



Computer Information Systems & Game Design

Advisory Committee Meeting Minutes

Date: March 13, 2026

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Note Taker: Hayley Ashby

1. Welcome and Introductions

The meeting opened with introductions and an opportunity for committee members to recommend additional agenda items.

2. Annual Program Review and Updates

The committee reviewed recent program changes and discussed student completion, instructional delivery, curriculum, and alignment with workforce expectations.

- The college recently completed a process to **simplify program pathways** after identifying challenges with students completing programs within two years. The previous programs were considered rigorous, and maintaining student engagement and excitement about learning remains a priority.
- The **Game Development program** has been streamlined to focus on game design and art and can be completed in approximately one year.
- The **CIS program** is entering a period of significant change due to rapid advances in technology, particularly artificial intelligence (AI). The program is evaluating

curriculum changes carefully to ensure they fit students' academic journeys and remain relevant in a rapidly changing environment.

- The committee identified increasing **overlap between computer science and data science** as an area to monitor.
- Student demand for **online courses continues to increase**. Although students may indicate that they prefer face-to-face instruction, enrollment behavior shows a preference for online courses because of convenience. Students may enroll elsewhere when online options are unavailable. Current face-to-face offerings are being provided in hybrid formats, while many advanced courses are offered online.
- Students are increasingly asking about the **value of higher education and a college degree**, emphasizing the importance of connecting program learning outcomes to career opportunities and workforce skills.

3. Labor Market and Workplace Trends

The committee discussed current employment conditions and the changing expectations of employers.

- Industry is currently operating in a **reduction cycle**, with organizations seeking to accomplish more with fewer resources.
- Employers are actively exploring **AI and automation** to improve efficiency and streamline workflows.
- Many employers are hiring primarily at the **intermediate and advanced levels** rather than entry level. Students therefore need opportunities to demonstrate experience through projects, internships when available, and portfolios showcasing creative solutions to problems.
- Employers face challenges providing internships because of the time required for mentoring and concerns about retaining employees after investing in their training.
- Students and workers are increasingly participating in the **gig economy and side-hustle employment**, reflecting changes in traditional career pathways.
- Employers need employees who can contribute effectively with less remedial training, reducing the burden on experienced staff who must otherwise spend significant time onboarding and mentoring new employees.
- The committee emphasized the value of **reciprocity between education and industry**—students apply what they learn and bring their experiences and accomplishments back into the educational environment, creating opportunities for continued growth and engagement.

4. Emerging Technologies

Rapid technological change, particularly AI, was a central theme of the discussion.

- AI is affecting entry-level positions, while employers still need to develop new employees who can grow into advanced roles.
- **ZBrush and digital sculpting** were identified as important tools used in the game industry and could provide students with a competitive advantage.
- The committee recommended maintaining communication with industry partners to identify the **software and technologies most commonly used and desired by employers**.
- **Cursor** was identified as a leading AI-assisted coding tool.
- AI is also being used to automate technical support functions, including customized support communications.
- Because technology changes rapidly, the committee supported a broader approach to software instruction. Rather than focusing exclusively on individual software programs, programs are increasingly moving toward teaching **software categories and transferable skills**.

5. Current Skill Expectations

The committee emphasized that technical knowledge must be paired with the ability to apply skills in real-world settings.

Technical and applied skills discussed included:

- SQL
- Python
- Data analysis and visualization
- Alteryx and related tools
- AI-assisted coding and problem-solving
- Applying technical knowledge to practical workplace challenges

Employers noted that employees may understand programming languages or technical concepts but struggle to **apply those skills to solve actual problems**. Programs should therefore emphasize practical application, project-based learning, and problem-solving.

New employees may require several months to learn an organization's systems, processes, and work environment. Employers benefit from structured onboarding and development plans that help employees become successful during their first year.

The committee also identified a growing need for **adaptability and generalist skills**. While students often receive specialized training, employers need individuals who can move between projects, learn new technologies, and develop creative solutions to emerging problems.

6. Creativity, Collaboration, and Game Development

The committee discussed the importance of encouraging students to develop original ideas and solutions rather than relying exclusively on prescribed approaches.

For Game Development, many students aspire to independently create and publish their own games; however, relatively few employment opportunities exist for individuals working independently in this manner. Students should therefore be encouraged to develop **teamwork, collaboration, and group project skills** that reflect professional game development environments.

The committee also noted that AI makes it increasingly easy for individuals to complete projects independently, making intentional opportunities for collaboration even more important.

Employers are increasingly looking for individuals who can **use AI effectively to develop code and solve advanced problems**, rather than focusing solely on traditional coding expertise.

7. Workforce Initiatives

The committee discussed the **SkillBridge Program**, which provides military members with opportunities to gain workplace experience and training with participating companies. Military funding may support employer-based training, with up to \$5,000 referenced during the discussion.

The committee also noted that the military has incorporated AI into its programs, further demonstrating the growing importance of AI competencies across workforce sectors.

8. Key Advisory Committee Trends and Program Implications

The discussion identified the following priorities for continued program consideration:

Industry Trend	Program Implication
Rapid growth of AI	Integrate relevant AI tools and applications into curriculum and projects.
Fewer entry-level positions	Provide students with projects and portfolios demonstrating workplace-ready skills.
Employer demand for practical skills	Increase applied, hands-on learning and real-world problem-solving.
Rapid software changes	Emphasize transferable skills and broader software categories.
Growing online enrollment	Continue evaluating online and hybrid course delivery.
Demand for adaptable employees	Develop flexibility, creativity, communication, and cross-functional skills.
Limited internship opportunities	Explore project-based and employer-connected alternatives for gaining experience.
Need for collaboration	Incorporate team-based projects, particularly in Game Development.
Questions about degree value	Clearly connect credentials and coursework to career and employment outcomes.

9. Equipment, Student Engagement, and Advisory Engagement

Equipment needs, student engagement, advisory council engagement, and other items were included on the meeting agenda. The source notes do not document specific equipment requests or formal recommendations resulting from these agenda items.

10. Actions and Next Steps

Based on the committee discussion, continued program planning should focus on:

1. Reviewing CIS and Game Development curriculum for alignment with emerging technologies and employer needs.
2. Strengthening applied learning, project development, and student portfolios.
3. Maintaining industry communication regarding current software, AI tools, and technical competencies.
4. Expanding opportunities for students to develop teamwork, creativity, adaptability, and problem-solving skills.

5. Continuing to evaluate online and hybrid course delivery based on student demand.
6. Strengthening connections between program completion, credentials, workforce skills, and career opportunities.

11. Adjournment

The meeting concluded following review of the scheduled agenda items and next steps