions to the Diploma in Game Development and associated courses, effective September 1, 2027.

Reason for Revision

As per the Procedures of AC10, program revisions at KPU begin either 1) as actions arising from an approved Quality Assurance Plan developed through the program review process or 2) in response to specific issues whose solution cannot be delayed until a Program Review.

Please indicate which the reason for the revision

☐ Arising from an approved Quality Assurance Plan Click or tap to enter a date.

☒ Other issue See attached

Executive Summary

This proposal outlines the revisions to the **Diploma in Game Development** as part of the larger revision to three program changes within the Entertainment Arts suite. The changes provide better alignment with KPU standards, aim to improve student access, and support future program growth.

The changes focused on streamlining prerequisites, increasing learner flexibility, creating a more focused program by eliminating redundancies, improving access through a more affordable diploma program, and introducing special topics to support future expansion and industry responsiveness.

Overall, the revised programs reduce the overall total credits:

- the Certificate in Foundations in Entertainment Arts will become at 32 credits, down from 48 credits;
- the Diploma in 3D Animation and 3D Modelling will become 64 credits, down from 96 credits;
- the Diploma in Game Development will become 64 credits, down from 96 credits.

These changes were achieved by removing redundancy in courses, combining disciplines to better align with industry practice, and removing certain non-essential courses.

The revised diploma programs have more streamlined pre-requisite setup to better align with student progression and more in keeping with other diploma programs at KPU that are typically around 60 credits.

Together, these revisions create a more learner-centered and accessible pathway into Entertainment Arts, with the goal of increasing student intake, supporting retention, and providing greater flexibility as students' progress through the programs.

Governance Review

September 18, 2026 – approved by Faculty of Arts Faculty Council
September 18, 2026 – approved by Faculty of Arts Standing Committee Curriculum
September 17, 2026 – approved by Faculty of Arts Academic Planning & Priorities Committee

Consultations

1. David Burns, Provost and Vice President, Academic, pro tem
2. Amy Jeon, Associate Vice-President, Academic, pro tem
3. Shelley Boyd, Dean, Faculty of Arts
4. Nadia Henwood, Associate Vice President, Enrolment Services and Registrar
5. Lori McElroy, Associate Vice President, Planning and Accountability

Attachments

1. Program Revisions for the Diploma in Advanced Game Development
2. Diploma in Game Development Curriculum Map
3. Current Program: https://nextcalendar.kpu.ca/programadmin/?key=66
4. Proposed Program: https://nextcalendar.kpu.ca/programadmin/?key=215
5. Related Courses:

Term 1	ENTA 1130	Game Design	Revised
	ENTA 1131	Technical Design in Game Development	Revised
	ENTA 1132	Environment Art in Game Development	Revised
	ENTA 1133	Introduction to Game Programming	Revised
Term 2	ENTA 1230	Level Design	Revised
	ENTA 1232	Character Art in Game Development	Revised
	ENTA 1233	Intermediate Game Programming	Revised
	ENTA 1254	Project: Survey, Research, and Design	NEW
Term 3	ENTA 2130	Systems Design in Game Development	Revised
	ENTA 2138	Character Animation in Game Development	NEW
	ENTA 2230	Storytelling and Narrative Design in Game Development	Revised
	ENTA 2332	Project: Development 1	Revised
Term 4	ENTA 2132	Technical Art in Game Development	Revised
	ENTA 2333	Project: Development 2	Revised
	ENTA 2334	Portfolio in Entertainment Arts	Revised
	ENTA 2930	Applied Special Topics in Game Development	NEW

Prepared by
Ed Ko, Associate Dean, Faculty of Arts

Date submitted
September 18, 2026

Diploma in Advanced Game Development Program Revisions

The program name is being changed to: Diploma in Game Development

The program is being reduced in length and in the number of credits as shown in the table below.

	Original	Revised
Number of terms	6	4
Number of credits	96	64

Rationale for Changes: Redundancies in the original program have been removed, streamlining the curriculum to have a clearer focus. Foundational level knowledge covered in the Foundation program has also been eliminated from the diploma. The reduction in the length of the program ensures the diploma will align with the length of other diploma programs in BC.

Original Program Learning Outcomes:

1. Produce a body of work suitable for a career in game design, art, programming or production.
2. Utilize industry standard software to create and implement their work.
3. Creatively problem solve difficult challenges in game development.
4. Communicate designs and ideas effectively, in both written and oral media.
5. Collaborate with teammates in demanding production scenarios.

Revised Program Learning Outcomes:

1. Show comprehensive Game Development skills through the application of game design principles, game engine navigation skills, asset creation tools, and back-end programming techniques.
2. Produce effective, interactive gameplay media through Game Development industry standard ideation, documentation, and quality assurance processes for multifaceted and collaborative projects.
3. Solve technical and design issues during the Game Development process using critical thinking and iterative development while maintaining focus on player experience.
4. Integrate current and evolving Game Development tools to ensure player experience aligns with the system performance.
5. Develop interactive gameplay media that meets industry expectations in game genres, playability, and visual identity.
6. Present player-ready, interactive media by demonstrating engaging gameplay, functional systems, and overall quality.

Diploma	Game Development

Old Program

	Courses Taken For From Current Program	
TERM 1	**Fall 2026**	
ENTA 1130	Game Design	4
ENTA 1131	Technical Design in Game Development	4
ENTA 1132	Environment Art in Game Development	4
ENTA 1133	Introduction to Game Programming	4
TERM 2	**Spring 2027**	
ENTA 1230	Level Design	4
ENTA 1231	Visual Scripting in Game Development	4
ENTA 1232	Character Art in Game Development	4
ENTA 1233	Intermediate Game Programming	4
TERM 3	**Summer 2027**	
ENTA 1330	UI and UX Design in Game Development	4
ENTA 1331	Rapid Prototyping in Game Development	4
ENTA 1332	Character Animation in Game Development	4
ENTA 1333	Advanced Game Programming	4
TERM 4		
ENTA 2130	Systems Design in Game Development	4
ENTA 2131	Introduction to Rapid Game Development	4
ENTA 2132	Technical Art in Game Development	4
ENTA 2133	Shaders and Rendering in Game Development	4
TERM 5		
ENTA 2230	Storytelling and Narrative Design in Game Development	4
ENTA 2231	Advanced Rapid Game Development	4
ENTA 2232	Procedural Art in Game Development	4
ENTA 2233	Developing for XR	4
TERM 6		
ENTA 2331	Game Industry Project: Preproduction	4
ENTA 2332	Game Industry Project: First Production	4
ENTA 2333	Game Industry Project: Production	4
ENTA 2334	Game Industry Portfolio	4

Student finish term 3 in the old program and transition into term 3 of new

New Program

	Courses Equivalent to the Current Program	
Term1		
1130	Game Design	4
1131	Technical Design in Game Development	4
1132	Environment Art for Game Development	4
1133	Introduction to Game Programming	4
Term2		
1230	Level Design	4
1233	Intermediate Game Programming	4
1232	Character Art in Game Development	4
Term3		
2138	Character Animation in Game Development	4

	Courses To Do	
Term3	**Fall 2027**	
1254	Project: Survey, Research, and Design	4
2130	Systems Design in Game Development	4
2230	Storytelling and Narrative Design in Game Development	4
2332	Project: Development 1	4
Term4	**Spring 2028**	
2333	Project: Development 2	4
2334	Portfolio in Entertainment Arts	4
2132	Technical Art in Game Development	4
2930	Applied Special Topics in Game Development	4

Notes for Students needing the transition from Old to New ENTA Diploma Programs

The Fall 2026 cohort is the only cohort that requires a transition plan.
Students will complete 3 terms, Fall 26, Spring 27, Summer 27, prior to the new curriculum. Amount to 48 Credits total in the old program.
Student will then continue to the 3rd term in the new program starting Fall 27. Complete 32 more credits in the new program.

Students will graduate at the end of Spring 28 with a total of 80 credits (instead of the original 96 credits with the old program).
Students will end up graduating in total of 5 semesters, instead of the 6 semesters in the old program.