

March 10, 2004

MEMORANDUM

To: Mr. Dalton B. Floyd, Jr., Chairman, and Members, Committee on Higher Education

From: Dr. Vermelle J. Johnson, Chair, and Members, Committee on Academic Affairs and Licensing

Consideration of Request for Amendment of License

**ITT Technical Institute, Indianapolis, IN, at Greenville to add
(1) B.S. in Digital Entertainment and Game Design (DEGD) and
(2) B.S. in Software Engineering Technology (SET)**

Summary

ITT Technical Institute <http://www.itt-tech.edu> requests approval of an amendment to its license to add the B.S. in Digital Entertainment and Game Design (DEGD) and in Software Engineering Technology (SET). With the approval of the Commission and with an acceptable number of enrollments, ITT plans to implement the programs in March 2004.

As of December 1, 2003, ITT Greenville enrolled a total of 316 students. ITT is a network of 76 co-educational, non-denominational private for-profit career schools in 29 states operated by ITT Educational Services, Inc. (ESI), a Delaware corporation. ESI is a publicly traded corporation, meaning that its stock and, therefore, its ownership are openly traded by the public on a recognized securities exchange. ITT Technical Institutes are operating units of ESI and are not separately incorporated entities. ITT is accredited by the Accrediting Council for Independent Colleges and Schools (ACICS).

The Commission has licensed ITT Technical Institute in Greenville since July 9, 1992. The Greenville branch currently offers programs leading to the A.A.S. degree in Computer and Electronics, Computer Drafting and Design, and Information Technology. It also offers programs leading to the B.S. degree in Data Communication Systems Technology, Electronic &

Communications Engineering Technology, Information Systems Security, and Technical Project Management.

For admission, an individual must (1) exceed the age of compulsory school attendance; (2) possess a high school diploma or GED; (3) score a minimum of 13 on the Wonderlic Scholastic Level Exam; or score, within the immediate preceding three years, a minimum of 17 on the ACT or 400 each on both the verbal and math portions of the SAT, or have earned either 36 quarter credit hours with an overall cumulative grade point average of 2.0 on a 4.0 grading scale from an educational institution located (a) in the U.S. that is accredited by an accrediting agency recognized by the U.S. Department of Education or (b) outside the U.S. that is accredited or similarly acknowledged by an agency deemed acceptable to the school in its discretion; and (4) pass an individual interview with the registrar of the school, if requested.

The student must have obtained an overall cumulative grade point average of 2.0 on a 4.0 scale in all transfer courses. Not more than 90 quarter credit hours may be transferred from a two-year institution. Tuition is \$347 per credit hour and on March 1, 2004, will increase to \$368 per credit hour.

Faculty must have completed at least 18 graduate semester hours in the teaching discipline and must hold at least a master's degree or the minimum of the master's degree with a major in the teaching discipline. The chief academic officer, the department chairpersons, and an appropriate number of faculty members hold terminal degrees. Each degree must be from an institution accredited by an accrediting body recognized by the U.S. Department of Education. ITT Greenville currently employs 13 full-time and 13 part-time faculty members.

ITT Greenville is located in the Patewood Business Center off I-385. The school occupies approximately 22,065 square feet of space housing five classrooms and five laboratories, administrative offices, student lounges, and the library. The Library Resource Center currently occupies 606 square feet of space, and the institution has a full-time librarian.

B.S. in Digital Entertainment and Game Design (DEGD)

The proposed DEGD program prepares students for career opportunities involving technology associated with designing and developing digital games and multimedia applications. Job functions may include working as part of a team to help design, develop, test, and produce video games or to create animations and 3D scenes for use in video games. Courses are designed to offer a foundation through the study of subjects such as gaming technology, game design process, animation, and level design. ITT estimates that it will enroll 15 students in the first class, 40 in the first year.

B.S. in Software Engineering Technology (SET)

The proposed Software Engineering program prepares students for career opportunities in areas involving software design and development, systems analysis, programming, software development process design and management, and other areas related to computer software production. Graduates of the SET program may begin to pursue career opportunities involving software development, software programming, application development, Web application development, software engineering, software applications analysis, and Web applications analysis. ITT estimates that it will enroll 10 students in the first class and 35 in the first year.

With the application for amendment materials, the officials of ITT submitted South Carolina Employment Security Commission data showing overall job growth for 1998-2008. Six of the 25 fastest growing occupations in the state are computer-related. The institution also submitted the results of labor market demand surveys conducted by an independent research firm in August of 2003. Experience was the prevailing criterion for employability of candidates. The survey results are inconclusive as a basis for the future employability of graduates of the proposed programs and for the graduates to expect to attain a reasonable return on their investment.

The institution reported the following graduate data for 7/1/02-6/30/03

Degree	Major	Minor	Date CHE approved	Students Enrolled 7/1/02-6/30/03	Graduates					
					Grads	Continuing	Not working		Placed in Field/Rttd Field	
							#	%	#	%
AAS	Computer and Electronics		7/9/1992	122	39	5	16	50	16	37.5
AAS	Computer Drafting and Design		12/2/1993	43	14	1	9	64.3	4	28.6
AAS	Information Technology	Computer Network Systems	5/1/2000	66	22	3	8	25	11	34.4
AAS	Information Technology	Multimedia	5/1/2000	41	0	0	0	0	0	0
AAS	Information Technology	Software Applications and Programming	5/1/2000	1	0	0	0	0	0	0
AAS	Information Technology	Web Development	5/1/2000	0	0	0	0	0	0	0
BS	Data Communication Systems Technology		5/1/2003	0	0	0	0	0	0	0
BS	Electronic and Communications Engineering Technology		5/1/2003	10	0	0	0	0	0	0
BS	Information Systems Security		5/1/2003	0	0	0	0	0	0	0
BS	Technical Project Management		5/1/2003	5	0	0	0	0	0	0
	Totals			288	75	9	35	46.7	31	41.3

As the above table shows, 31 of 75 graduates (41.3 percent) are working in their field or are working in a related field, and 35 of 75 graduates (46.7 percent) are not working. Enrollments in the bachelor's degree programs that were approved by CHE in May 2003 have not met the projections of 15 students in the first term of enrollment. The institution projected enrolling 30 students each term after the first year; the programs have not been offered for a sufficient length of time in order to determine whether enrollments will meet projections after the first year. The economic environment, especially in the area of information technology, continues to be sluggish. The competitive environment in Greenville for students has also inhibited enrollment of students at ITT in Greenville.

Recommendation

The Committee on Academic Affairs and Licensing recommends to the Commission an amendment to the license of ITT Technical Institution to offer programs leading to the B.S. degree in Digital Entertainment and Game Design and the B.S. degree in Software Engineering Technology with the condition that until enrollment projections are met, the institution will not request approval of additional programs in these or related fields.

ITT Technical Institute curricula content for programs leading to the B.S. degree in Digital Entertainment and Game Design and in Software Engineering Technology		Quarter Credit Hours	
Course Number	Course	DEGD	SET
EG371	Research Methods	4	4
EG372	Written Analysis	4	4
EG381	Statistics	4	4
EG421	Numerical Methods		4
EG452	Economics and Change	4	4
EG461	Ethics and Technology	4	4
EG462	Contemporary World Culture	4	4
EG463	Art of the Electronic Age	4	
EG481	Environmental Issues	4	4
GD300	Introduction to Gaming Technology	4	
GD310	Managing Game Development	4	
GD320	Physics of Animation	4	
GD330	Game Design Process	4	
GD340	Creative Writing and Storyboarding for Games	4	
GD350	Game Design Strategies	4	
GD360	Advanced Animation	4	
GD370	Level Design I	4	
GD400	Game Interface Design	4	
GD410	Game Engines and Production	4	
GD420	Level Design II	4	
GD430	The Game Development Team	4	
GD440	Capstone Project	4	
SE301	Applied Database Development		4
SE320	Introduction to VB.NET		4
SE321	Introduction to C# Programming		4
SE330	Advanced JAVA I		4
SE340	Structured Programming		4
SE350	System Analysis for Software Engineers		4
SE401	Programming in ASP.NET		4
SE420	Programming .NET Framework with VB.NET and C#		4
SE421	Secured Programming		4
SE430	Advanced JAVA II		4
SE450	Software Engineering Process I		4
SE451	Software Engineering Process II		4
SE460	Software Engineering Capstone Project		4
	Lower-division core courses in computer operating systems, computer programming logic and algorithms, HTML and programming using Visual Basic, C++, and JAVA	40	
	Lower-division core courses in 3D modeling, design theory, animation, and introduction computer programming		40
	Lower-division general education (humanities, composition, mathematics, and social sciences)	24	24
	Lower-division electives	32	32
	Curricula Quarter Hour Totals	180	180