

**Agenda**  
**Institutional Strategic Planning Council**  
**October 19, 2011**  
**IT 218 (1:00-3:00)**

**Welcome:** (Diane Dieckmeyer)

**Approval of Minutes:** (Gail Zwart)

Approval of Minutes for October 5, 2011 meeting.

**I. Action Items:**

Program Approvals (Sharon Crasnow)

- A. Game Audio
- B. Game Design
- C. Game Art: Environmental and Vehicle Modeling
- D. Game Art: 3D Character Modeling
- E. Game Art: 3D Animation
- F. Game Art Core (16 unit Certificate) – local mini Certificate
- G. Digital Electronics
- H. Supply Chain Technology
- I. CNC Programming

**II. Information Items:**

- A. Review of Mission, Values, Core Commitments (Gail Zwart)
- B. Decision-Making Process & S.W.O.T. Analysis Activity (Gail Zwart)
- C. Strategic Plan Revision Update (Gail Zwart)

**III. Open Hearing**

**MISSION STATEMENT**

Norco College provides educational programs, services, and learning environments for a diverse community. We equip our students with the knowledge and skills to attain their goals in higher, career/technical, and continuing education; workforce development; and personal enrichment. To meet the evolving community needs, Norco College emphasizes the development of technological programs. As a continuing process we listen to our community and respond to its needs while engaging in self-examination, learning outcomes assessment, ongoing dialogue, planning, and improvement.