Strong Workforce Program - Regional Share
Plans (**Grant:** Strong Workforce Program - Regional Share 2.0)

Produced: Jan 13, 2024, 12:06 AM UTC - By Anna Badalyan

LA-22 LA City College: LA Game Design, Gaming Technology, & Esports (LA Game)   CERTIFIED

Created by Ruth Amanuel on Nov 21, 2022, 11:36 AM PST

Details

Plan Title *

LA-22 LA City College: LA Game Design, Gaming Technology, & Esports (LA Game)

The funding year for this plan

2022-23

The number of fiscal years the plan will span

2

Lead Institution

Los Angeles City College

Address
N/A
Website
N/A
Community College District
Los Angeles CCD
Region within which work is being done
Los Angeles

Does this plan include short-term credit, noncredit, and not-for-credit workforce training?

No, this plan does not include short-term credit, noncredit, and not-for-credit workforce training.

Does this plan provide support for an Apprenticeship program?

No, this plan does not provide support for an Apprenticeship program.

Plan Rationale

How many students will experience a positive impact from this plan? *

2,650

Explain how you came up with this number and how the students will be positively impacted. *

Each participating college provided the number of students expected to experience a positive impact from the college's individual LA Game project efforts. The collective total number of students expected to experience a positive impact from the project is at least 2,650. Individual colleges basedtheir anticipated student impact numbers on different factors and existing data, including current and historical enrollment numbers, student interest, review of prior-years' enrollment data in Launchboard, anticipated

outreach event capacity, and anticipated course and program enrollment capacity. The estimated impact number assumes: (1) that year 1 focuses on curriculum development and implementation of outreach activities for both high school and college students; and (2) that during year 2, participating colleges will start offering courses and enrolling students in developed courses, establish work-based learning activities that will impact a larger number of students, and continue outreach activities for both high school and college students. Positive impacts will include learning specific job-oriented skills; exposure to careers in game design, gaming technology, and esports; certificate and degree-applicable credit accumulation; contact with game design industry employers and faculty; progress toward certificate/degree completion; progress toward transfer; transfer opportunities; and more.

What needs motivate this project? *

The video gaming industry – which includes content ranging from Call of Duty and Minecraft to Wordle and Candy Crush – is huge and growing. U.S.consumer spending on video games totaled more than $60 billion in 2021 Entertainment Software Association, 2022). Two-thirds of Americans play atleast one hour of video games per week, and this growing community includes people of all ages, races, genders, and backgrounds (Ibid.). O-Net Online lists video game designers (O-Net code 15-1255.01) among its "Bright Outlook" occupations because of projected rapid job growth. Similarly, the U.S. Bureau of Labor Statistics Occupational Outlook predicts approximately 25 percent growth – much faster than average – for Software Developers and Web Developers and Digital Designers (the BLS occupational categories that include game design) in the 2021-2031 period. The Los Angeles region is home to many of the video gaming industry's most dominant companies, including Activision, Electronic Arts, Epic Games, Faze Clan, Riot Games, and Sony/Playstation, among others. Against this backdrop, one would expect schools throughout the region to offer game design, gaming technology, and esports programs, but very few actually do. In fact, an October 2020 Centers of Excellence report indicated that Golden West College in Huntington Beach was the only community college in the consolidated Los Angeles/Orange County region to offer a video game design program (Los Angeles/Orange County Center of Excellence, Oct. 2020). Due to the complete lack of community college programming in the region, Culver City Unified School District (which received LARC SWP Round 4 K-12 funding for its game design program) is currently partnering with a private college to provide dual enrollment game design courses for its students.

Video game design and development fall within the Los Angeles Regional Plan 2021-2024 priority industry sector of ICT/Digital media. In addition, the planned LA Game project will target all nine of the LA Regional Priorities. All participating colleges are designated Hispanic-Serving Institutions (HSIs) dedicated to increasing diversity, equity, and inclusion on their campuses and in the workforce. The project will engage LA's gaming industry players to ensure that student learning outcomes, course sequences, enrollment goals, and work-based learning opportunities align with labor market demand. The LA Game project team will focus on building relationships with video gaming industry, education, and government stakeholders throughout the LA region to establish and sustain Regional Advisory Board membership during and after the project period. The project will build and strengthen new career pathways in and related to game design, game technology, and esports; support students to complete those pathways; and support career education faculty professional development. As a combination of computer science, technology, and various creative arts disciplines, video game design and game technology course content naturally lends itself to remote instruction presentation, which will appeal to many students as LA continues to recover from the COVID-19 pandemic.

What are the risks of this project? *

The LA Game team predicts that the primary risk for this project will relate to operational processes. Districtwide and individual institution procurement requirements may delay renovation and equipment purchases activities for individual college training rooms and the regional esports arena. Personnel/hiring procedures may delay curriculum development, revision, and transfer articulation activities. Although LACC will not have any direct control over any other colleges participating in the LA Game project, all consortium colleges will meet and engage in regular reporting, and LACC will notify LARC of any issues that may prevent the project from achieving its goals on time and within budget.

Work-Based Learning Models And Programs

Does this plan include a Work-Based Learning Component?

Yes

Select the sector that best applies to this plan.

Neither

Disproportionately Impacted (DI) Groups

The DI Groups this plan targets (optional)

- Ethnicity: All Masked Values
- First Generation: All Masked Values
- Gender: All Masked Values
- Gender: Female
- Gender: Male

Assurances

✓ I have read the Strong Workforce Program legislation

✓ This project meets the intention and requirements of the Strong Workforce Program legislation

✓ Informed by Labor Market Information and regional priorities

✓ I certify that we are supplementing, not supplanting

✓ I have read and agree to the Student Success Metrics Agreement

✓ I certify that this plan complies with all SWP funding guidelines

✓ I certify and confirm that statements made in this plan about how funds will be used, and also accept that documentation will be required as part of reporting

Partner Institutions (Optional)

Partner Institution: Compton College

Address
1111 East Artesia Blvd. | Compton, CA | 90221-5393
Website
www.compton.edu
Community College District
Compton CCD
Region
Los Angeles

Partner Institution: East Los Angeles College

Address
N/A
Website
N/A

Community College District

Los Angeles CCD

Region

Los Angeles

Partner Institution: El Camino College

Address

N/A

Website

N/A

Community College District

El Camino CCD

Region

Los Angeles

Partner Institution: Glendale Community College

Address

N/A

Website

N/A

Community College District

Glendale CCD

Region

Los Angeles

Partner Institution: Long Beach City College

Address

N/A

Website

N/A

Community College District

Long Beach CCD

Region

Los Angeles

Partner Institution: Los Angeles Harbor College

Address

N/A

Website

N/A

Community College District

Los Angeles CCD

Region

Los Angeles

Partner Institution: Los Angeles Mission College

Address

N/A

Website

N/A

Community College District

Los Angeles CCD

Region

Los Angeles

Partner Institution: Los Angeles Pierce College

Address

N/A

Website

N/A

Community College District

Los Angeles CCD

Region

Los Angeles

Partner Institution: Los Angeles Southwest College

Address

N/A

Website

N/A

Community College District

Los Angeles CCD

Region

Los Angeles

Partner Institution: Los Angeles Trade-Technical College

Address

N/A

Website

N/A

Community College District

Los Angeles CCD

Region

Los Angeles

Partner Institution: Mt. San Antonio College

Address

N/A

Website

N/A

Community College District

Mt. San Antonio CCD

Region

Los Angeles

Partner Institution: Rio Hondo College

Address

N/A

Website

N/A

Community College District

Rio Hondo CCD

Region

Los Angeles

Partner Institution: Santa Monica College

Address

N/A

Website

N/A

Community College District

Santa Monica CCD

Region

Los Angeles

Partner Institution: West Los Angeles College

Address

N/A
Website
N/A
Community College District
Los Angeles CCD
Region
Los Angeles

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Approving Authority

Institutional Signing Authority

Regional Signing Authority - Los Angeles

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- Mayra Diaz (mdiaz@cccco.edu)
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Labor Market Information

Name *

Information Technology: Video Game Design

Occupations

- 15-1252.00 Software Developers
- 15-1255.01 Video Game Designers
- 27-1014.00 Special Effects Artists and Animators
- 27-1024.00 Graphic Designers

Geography

Region

Los Angeles

Subregions

- Los Angeles

Counties

- Los Angeles

Programs

Institution
Los Angeles Southwest College
TOP Code
Electronic Game Design (061420)
Institution
Los Angeles Trade-Technical College
TOP Code
Electronic Game Design (061420)
Institution
Mt. San Antonio College
TOP Code
Electronic Game Design (061420)
Institution
East Los Angeles College
TOP Code
Electronic Game Design (061420)
Institution
Compton College
TOP Code

Electronic Game Design (061420)
Institution
Glendale Community College
TOP Code
Electronic Game Design (061420)
Institution
West Los Angeles College
TOP Code
Electronic Game Design (061420)

Supporting Evidence

Document Title	Type	Uploaded	Comment
📄 **EDD Top Code Results.pdf**	Living Wage Attainment	11/21/2022, 12:27:38 PM	N/A
📄 **Oct2020 COE LMI.pdf**	LMI Library Reports Data	11/21/2022, 12:27:01 PM	N/A

Metrics

Investment Plan

Investments *

By developing and offering popular and UC transfer-articulated game design, gaming technology, and esports certificate and degree programs guided by gaming industry employers and incorporating work-based learning, the LA support services, and activities) you will make and how these will result in improved performance with the metrics below.

Game member colleges will increase the number of CCC students who acquire associates degrees, certificates, and job-oriented skills; and the number who transfer to the UC system. Member colleges will develop clear, course-mapped degree pathways to minimize unit accumulation. By engaging gaming employers for Regional Advisory Board membership and work-based learning opportunities, and specifically tailoring student learning outcomes to meet employer demand, the LA Game project aims to increase the percentage of exiting students obtaining employment in the game design, game technology, and esports fields. All colleges will strive to meet their ESMP equity goals.

Quantitative metrics will include:

1. Number of courses developed.

2. Number of certificate or degree programs developed.

3. Developed course enrollment.

4. Developed certificate/degree attainment.

5. Developed course success rate.

6. Number of units completed by students earning developed certificates/degrees.

7. Transfer rate for students earning developed certificates/degrees.

8. Program graduates reporting employment in their field of study.

9. Advisory board membership.

10. Number of employers engaged.

Individual LA Game project consortium member colleges will use SWP funds to support:

1. Curriculum development, including ISA time for curriculum development, adaptation, approval, articulation, and implementation.

2. Training room equipment, including gaming computers, gaming chairs, headsets, software and licenses, and necessary gaming accessories.

3. Outreach activities to attract and engage students; high schools for dual enrollment pathways; and industry, education, and government leaders for Regional Advisory Board participation.

As the project lead, LACC will also use SWP funds to support:

1. Staffing related to project management.

2. Esports arena renovation and equipment, including gaming computers, gaming chairs, headsets, software and licenses, large screen display audio/visual equipment, and necessary gaming accessories.

Metrics: Vision for Success Goals and SWP Metrics

✓ **Completion:** Increase the number of CCC students annually who acquire associate degrees, credentials, certificates, or specific job oriented skill sets.

SWP Metrics

- SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)
- SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)
- SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)

✓ **Transfer:** Increase the number of CCC students system-wide transferring annually to a UC or CSU.

SWP Metrics

- SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)

✓ **Unit Accumulation:** Decrease the average number of units accumulated by CCC students earning associate degrees.

SWP Metrics

- SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)

✓ **Workforce:** Increase the percent of exiting students who report being employed in their field of study.

SWP Metrics

- SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)

✓ **Equity:** Reduce equity gaps across all of the above measures through faster improvements among traditionally underrepresented student groups.

SWP Metrics

- SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)
- SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)

SWP Metrics

SWP Metrics: Los Angeles City College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)	77.2%	86.2%		88.4%	90.6%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	23%	22.7%		23.3%	23.9%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)	731	1,221		1,252	1,283

SWP Metrics: Compton College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)				0.0%	0.0%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	16.4%	16.1%		16.5%	16.9%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)				0	0

SWP Metrics: East Los Angeles College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)	61.8%	88.1%		90.3%	92.6%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	16%	16.1%		16.5%	16.9%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)	654	855		876	898

SWP Metrics: El Camino College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)				0.0%	0.0%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	19.7%	18.5%		19.0%	19.5%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)				0	0

SWP Metrics: Glendale Community College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)	54.7%	58.5%		60.0%	61.5%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	20.3%	21.6%		22.1%	22.7%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)	1,919	1,821		1,867	1,914

SWP Metrics: Long Beach City College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)	19.2%	21.3%		21.8%	22.3%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	18.1%	17.3%		17.7%	18.1%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)	281	747		766	785

SWP Metrics: Los Angeles Harbor College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)	67.8%	70.7%		72.5%	74.3%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	19.8%	21.4%		21.9%	22.4%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)	90	225		231	237

SWP Metrics: Los Angeles Mission College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)		81.3%		83.3%	85.4%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	19.3%	21.5%		22.0%	22.6%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)	16	16		16	16

SWP Metrics: Los Angeles Pierce College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)	41.7%	40.2%		41.2%	42.2%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	18.8%	18.8%		19.3%	19.8%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)	1,009	1,127		1,155	1,184

SWP Metrics: Los Angeles Southwest College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)	60.2%	93%		93.3%	95.6%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	19.7%	21.6%		22.1%	22.7%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)	241	402		412	422

SWP Metrics: Los Angeles Trade-Technical College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)	58%	44.9%		46.0%	47.1%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	34.8%	34.1%		34.9%	35.8%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)	576	461		473	485

SWP Metrics: Mt. San Antonio College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)	87.6%	82.6%		84.7%	86.8%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	22.5%	19.9%		20.4%	20.9%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)	3,368	3,355		3,439	3,525

SWP Metrics: Rio Hondo College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)	36.7%	22.9%		23.5%	24.1%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	15.4%	15.5%		15.9%	16.3%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)	663	817		837	858

SWP Metrics: Santa Monica College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)	27.3%	19.7%		20.2%	20.7%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	18.6%	19%		19.5%	20.0%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)	1,255	1,631		1,672	1,714

SWP Metrics: West Los Angeles College

Metric	2018-19 Actuals	2019-20 Actuals	2020-21 Actuals	2022-23 Target	2023-24 Target
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)	97.5%	95.4%		97.8%	100.2%
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)	27.1%	30.5%		31.3%	32.1%
SWP Students Who Took Noncredit CTE Courses or Workforce Preparation Courses (SW_337)	787	796		816	836

Workplan: Objectives

Objective Name *

Curriculum Development

Objective Type

Develop new program to address ongoing market need

Description of Objective *

As a region, the LA Game project team will develop at least two new certificate programs and one associate degree program geared toward careers in video game design, gaming technology, and esports. All certificate program units will satisfy degree program requirements to reduce unnecessary unit accumulation and maximize certificate and degree completion. Program development will align with strong workforce legislation (1) and (6), which describe conferring new degrees and developing long-term partnerships with employers.

How will this Objective address the Regional Strategy plan *

The LA Game project's curriculum development objective aligns with the region's plan to ensure that community college career technical education and workforce development courses and certificate/degree programs are responsive to the needs of both students and employers. Consortium colleges will seek to develop meaningful and sustainable partnerships with gaming employers throughout the LA region to provide guidance into student learning outcomes, course sequences, enrollment and degree/certificate conferment goals, and work-based learning opportunities.

Description of Alignment with Sector Strategy/Regional Priority *

Video game design and development fall within the Los Angeles Regional Plan 2021-2024 priority industry sector of ICT/Digital media. In addition, the planned LA Game project will target all nine of the LA Regional Priorities. All participating colleges are designated Hispanic-Serving Institutions (HSIs) dedicated to increasing diversity, equity, and inclusion on their campuses and in the workforce. The project will engage LA's gaming industry players to ensure that student learning outcomes, course sequences,

enrollment goals, and work-based learning opportunities align with labor market demand. The LA Game project team will focus on building relationships with video gaming industry, education, and government stakeholders throughout the LA region to establish and sustain Regional Advisory Board membership during and after the project period. The project will build and strengthen new career pathways in and related to game design, game technology, and esports; support students to complete those pathways; and support career education faculty professional development. As a combination of computer science, technology, and various creative arts disciplines, video game design and game technology course content naturally lends itself to remote instruction presentation, which will appeal to many students as LA continues to recover from the COVID-19 pandemic.

Objective Name *

Regional Advisory Board Establishment

Objective Type

Improve career readiness and job placement

Description of Objective *

The LA Game project will establish a Regional Advisory Board, which will include members from at least six gaming employers in the LA region, at least two members from the UC/CSU system, at least one representative from each participating community college, and student representation. Once established, the Regional Advisory Board will convene at least once per quarter during the grant period.

How will this Objective address the Regional Strategy plan *

The Regional Advisory Board objective aligns with the Regional Plan's strategies for LA colleges to strengthen job placement, which specifically states that colleges should connect to industry through regional advisory boards and advisory boards should include student representation. The LA Game project team will focus on building relationships with video gaming industry, education, and government stakeholders throughout the LA region to establish and sustain Regional Advisory Board membership during and after the project period.

Description of Alignment with Sector Strategy/Regional Priority *

Video game design and development fall within the Los Angeles Regional Plan 2021-2024 priority industry sector of ICT/Digital media. In addition, the planned LA Game project will target all nine of the LA Regional Priorities. All participating colleges are designated Hispanic-Serving Institutions (HSIs) dedicated to increasing diversity, equity, and inclusion on their campuses and in the workforce. The project will engage LA's gaming industry players to ensure that student learning outcomes, course sequences, enrollment goals, and work-based learning opportunities align with labor market demand. The LA Game project team will focus on building relationships with video gaming industry, education, and government stakeholders throughout the LA region to establish and sustain Regional Advisory Board membership during and after the project period. The project will build and strengthen new career pathways in and related to game design, game technology, and esports; support students to complete those pathways; and support career education faculty professional development. As a combination of computer science, technology, and various creative arts disciplines, video game design and game technology course content naturally lends itself to remote instructionpresentation, which will appeal to many students as LA continues to recover from the COVID-19 pandemic.

Objective Name *

Regional Esports Arena Development

Objective Type

Develop new program to address ongoing market need

Description of Objective *

Using UC Irvine's state-of-the-art esports arena as a model, the LA Game project will design and equip a regional esports arena open to all consortium members. The team anticipates equipping the space with top-of-the-line computers, gaming gear, and gaming chairs. The esports arena will be available for classes, competitions, teams, clubs, and more.

How will this Objective address the Regional Strategy plan *

Video game design and development fall within the Los Angeles Regional Plan 2021-2024 priority industry sector of ICT/Digital media. In order to attract students into the developed degree/certificate programs and effectively train them for employment in video game design, gaming technology, and related fields, the regional consortium needs a fully equipped esports arena to host classes and competitions. This objective aligns with the region's plan to ensure that community college career technical education and workforce development courses and certificate/degree programs are responsive to the needs of both students and employers.,

Description of Alignment with Sector Strategy/Regional Priority *

Video game design and development fall within the Los Angeles Regional Plan 2021-2024 priority industry sector of ICT/Digital media. In addition, the planned LA Game project will target all nine of the LA Regional Priorities. All participating colleges are designated Hispanic-Serving Institutions (HSIs) dedicated to increasing diversity, equity, and inclusion on their campuses and in the workforce. The project will engage LA's gaming industry players to ensure that student learning outcomes, course sequences, enrollment goals, and work-based learning opportunities align with labor market demand. The LA Game project team will focus on building relationships with video gaming industry, education, and government stakeholders throughout the LA region to establish and sustain Regional Advisory Board membership during and after the project period. The project will build and strengthen new career pathways in and related to game design, game technology, and esports; support students to complete those pathways; and support career education faculty professional development. As a combination of computer science, technology, and various creative arts disciplines, video game design and game technology course content naturally lends itself to remote instruction presentation, which will appeal to many students as LA continues to recover from the COVID-19 pandemic.

Workplan: Activities

Activity Name *

Curriculum Development: Degree/Certificate Program

Objective that Applies to this Activity

Curriculum Development

Brief Description of Activity *

The project will develop at least two new certificate programs and one associate degree program geared toward careers in video game design, gaming technology, and esports. All certificate program units will satisfy degree program requirements to reduce unnecessary unit accumulation and maximize certificate and degree completion. Consortium member colleges will adapt core game design curriculum for implementation (course offering) by Fall 2024. Currently, no LARC community colleges offer certificate/degree programs in game design or gaming technology.,

Proposed Completion Date

06/29/2024

Student Success Metrics and SWP Metrics

- Completion: SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)

Regional Priority Sectors

Regional Priority Sector	% of Activity Addressed by Priority Sector
Information & Communication Technologies (ICT)/Digital Media	100%

Responsible person(s)

Name
Armando Rivera-Figueroa

Dependencies *

All participating consortiu, member colleges must fulfill their responsibilities.

Activity Name *

Curriculum Development:Dual Enrollment Pathway

Objective that Applies to this Activity

Curriculum Development

Brief Description of Activity *

LACC will develop two sequential dual enrollment courses to create a game design career pathway for high school students.

Proposed Completion Date

06/29/2024

Student Success Metrics and SWP Metrics

- Completion: SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)

Regional Priority Sectors

Regional Priority Sector	% of Activity Addressed by Priority Sector
Information & Communication Technologies (ICT)/Digital Media	100%

Responsible person(s)

Name
Armando Rivera-Figueroa

Dependencies *

LARC's K-12 Director will assist with dual enrollment pathway promotion to LARC member high schools.

Activity Name *

Employer Engagement

Objective that Applies to this Activity

Curriculum Development

Brief Description of Activity *

The LA Game project will establish a Regional Advisory Board, which will include members from at least six gaming employers in the LA region, at least two members from the UC/CSU system, at least one representative from each participating community college, and student representation. Once established, the Regional Advisory Board will convene at least once per quarter during the grant period. The Board will advise curriculum development and implementation, including student learning outcomes, course sequences, and work-based learning components.,

Proposed Completion Date

08/31/2023

Student Success Metrics and SWP Metrics

- Workforce: SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course (SW_403)

Regional Priority Sectors

Regional Priority Sector	% of Activity Addressed by Priority Sector
Information & Communication Technologies (ICT)/Digital Media	100%

Responsible person(s)

Name
Armando Rivera-Figueroa

Dependencies *

All participating consortium member colleges must develop relationships with gaming employers in the LA region. Gaming employers must be willing to engage with consortium member colleges and their students. Consortium members hope to engage employers including Activision, Electronic Arts, Epic Games, Faze Clan, Riot Games, and Sony/Playstation, among others. Certain of these employers have already expressed interest in partnering with community colleges to develop their future workforce.

Activity Name *

Regional Esports Arena Development

Objective that Applies to this Activity

Regional Esports Arena Development

Brief Description of Activity *

Using UC Irvine's state-of-the-art esports arena as a model, the LA Game project will design and equip a regional esports arena open to all consortium members. The team anticipates equipping the space with top-of-the-line computers, gaming gear, and gaming chairs. The facility will be a draw for students and industry alike and will enable students to learn and exercise new skills in a state-of-the-art environment.,

Proposed Completion Date

06/29/2024

Student Success Metrics and SWP Metrics

- Completion: SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year (SW_402)

Regional Priority Sectors

Regional Priority Sector	% of Activity Addressed by Priority Sector
Information & Communication Technologies (ICT)/Digital Media	100%

Responsible person(s)

Name
Armando Rivera-Figueroa

Dependencies *

LACC must follow college and district procedures to secure the identified arena space and procure all equipment. Contractors and vendors must provide services and equipment on time and as quoted.

Budget

Los Angeles City College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Curriculum Development; Instructional Salaries - Curriculum Development	Ongoing	$5,000
1000 - Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Development of Game Design Curriculum with degrees and a regional eSports Center; Instructional Salaries - SFP Instructor Special Assignment (ISA)	Ongoing	$75,000
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Development of Game Design Curriculum with degrees and a regional eSports Center; Instructional Salaries - SFP Instructor Special Assignment (ISA)	Ongoing	$75,000
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Curriculum Development; Instructional Salaries - Curriculum Development	Ongoing	$5,000
2000 - Non-Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Development of Game Design Curriculum with degrees and a regional eSports Center, and Advisory Board establishment; Non-Instructional Salaries - Grant Management	Ongoing	$20,000
2000 - Non-Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Development of Game Design Curriculum with degrees and a regional eSports Center; Non-Instructional Salaries - Program Outreach	Ongoing	$6,000
Total					**$500,000**

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Development of Game Design Curriculum with degrees and a regional eSports Center; Non-Instructional Salaries - Program Outreach	Ongoing	$6,000
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Development of Game Design Curriculum with degrees and a regional eSports Center, and Advisory Board establishment; Non-Instructional Salaries - Grant Management	Ongoing	$20,000
3000 - Employee Benefits	2022-23	Curriculum Development: Degree/Certificate Program	Development of Game Design Curriculum with degrees and a regional eSports Center; Employee Benefits- SFP Instructor Special Assignment (ISA)	Ongoing	$25,000
3000 - Employee Benefits	2022-23	Curriculum Development: Degree/Certificate Program	Development of Game Design Curriculum with degrees and a regional eSports Center, and Advisory Board establishment; Employee Benefits- Grant Management	Ongoing	$1,500
3000 - Employee Benefits	2023-24	Curriculum Development: Degree/Certificate Program	Development of Game Design Curriculum with degrees and a regional eSports Center, and Advisory Board establishment; Employee Benefits- Grant Management	Ongoing	$1,500
3000 - Employee Benefits	2023-24	Curriculum Development:	Development of Game Design Curriculum with degrees and a regional	Ongoing	$25,000
Total					**$500,000**

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
		Degree/Certificate Program	eSports Center; Employee Benefits- SFP Instructor Special Assignment (ISA)		
5000 - Other Operating Expenses and Services	2022-23	Curriculum Development: Degree/Certificate Program	Development of Game Design Curriculum with degrees and a regional eSports Center, and Advisory Board establishment; Four Advisory Boards. Two per year	Ongoing	$10,000
5000 - Other Operating Expenses and Services	2022-23	Curriculum Development: Degree/Certificate Program	Development of Game Design Curriculum with degrees and a regional eSports Center, and Advisory Board establishment; Marketing	Ongoing	$7,500
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree/Certificate Program	Development of Game Design Curriculum with degrees and a regional eSports Center, and Advisory Board establishment; Marketing	Ongoing	$7,500
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree/Certificate Program	Development of Game Design Curriculum with degrees and a regional eSports Center, and Advisory Board establishment; Four Advisory Boards. Two per year	Ongoing	$10,000
6000 - Capital Outlay	2022-23	Regional Esports Arena Development	Development of eSports Training Centers and LA Region Competition Center; Purchase of needed equipment to run an eSports Training Center	One-time	$200,000
Total					$500,000

Compton College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Curriculum development (courses and degree), marketing and outreach strategies; Faculty Curriculum and Program Development Salary	Ongoing	$5,000
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Curriculum development (courses and degree), marketing and outreach strategies; Faculty Curriculum and Program Development Salary	Ongoing	$10,000
3000 - Employee Benefits	2022-23	Curriculum Development: Degree/Certificate Program	Curriculum development faculty stipend benefits	Ongoing	$1,420
3000 - Employee Benefits	2023-24	Curriculum Development: Degree/Certificate Program	Curriculum development faculty stipend benefits	Ongoing	$2,840
4000 - Supplies and Materials	2022-23	Curriculum Development: Degree/Certificate Program	Instructional Supplies and Materials; Instructional supplies and materials to support curricular implementation and program development.	Ongoing	$10,000
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree/Certificate Program	Instructional Supplies and Materials; Instructional supplies and materials to support curricular implementation and program development.	Ongoing	$10,000
5000 - Other Operating Expenses and Services	2022-23	Curriculum Development:	Contractor Services; Creation and implementation of a	Ongoing	$10,740
Total					**$100,000**

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
		Degree/Certificate Program	training center atCompton College		
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree/Certificate Program	Contractor Services; Creation and implementation of a training center atCompton College	Ongoing	$30,000
6000 - Capital Outlay	2022-23	Regional Esports Arena Development	eSports Gaming Equipment and Facility Development; Equipment needed to bring program to scale for a sufficient number of learners.	Ongoing	$10,000
6000 - Capital Outlay	2023-24	Regional Esports Arena Development	eSports Gaming Equipment and Facility Development; Equipment needed to bring program to scale for a sufficient number of learners.	Ongoing	$10,000
Total					$100,000

East Los Angeles College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
2000 - Non-Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Curriculum development (courses and degree), marketing and outreach strategies	Ongoing	$12,500
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Curriculum development (courses and degree), marketing and outreach strategies	Ongoing	$12,500
3000 - Employee Benefits	2022-23	Curriculum Development: Degree/Certificate Program	Benefits	Ongoing	$2,500
3000 - Employee Benefits	2023-24	Curriculum Development: Degree/Certificate Program	Benefits	Ongoing	$2,500
4000 - Supplies and Materials	2022-23	Curriculum Development: Degree/Certificate Program	Supplies and materials aligned with industry standards, i.e., workstations, software, cameras	Ongoing	$35,000
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree/Certificate Program	Supplies and materials aligned with industry standards, i.e., workstations, software, cameras	Ongoing	$35,000
Total					**$100,000**

El Camino College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Create and share curriculum; Instructional Salaries	Ongoing	$32,900
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Create and share curriculum; Instructional Salaries	Ongoing	$32,900
3000 - Employee Benefits	2022-23	Curriculum Development: Degree/Certificate Program	Create and share curriculum; Instructional Salaries	Ongoing	$14,100
3000 - Employee Benefits	2023-24	Curriculum Development: Degree/Certificate Program	Create and share curriculum; Instructional Salaries	Ongoing	$14,100
4000 - Supplies and Materials	2022-23	Curriculum Development: Degree/Certificate Program	Purchase of digital games; Purchase licenses for eSports games	Ongoing	$3,000
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree/Certificate Program	Purchase of digital games; Purchase licenses for eSports games	Ongoing	$3,000
Total					**$100,000**

Glendale Community College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
5000 - Other Operating Expenses and Services	2022-23	Curriculum Development: Degree/Certificate Program	Contracts for marketing/branding Video Game Design/Animation & Esports	Ongoing	$25,000
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree/Certificate Program	Contracts for marketing/branding Video Game Design/Animation & Esports	Ongoing	$25,000
Total					$50,000

Long Beach City College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Stipend for Faculty to create additional courses and revise existing game design curriculum. Faculty to attend Regional Meetings.	Ongoing	$4,088
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Stipend for Faculty to create additional courses and revise existing game design curriculum. Faculty to attend Regional Meetings.	Ongoing	$4,000
2000 - Non-Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Staff to support the execution of the project.	Ongoing	$6,600
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Staff to support the execution of the project.	Ongoing	$6,600
3000 - Employee Benefits	2022-23	Curriculum Development: Degree/Certificate Program	Curriculum developement faculty stipend benefits	Ongoing	$1,814
3000 - Employee Benefits	2023-24	Curriculum Development: Degree/Certificate Program	Curriculum developement faculty stipend benefits	Ongoing	$1,898
4000 - Supplies and Materials	2022-23	Curriculum Development: Degree/Certificate Program	Supplies and Material to support new and updated gaming curriculum.	Ongoing	$13,750
4000 - Supplies and Materials	2023-24	Curriculum Development:	Supplies and Material to support new and updated	Ongoing	$13,750
Total					**$100,000**

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
		Degree/Certificate Program	gaming curriculum.		
5000 - Other Operating Expenses and Services	2022-23	Curriculum Development: Degree/Certificate Program	Faculty Professional Development to support the creation and update of gaming curriculum.	Ongoing	$10,000
5000 - Other Operating Expenses and Services	2022-23	Curriculum Development: Degree/Certificate Program	Marketing to promote new and updated courses to increase enrollment.	Ongoing	$13,750
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree/Certificate Program	Marketing to promote new and updated courses to increase enrollment.	Ongoing	$13,750
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree/Certificate Program	Faculty Professional Development to support the creation and update of gaming curriculum.	Ongoing	$10,000
Total					$100,000

Los Angeles Harbor College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
2000 - Non-Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Curriculum development faculty stipend benefits	Ongoing	$10,000
5000 - Other Operating Expenses and Services	2022-23	Curriculum Development: Degree/Certificate Program	Marketing of new eSports Program	Ongoing	$10,000
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree/Certificate Program	Marketing of new eSports Program	Ongoing	$5,000
6000 - Capital Outlay	2022-23	Regional Esports Arena Development	Development of eSports Training Centers and LA Region Competition Center; Purchase of needed equipment to run an eSports Training Center	One-time	$39,000
6000 - Capital Outlay	2023-24	Regional Esports Arena Development	Development of eSports Training Centers and LA Region Competition Center; Purchase of needed equipment to run an eSports Training Center	One-time	$36,000
Total					$100,000

Los Angeles Mission College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
2000 - Non-Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Faculty ADG to develop Center	Ongoing	$3,000
2000 - Non-Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Faculty ADG to develop curriculum	Ongoing	$7,000
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Faculty ADG to develop Center	Ongoing	$3,000
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Faculty ADG to develop curriculum	Ongoing	$7,000
3000 - Employee Benefits	2022-23	Curriculum Development: Degree/Certificate Program	Curriculum development faculty stipend benefits	Ongoing	$3,000
3000 - Employee Benefits	2023-24	Curriculum Development: Degree/Certificate Program	Curriculum development faculty stipend benefits	Ongoing	$3,000
4000 - Supplies and Materials	2022-23	Regional Esports Arena Development	eSports training center needs outside scope of curriculum but critical to training; Noninstructional supplies	Ongoing	$5,000
4000 - Supplies and Materials	2022-23	Regional Esports Arena Development	Industry-identified Sports training tools/resources, i.e., Gaming Laptops, instructional supplies and materials to support curricular implementation	Ongoing	$5,000
Total					**$100,000**

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
			and program development.		
4000 - Supplies and Materials	2023-24	Regional Esports Arena Development	eSports training center needs outside scope of curriculum but critical to training; Noninstructional supplies	Ongoing	$5,000
4000 - Supplies and Materials	2023-24	Regional Esports Arena Development	Industry-identified Sports training tools/resources, i.e., Gaming Laptops, instructional supplies and materials to support curricular implementation and program development.	Ongoing	$5,000
5000 - Other Operating Expenses and Services	2022-23	Regional Esports Arena Development	Vendor contracts to establish infrastructure for Center	Ongoing	$5,000
5000 - Other Operating Expenses and Services	2022-23	Regional Esports Arena Development	Faculty Professional Development	Ongoing	$3,000
5000 - Other Operating Expenses and Services	2023-24	Regional Esports Arena Development	Faculty Professional Development	Ongoing	$3,000
5000 - Other Operating Expenses and Services	2023-24	Regional Esports Arena Development	Vendor contracts to establish infrastructure for Center	Ongoing	$5,000
6000 - Capital Outlay	2022-23	Regional Esports Arena Development	Development of eSports Training Centers and LA Region Competition Center; Purchase of needed equipment to run an eSports Training Center	One-time	$13,000
6000 - Capital Outlay	2023-24	Regional Esports Arena Development	Development of eSports Training Centers and LA Region Competition Center; Purchase of	One-time	$25,000
Total					**$100,000**

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
			needed equipment to run an eSports Training Center		
Total					$100,000

Los Angeles Pierce College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Curriculum development (courses and degree), marketing and outreach strategies	Ongoing	$25,000
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Curriculum development (courses and degree), marketing and outreach strategies	Ongoing	$25,000
6000 - Capital Outlay	2022-23	Regional Esports Arena Development	Development of eSports Training Centers and LA Region Competition Center; Purchase of needed equipment to run an eSports Training Center	One-time	$75,000
6000 - Capital Outlay	2023-24	Regional Esports Arena Development	Development of eSports Training Centers and LA Region Competition Center; Purchase of needed equipment to run an eSports Training Center	One-time	$75,000
Total					$200,000

Los Angeles Southwest College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
2000 - Non-Instructional Salaries	2022-23	Regional Esports Arena Development	eSports training center needs outside scope of curriculum but critical to training; Noninstructional supplies	Ongoing	$15,000
2000 - Non-Instructional Salaries	2023-24	Regional Esports Arena Development	eSports training center needs outside scope of curriculum but critical to training; Noninstructional supplies	Ongoing	$10,000
3000 - Employee Benefits	2022-23	Regional Esports Arena Development	Benefits	Ongoing	$2,500
3000 - Employee Benefits	2023-24	Regional Esports Arena Development	Benefits	Ongoing	$2,500
6000 - Capital Outlay	2022-23	Regional Esports Arena Development	Development of eSports Training Centers and LA Region Competition Center; Purchase of needed equipment to run an eSports Training Center	One-time	$35,000
6000 - Capital Outlay	2023-24	Regional Esports Arena Development	Development of eSports Training Centers and LA Region Competition Center; Purchase of needed equipment to run an eSports Training Center	One-time	$35,000
Total					$100,000

Los Angeles Trade-Technical College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
2000 - Non-Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Curriculum development (courses and degree), marketing and outreach strategies	Ongoing	$12,500
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Curriculum development (courses and degree), marketing and outreach strategies	Ongoing	$12,500
3000 - Employee Benefits	2022-23	Curriculum Development: Degree/Certificate Program	Benefits	Ongoing	$2,500
3000 - Employee Benefits	2023-24	Curriculum Development: Degree/Certificate Program	Benefits	Ongoing	$2,500
4000 - Supplies and Materials	2022-23	Curriculum Development: Degree/Certificate Program	Supplies and materials aligned with industry standards, i.e., workstations, software, cameras	Ongoing	$35,000
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree/Certificate Program	Supplies and materials aligned with industry standards, i.e., workstations, software, cameras	Ongoing	$35,000
Total					**$100,000**

Mt. San Antonio College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Faculty time to create and obtain approval of E-Sports competition courses, research required equipment, and supervise installation of equipment	Ongoing	$20,000
3000 - Employee Benefits	2022-23	Curriculum Development: Degree/Certificate Program	Curriculum Development Faculty stipend benefits	Ongoing	$5,000
6000 - Capital Outlay	2022-23	Regional Esports Arena Development	Development of eSports Training Centers and LA Region Competition Center; Purchase of needed equipment to run an eSports Training Center	One-time	$75,000
Total					$100,000

Rio Hondo College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Curriculum Development: Degree/Certificate Pathway; Create course work, and Faculty development	Ongoing	$12,500
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Curriculum Development: Degree/Certificate Pathway; Create course work, and Faculty development	Ongoing	$12,500
4000 - Supplies and Materials	2022-23	Regional Esports Arena Development	Build training center; Set up MOCAP system, purchase Gaming Laptops	One-time	$65,000
5000 - Other Operating Expenses and Services	2022-23	Regional Esports Arena Development	Running cables	Ongoing	$10,000
Total					**$100,000**

Santa Monica College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Collaborate with LACC and partner colleges to develop stackable certificates in eSports and Gaming Art Design with the ultimate goal of developing an Associate Degree, approved for UC transferability	Ongoing	$12,500
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Collaborate with LACC and partner colleges to develop stackable certificates in eSports and Gaming Art Design with the ultimate goal of developing an Associate Degree, approved for UC transferability	Ongoing	$12,500
3000 - Employee Benefits	2022-23	Curriculum Development: Degree/Certificate Program	Benefits	Ongoing	$3,125
3000 - Employee Benefits	2023-24	Curriculum Development: Degree/Certificate Program	Benefits	Ongoing	$3,125
6000 - Capital Outlay	2022-23	Regional Esports Arena Development	Building a dedicated eSports and Gaming space at the Center for Media and Design for students to utilize as applied learning in class, as well as career exploration in different technical applications related to this area of study	One-time	$34,375
Total					$100,000

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
6000 - Capital Outlay	2023-24	Regional Esports Arena Development	Building a dedicated eSports and Gaming space at the Center for Media and Design for students to utilize as applied learning in class, as well as career exploration in different technical applications related to this area of study	One-time	$34,375
Total					$100,000

West Los Angeles College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
2000 - Non-Instructional Salaries	2022-23	Curriculum Development: Degree/Certificate Program	Curriculum development (courses and degree), marketing and outreach strategies	Ongoing	$12,500
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree/Certificate Program	Curriculum development (courses and degree), marketing and outreach strategies	Ongoing	$12,500
3000 - Employee Benefits	2022-23	Curriculum Development: Degree/Certificate Program	Benefits	Ongoing	$2,500
3000 - Employee Benefits	2023-24	Curriculum Development: Degree/Certificate Program	Benefits	Ongoing	$2,500
4000 - Supplies and Materials	2022-23	Regional Esports Arena Development	Supplies and materials aligned with industry standards, i.e., workstations, software, cameras	Ongoing	$35,000
4000 - Supplies and Materials	2023-24	Regional Esports Arena Development	Supplies and materials aligned with industry standards, i.e., workstations, software, cameras	Ongoing	$35,000
Total					**$100,000**

Forecast

2022-23 Expenditure Forecasts

Los Angeles City College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$87,500	$175,000	$262,500	$350,000

Compton College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$9,290	$18,580	$27,870	$37,160

East Los Angeles College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

El Camino College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Glendale Community College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$6,250	$12,500	$18,750	$25,000

Long Beach City College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,501	$25,001	$37,502	$50,002

Los Angeles Harbor College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$14,750	$29,500	$44,250	$59,000

Los Angeles Mission College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$11,000	$22,000	$33,000	$44,000

Los Angeles Pierce College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$25,000	$50,000	$75,000	$100,000

Los Angeles Southwest College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$13,125	$26,250	$39,375	$52,500

Los Angeles Trade-Technical College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Mt. San Antonio College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$25,000	$50,000	$75,000	$100,000

Rio Hondo College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$21,875	$43,750	$65,625	$87,500

Santa Monica College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

West Los Angeles College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

2023-24 Expenditure Forecasts

Los Angeles City College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$37,500	$75,000	$112,500	$150,000

Compton College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$15,710	$31,420	$47,130	$62,840

East Los Angeles College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

El Camino College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Glendale Community College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$6,250	$12,500	$18,750	$25,000

Long Beach City College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$24,999	$37,499	$49,998

Los Angeles Harbor College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$10,250	$20,500	$30,750	$41,000

Los Angeles Mission College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$14,000	$28,000	$42,000	$56,000

Los Angeles Pierce College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$25,000	$50,000	$75,000	$100,000

Los Angeles Southwest College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$11,875	$23,750	$35,625	$47,500

Los Angeles Trade-Technical College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Rio Hondo College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$3,125	$6,250	$9,375	$12,500

Santa Monica College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

West Los Angeles College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Certification

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11/29/2022 11:40 AM PST

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12/07/2022 08:35 AM PST

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NOVA Site Version: 6.5.20

Strong Workforce Program - Regional Share
Plans (**Grant:** Strong Workforce Program - Regional Share 2.0)

Produced: Jan 13, 2024, 12:06 AM UTC - By Anna Badalyan

LA-23 LA City College: LA Game Design, Gaming Technology, & Esports (LA Game) - Continued

CERTIFIED

Created by Judy Fox on Oct 22, 2023, 10:14 PM PDT

Details

Plan Title *

LA-23 LA City College: LA Game Design, Gaming Technology, & Esports (LA Game) - Continued

The funding year for this plan

2023-24

The number of fiscal years the plan will span

2

Lead Institution

Los Angeles City College

Address
N/A
Website
N/A
Community College District
Los Angeles CCD
Region within which work is being done
Los Angeles
Previous Plan
LA-22 LA City College: LA Game Design, Gaming Technology, & Esports (LA Game)
Reason for Plan Continuation *

In Round 8, Los Angeles City College (LACC) proposes to continue to lead the Career Pathways program focused on electronic game design, gaming technology, and esports that began in Round 7. The ongoing Round 7 project has three main components: (1) curriculum development, (2) establishment of a regional advisory board, and (3) development of a regional esports center. The Round 8 project will build on the progress made in these three areas, and add a fourth component focused on building the Career Pathway flow between regional K-12 schools and the participating colleges.

Does this plan include short-term credit, noncredit, and not-for-credit workforce training?

No, this plan does not include short-term credit, noncredit, and not-for-credit workforce training.

Does this plan provide support for an Apprenticeship program?

No, this plan does not provide support for an Apprenticeship program.

Plan Rationale

How many students will experience a positive impact from this plan? *

2,650

Explain how you came up with this number and how the students will be positively impacted. *

Each participating college provided the number of students expected to experience a positive impact from the college's individual LA Game project efforts. The collective total number of students expected to experience a positive impact from the project is at least 2,650. Individual colleges based their anticipated student impact numbers on different factors and existing data, including current and historical enrollment numbers, student interest, review of prior-years' enrollment data in Launchboard, anticipated outreach event capacity, and anticipated course and program enrollment capacity. Positive impacts will include learning specific job-oriented skills; exposure to careers in game design, gaming technology, and esports; certificate and degree-applicable credit accumulation; contact with game design industry employers and faculty; progress toward certificate/degree completion; progress toward transfer; transfer opportunities; and more.

What needs motivate this project? *

 The video gaming industry – which includes content ranging from Call of Duty and Minecraft to Wordle and Candy Crush – is huge and growing. U.S. consumer spending on video games totaled more than $60 billion in 2021 (Entertainment Software Association, 2022). Two-thirds of Americans play at least one hour of video games per week, and this growing community includes people of all ages, races, genders, and backgrounds (Ibid.). O-Net Online lists video game designers (O-Net code 15-1255.01) among its "Bright Outlook" occupations because of projected rapid job growth. Similarly, the U.S. Bureau of Labor Statistics Occupational Outlook predicts approximately 25 percent growth – much faster than average – for Software Developers and Web Developers and Digital Designers (the BLS occupational categories that include game design) in the 2021-2031 period. The Los Angeles region is home to many of the video gaming industry's most dominant companies, including Activision, Electronic Arts, Epic Games, Faze Clan, Riot Games, and Sony/Playstation, among others. Against this backdrop, one would expect schools throughout the region to offer game design, gaming technology, and esports programs, but very few actually do. In fact, an October 2020 Centers of Excellence report indicated that Golden West College in Huntington Beach was the only community college in the consolidated Los Angeles/Orange County region to offer a video game design program (Los Angeles/Orange County Center of Excellence, Oct. 2020). Due to the complete lack of community college programming in the region, Culver City Unified School District (which received LARC SWP Round 4 K-12 funding for its game design program) is currently partnering with a private college to provide dual enrollment game design courses for its students. Video game design and development fall within the Los Angeles Regional Plan 2021-2024 priority industry sector of ICT/Digital media. In addition, the planned LA Game project will target all nine of the LA Regional Priorities. All participating colleges are designated Hispanic- Serving Institutions (HSIs) dedicated to increasing diversity, equity, and inclusion on their campuses and in the workforce. The project will engage LA's gaming industry players to ensure that student learning outcomes, course sequences, enrollment goals, and work-based learning opportunities align with labor market demand. The LA Game project team will focus on building relationships with video gaming industry, education, and government stakeholders throughout the LA region to establish and sustain Regional Advisory Board membership during and after the project period. The project will build and strengthen new career pathways in and related to game design, game technology, and esports; support students to complete those pathways; and support career education faculty professional development. As a combination of computer science, technology, and various creative arts disciplines, video game design and game technology course content naturally lends itself to remote instruction presentation, making it appealing to students who do not wish to commute.

What are the risks of this project? *

The LA Game team predicts that the primary risk for this project will relate to operational processes. Districtwide and individual institution procurement requirements may delay renovation and equipment purchases activities for individual college training rooms and the regional esports arena. Personnel/hiring procedures may delay curriculum development, revision, and transfer articulation activities. Although LACC will not have any direct control over any other colleges participating in the LA Game project, all consortium colleges will meet and engage in regular reporting, and LACC will notify LARC of any issues that may prevent the project from achieving its goals on time and within budget.

Work-Based Learning Models And Programs

Does this plan include a Work-Based Learning Component?

Yes

Select the sector that best applies to this plan.

Neither

Disproportionately Impacted (DI) Groups

The DI Groups this plan targets (optional)

Not Entered

Assurances

✓ I have read the Strong Workforce Program legislation

✓ This project meets the intention and requirements of the Strong Workforce Program legislation

✓ Informed by Labor Market Information and regional priorities

✓ I certify that we are supplementing, not supplanting

✓ I have read and agree to the Student Success Metrics Agreement

✓ I certify that this plan complies with all SWP funding guidelines

✓ I certify and confirm that statements made in this plan about how funds will be used, and also accept that documentation will be required as part of reporting

Partner Institutions (Optional)

Partner Institution: Compton College

Address
1111 East Artesia Blvd. | Compton, CA | 90221-5393
Website
www.compton.edu
Community College District
Compton CCD
Region
Los Angeles

Partner Institution: East Los Angeles College

Address
N/A
Website
N/A
Community College District

Los Angeles CCD

Region

Los Angeles

Partner Institution: El Camino College

Address

N/A

Website

N/A

Community College District

El Camino CCD

Region

Los Angeles

Partner Institution: Long Beach City College

Address

N/A

Website

N/A

Community College District

Long Beach CCD

Region

Los Angeles

Partner Institution: Los Angeles Harbor College

Address

N/A

Website

N/A

Community College District

Los Angeles CCD

Region

Los Angeles

Partner Institution: Los Angeles Mission College

Address

N/A

Website

N/A

Community College District

Los Angeles CCD

Region

Los Angeles

Partner Institution: Los Angeles Pierce College

Address

N/A

Website

N/A

Community College District

Los Angeles CCD

Region

Los Angeles

Partner Institution: Los Angeles Southwest College

Address

N/A

Website

N/A

Community College District

Los Angeles CCD

Region

Los Angeles

Partner Institution: Los Angeles Trade-Technical College

Address

N/A

Website

N/A

Community College District

Los Angeles CCD

Region

Los Angeles

Partner Institution: Rio Hondo College

Address

N/A

Website

N/A

Community College District

Rio Hondo CCD

Region

Los Angeles

Partner Institution: Santa Monica College

Address

N/A

Website

N/A

Community College District

Santa Monica CCD

Region

Los Angeles

Partner Institution: West Los Angeles College

Address

N/A

Website

N/A

Community College District

Los Angeles CCD

Region

Los Angeles

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Institutional Signing Authority

Regional Signing Authority - Los Angeles

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- Dr. Narineh Makijan (nmakijan@pasadena.edu)
- Alejandra Landa-Flores (alf@alejandralanda.com)
- BRIGITTE NORSWORTHY Pasadena City College (brnorsworthy@pasadena.edu)
- Elia Blount (exblount@pasadena.edu)
- Genesis Fletcher (gxfletcher@pasadena.edu)

Regional Fund Monitor

- Mayra Diaz (mdiaz@cccco.edu)
- Lupe Maldonado (lmaldonado@cccco.edu)

Labor Market Information

Name *

Video Game Design

Occupations

- 13-1011.00 Agents and Business Managers of Artists, Performers, and Athletes
- 15-1252.00 Software Developers
- 15-1255.01 Video Game Designers
- 27-1014.00 Special Effects Artists and Animators
- 27-1024.00 Graphic Designers

Geography

Region

Los Angeles

Subregions

- Los Angeles

Counties

- Los Angeles

Programs

Institution

Los Angeles Southwest College

TOP Code

Electronic Game Design (061420)

Institution

Los Angeles Trade-Technical College

TOP Code

Electronic Game Design (061420)

Institution

East Los Angeles College

TOP Code

Electronic Game Design (061420)

Institution

Compton College

TOP Code

Electronic Game Design (061420)

Institution

West Los Angeles College

TOP Code

Electronic Game Design (061420)

Institution

El Camino College

TOP Code

Electronic Game Design (061420)

Institution

Long Beach City College

TOP Code

Electronic Game Design (061420)

Institution

Los Angeles City College

TOP Code

Electronic Game Design (061420)

Institution

Los Angeles Harbor College

TOP Code

Electronic Game Design (061420)

Institution

Los Angeles Mission College

TOP Code

Electronic Game Design (061420)

Institution

Los Angeles Pierce College

TOP Code

Electronic Game Design (061420)

Institution

Rio Hondo College

TOP Code

Electronic Game Design (061420)

Institution

Santa Monica College

TOP Code

Electronic Game Design (061420)

Supporting Evidence

Document Title	Type	Uploaded	Comment
📄 **LMI - CoE Brief_Electronic Game Design.pdf**	LMI Library Reports Data	10/22/2023, 10:45:51 PM	CofE Program Endorsement Brief: 0614.20/Electronic Game Design Foundation. October 2020 | Supply and Demand criteria

Metrics

Investment Plan

Investments *

By developing and offering popular and UC transfer-articulated game design, gaming technology, and esports certificate and degree programs guided by gaming industry employers and incorporating work-based learning, the LA support services, and activities) you will make and how these will result in improved performance with the metrics below.

Game member colleges will increase the number of CCC students who acquire associates degrees, certificates, and job-oriented skills; and the number who transfer to the UC system. Member colleges will develop clear, course-mapped degree pathways to minimize unit accumulation. By engaging gaming employers for Regional Advisory Board membership and work-based learning opportunities, and specifically tailoring student learning outcomes to meet employer demand, the LA Game project aims to increase the percentage of exiting students obtaining employment in the game design, game technology, and esports fields. All colleges will strive to meet their ESMP equity goals.

Quantitative metrics will include:

1. Number of courses developed.

2. Number of certificate or degree programs developed.

3. Developed course enrollment.

4. Developed certificate/degree attainment.

5. Developed course success rate.

6. Number of units completed by students earning developed certificates/degrees.

7. Transfer rate for students earning developed certificates/degrees.

8. Program graduates reporting employment in their field of study.

9. Advisory board membership.

10. Number of employers engaged.

Individual LA Game project consortium member colleges will use SWP funds to support:

1. Curriculum development, including ISA time for curriculum development, adaptation, approval, articulation, and implementation.

2. Training room equipment, including gaming computers, gaming chairs, headsets, software and licenses, and necessary gaming accessories.

3. Outreach activities to attract and engage students; high schools for dual enrollment pathways; and industry, education, and government leaders for Regional Advisory Board participation.

As the project lead, LACC will also use SWP funds to support:

1. Staffing related to project management.

2. Esports arena renovation and equipment, including gaming computers, gaming chairs, headsets, software and licenses, large screen display audio/visual equipment, and necessary gaming accessories.

Metrics: Vision for Success Goals and SWP Metrics

✕ **Completion:** Increase the number of CCC students annually who acquire associate degrees, credentials, certificates, or specific job oriented skill sets.

✕ **Transfer:** Increase the number of CCC students system-wide transferring annually to a UC or CSU.

✕ **Unit Accumulation:** Decrease the average number of units accumulated by CCC students earning associate degrees.

✓ **Workforce:** Increase the percent of exiting students who report being employed in their field of study.

SWP Metrics

- SWP Students with a Job Closely Related to Their Field of Study (SW_701)

✕ **Equity:** Reduce equity gaps across all of the above measures through faster improvements among traditionally underrepresented student groups.

SWP Metrics

SWP Metrics: Los Angeles City College

Metric	2019-20 Actuals	2020-21 Actuals	2021-22 Actuals	2023-24 Target	2024-25 Target
SWP Students with a Job Closely Related to Their Field of Study (SW_701)				0.0%	10.0%

SWP Metrics: Compton College

Metric	2019-20 Actuals	2020-21 Actuals	2021-22 Actuals	2023-24 Target	2024-25 Target
SWP Students with a Job Closely Related to Their Field of Study (SW_701)				0.0%	1.0%

SWP Metrics: East Los Angeles College

Metric	2019-20 Actuals	2020-21 Actuals	2021-22 Actuals	2023-24 Target	2024-25 Target
SWP Students with a Job Closely Related to Their Field of Study (SW_701)				0.0%	2.0%

SWP Metrics: El Camino College

Metric	2019-20 Actuals	2020-21 Actuals	2021-22 Actuals	2023-24 Target	2024-25 Target
SWP Students with a Job Closely Related to Their Field of Study (SW_701)				0.0%	2.0%

SWP Metrics: Long Beach City College

Metric	2019-20 Actuals	2020-21 Actuals	2021-22 Actuals	2023-24 Target	2024-25 Target
SWP Students with a Job Closely Related to Their Field of Study (SW_701)				0.0%	1.0%

SWP Metrics: Los Angeles Harbor College

Metric	2019-20 Actuals	2020-21 Actuals	2021-22 Actuals	2023-24 Target	2024-25 Target
SWP Students with a Job Closely Related to Their Field of Study (SW_701)				0.0%	1.0%

SWP Metrics: Los Angeles Mission College

Metric	2019-20 Actuals	2020-21 Actuals	2021-22 Actuals	2023-24 Target	2024-25 Target
SWP Students with a Job Closely Related to Their Field of Study (SW_701)				0.0%	1.0%

SWP Metrics: Los Angeles Pierce College

Metric	2019-20 Actuals	2020-21 Actuals	2021-22 Actuals	2023-24 Target	2024-25 Target
SWP Students with a Job Closely Related to Their Field of Study (SW_701)				0.0%	1.0%

SWP Metrics: Los Angeles Southwest College

Metric	2019-20 Actuals	2020-21 Actuals	2021-22 Actuals	2023-24 Target	2024-25 Target
SWP Students with a Job Closely Related to Their Field of Study (SW_701)				1.0%	2.0%

SWP Metrics: Los Angeles Trade-Technical College

Metric	2019-20 Actuals	2020-21 Actuals	2021-22 Actuals	2023-24 Target	2024-25 Target
SWP Students with a Job Closely Related to Their Field of Study (SW_701)				0.0%	2.0%

SWP Metrics: Rio Hondo College

Metric	2019-20 Actuals	2020-21 Actuals	2021-22 Actuals	2023-24 Target	2024-25 Target
SWP Students with a Job Closely Related to Their Field of Study (SW_701)				0.0%	2.0%

SWP Metrics: Santa Monica College

Metric	2019-20 Actuals	2020-21 Actuals	2021-22 Actuals	2023-24 Target	2024-25 Target
SWP Students with a Job Closely Related to Their Field of Study (SW_701)				0.0%	2.0%

SWP Metrics: West Los Angeles College

Metric	2019-20 Actuals	2020-21 Actuals	2021-22 Actuals	2023-24 Target	2024-25 Target
SWP Students with a Job Closely Related to Their Field of Study (SW_701)				0.0%	1.0%

Continuing Plan

What is working? *

Curriculum Development. To date, lead institution LACC has completed development and received State approval for two Certificates of Achievement: (1) Game Art & Design Foundation and (2) Game Art & Design Production. LACC has also developed two sequential dual enrollment courses for high school students focused on game design. All participating colleges have begun or completed curriculum adoption and adaptation, and are on track to offer at least one credit game design course by Fall 2024.

Advisory Board. The existing LA Game Advisory Board includes members from regional gaming employers, the UC system, and participating colleges. In Round 7, participating colleges recruited board members, and the Board provided input and oversight for curriculum and certificate development and revision.

What are you changing? *

Curriculum Development. In Round 8, LACC will focus on development and approval of (1) an associate degree program in Game Art & Design, and (2) an associate degree program in Esports Management, Production, and Performance based on existing models in the region. Participating colleges will continue adoption and adaptation of developed curriculum to offer certificate and/or degree programs by Fall 2025.

Advisory Board. Round 8 efforts will focus on increasing Board membership to include additional employers, UC partners, CSU partners, and K-12 partners, and continuing to convene the Board to guide curriculum development, revision, and work-based learning efforts. LACC will also lead development and initial hosting of an annual single-day conference for Board members, partners, participating colleges, and students.

Career Pathway Flow. In Round 8, LACC will lead participating colleges in ensuring the development and expansion of true K-12 to community college to university and career pathway in gaming and esports. To start, LACC will survey K-12 schools in participating college service areas to determine which schools have or are interested in creating gaming/esports career pathway programs to create a roster and connect participating colleges to schools and appropriate administrative personnel. Participating colleges will then work with schools in their service area to develop and implement dual enrollment programs, career exploration outreach activities, work-based learning opportunities, etc.

Workplan: Objectives

Objective Name *

Curriculum Development

Objective Type

Develop new program to address ongoing market need

Description of Objective *

To date, lead institution LACC has completed development and received State approval for two Certificates of Achievement: (1) Game Art & Design Foundation and (2) Game Art & Design Production. LACC has also developed two sequential dual enrollment courses for high school students focused on game design. All participating colleges have begun or completed curriculum adoption and adaptation, and are on track to offer at least one credit game design course by Fall 2024. In Round 8, LACC will focus on development and approval of (1) an associate degree program in Game Art & Design, and (2) an associate's degree program in Esports Management, Production, and Performance based on existing models in the region. Participating colleges will continue adoption and adaptation of developed curriculum to offer certificate and/or degree programs by Fall 2025.

How will this Objective address the Regional Strategy plan *

The LA Game project's curriculum development objective aligns with the region's plan to ensure that community college career technical education and workforce development courses and certificate/degree programs are responsive to the needs of both students and employers. Consortium colleges will seek to develop meaningful and sustainable partnerships with gaming employers throughout the LA region to provide guidance into student learning outcomes, course sequences, enrollment and degree/certificate conferment goals, and work-based learning opportunities.

Description of Alignment with Sector Strategy/Regional Priority *

Video game design and development fall within the Los Angeles Regional Plan 2021-2024 priority industry sector of ICT/Digital media. In addition, the planned LA Game project will target all nine of the LA Regional Priorities. All participating colleges are designated Hispanic-Serving Institutions (HSIs) dedicated to increasing diversity, equity, and inclusion on their campuses and in the workforce. The project will engage LA's gaming industry players to ensure that student learning outcomes, course sequences, enrollment goals, and work-based learning opportunities align with labor market demand. The LA Game project team will focus on building relationships with video gaming industry, education, and government stakeholders throughout the LA region to establish and sustain regional advisory board membership during and after the project period. The project will build and strengthen new career pathways in and related to game design, game technology, and esports; support students to complete those pathways; and support career education faculty professional development. As a combination of computer science,

technology, and various creative arts disciplines, video game design and game technology course content naturally lends itself to remote instruction presentation, which will appeal to many students.

Objective Name *

Regional Advisory Board Expansion & Convening

Objective Type

Improve career readiness and job placement

Description of Objective *

The LA Game project will establish a Regional Advisory Board, which will include members from at least six gaming employers in the LA region, at least two members from the UC/CSU system, at least one representative from each participating community college, and student representation. Once established, the Regional Advisory Board will convene at least once per quarter during the grant period.

How will this Objective address the Regional Strategy plan *

The Regional Advisory Board objective aligns with the Regional Plan's strategies for LA colleges to strengthen job placement, which specifically states that colleges should connect to industry through regional advisory boards and advisory boards should include student representation. The LA Game project team will focus on building and expanding relationships with video gaming industry, education, and government stakeholders throughout the LA region to establish and sustain Regional Advisory Board membership during and after the project period.

Description of Alignment with Sector Strategy/Regional Priority *

Video game design and development fall within the Los Angeles Regional Plan 2021-2024 priority industry sector of ICT/Digital media. In addition, the planned LA Game project will target all nine of the LA Regional Priorities. All participating colleges are designated Hispanic-Serving Institutions (HSIs) dedicated to increasing diversity, equity, and inclusion on their campuses and in the workforce. The project will engage LA's gaming industry players to ensure that student learning outcomes, course sequences, enrollment goals, and work-based learning opportunities align with labor market demand. The LA Game project team will focus on building relationships with video gaming industry, education, and government stakeholders throughout the LA region to establish and sustain regional advisory board membership during and after the project period. The project will build and strengthen new career pathways in and related to game design, game technology, and esports; support students to complete those pathways; and support career education faculty professional development. As a combination of computer science, technology, and various creative arts disciplines, video game design and game technology course content naturally lends itself to remote instruction presentation, which will appeal to many students.

Objective Name *

Regional Esports Arena Development

Objective Type

Develop new program to address ongoing market need

Description of Objective *

In Round 7, LACC completed its on-campus esports training facility and has begun planning of the regional esports arena. Round 8 efforts will focus on renovation and equipment of the arena, aimed at a Fall 2025 opening. Using UC Irvine's state-of-the-art esports arena as a model, the LA Game project will design and equip a regional esports   arena open to all consortium members. The team anticipates equipping the space with top- of-the-line computers, gaming gear, and gaming chairs. The esports arena will be available   for classes, competitions, teams, clubs, and more.

How will this Objective address the Regional Strategy plan *

Video game design and development fall within the Los Angeles Regional Plan 2021-2024 priority industry sector of ICT/Digital media. To attract students into the developed degree/certificate programs and effectively train them for employment in video game design, gaming technology, esports management and production, and related fields, the regional consortium needs a fully equipped esports arena to host classes and competitions. This objective aligns with the region's plan to ensure that community college career technical education and workforce development courses and certificate/degree programs respond to the needs of both students and employers.

Description of Alignment with Sector Strategy/Regional Priority *

Video game design and development fall within the Los Angeles Regional Plan 2021-2024 priority industry sector of ICT/Digital media. In addition, the planned LA Game project will target all nine of the LA Regional Priorities. All participating colleges are designated Hispanic-Serving Institutions (HSIs) dedicated to increasing diversity, equity, and inclusion on their campuses and in the workforce. The project will engage LA's gaming industry players to ensure that student learning outcomes, course sequences, enrollment goals, and work-based learning opportunities align with labor market demand. The LA Game project team will focus on building relationships with video gaming industry, education, and government stakeholders throughout the LA region to establish and sustain regional advisory board membership during and after the project period. The project will build and strengthen new career pathways in and related to game design, game technology, and esports; support students to complete those pathways; and support career education faculty professional development. As a combination of computer science, technology, and various creative arts disciplines, video game design and game technology course content naturally lends itself to remote instruction presentation, which will appeal to many students.

Objective Name *

Career Pathway Flow

Objective Type

Improve career readiness and job placement

Description of Objective *

In Round 8, LACC will lead participating colleges in ensuring the development and expansion of true K-12 to community college to university and career pathway in gaming and esports. To start, LACC will survey K-12 schools in participating college service areas to determine which schools have or are interested in creating gaming/esports career pathway programs to create a roster and connect participating colleges to schools and appropriate administrative personnel. Participating colleges will then work with schools in their service area to develop and implement dual enrollment programs, career exploration outreach activities, work-based learning opportunities, etc.

How will this Objective address the Regional Strategy plan *

The LA Game project's Career Pathway Flow objective aligns with the region's plan to ensure that community college career technical education and workforce development courses and certificate/degree programs respond to the needs of both students and employers. Consortium colleges will seek to develop meaningful and sustainable partnerships with K-12 partners throughout the LA region to develop and implement dual enrollment programs, career exploration outreach activities, work-

based learning   opportunities, etc. Regional employers will provide guidance into student learning   outcomes, course sequences, enrollment and degree/certificate conferment goals, and work- based learning opportunities. In this way, the project team will create a true pipeline from   high school to community college to university and careers in game design, game technology, esports management and production, and related fields.

Description of Alignment with Sector Strategy/Regional Priority *

Video game design and development fall within the Los Angeles Regional Plan 2021-2024 priority industry sector of ICT/Digital media. In addition, the planned LA Game project will target all nine of the LA Regional Priorities. All participating colleges are designated Hispanic-Serving Institutions (HSIs) dedicated to increasing diversity, equity, and inclusion on their campuses and in the workforce. The project will engage LA's gaming industry players to ensure that student learning outcomes, course sequences, enrollment goals, and work-based learning opportunities align with labor market demand. The LA Game project team will focus on building relationships with video gaming industry, education, and government stakeholders throughout the LA region to establish and sustain regional advisory board membership during and after the project period. The project will build and strengthen new career pathways in and related to game design, game technology, and esports; support students to complete those pathways; and support career education faculty professional development. As a combination of computer science, technology, and various creative arts disciplines, video game design and game technology course content naturally lends itself to remote instruction presentation, which will appeal to many students.

Workplan: Activities

Activity Name *

Curriculum Development: Degree Programs

Objective that Applies to this Activity

Curriculum Development

Brief Description of Activity *

In Round 8, LACC will focus on development and approval of (1) an associate degree program in Game Art & Design, and (2) an associate degree program in Esports Management, Production, and Performance based on existing models in the region. Participating colleges will continue adoption and adaptation of developed curriculum to offer certificate and/or degree programs by Fall 2025.

Proposed Completion Date

06/30/2025

Student Success Metrics and SWP Metrics

- Workforce: SWP Students with a Job Closely Related to Their Field of Study (SW_701)

Regional Priority Sectors

Regional Priority Sector	% of Activity Addressed by Priority Sector
Information & Communication Technologies (ICT)/Digital Media	100%

Responsible person(s)

Name
Armando Rivera-Figueroa

Dependencies *

All participating consortium member colleges must fulfill their responsibilities. Degree program development progress will advance more quickly if participating colleges with existing programs offer their curriculum as a model.

Activity Name *

Employer Engagement

Objective that Applies to this Activity

Regional Advisory Board Expansion & Convening

Brief Description of Activity *

Round 8 efforts will focus on increasing Board membership to include additional employers, UC partners, CSU partners, and K-12 partners, and continuing to convene the Board to guide curriculum development, revision, and work-based learning efforts. LACC will also lead development and initial hosting of an annual single-day conference for Board members, partners, participating colleges, and students.

Proposed Completion Date

06/30/2025

Student Success Metrics and SWP Metrics

- Workforce: SWP Students with a Job Closely Related to Their Field of Study (SW_701)

Regional Priority Sectors

Regional Priority Sector	% of Activity Addressed by Priority Sector
Information & Communication Technologies (ICT)/Digital Media	100%

Responsible person(s)

Name
Armando Rivera-Figueroa

Dependencies *

All participating consortium member colleges must develop relationships with gaming employers in the LA region. Gaming employers must be willing to engage with consortium member colleges and their students. Participating colleges must contribute to the conference and commit to assisting with conference production and hosting in future years.

Activity Name *

Regional Esports Arena Development

Objective that Applies to this Activity

Regional Esports Arena Development

Brief Description of Activity *

Round 8 efforts will focus on renovation and equipment of the regional esports arena, aimed at a Fall 2025 opening. Using UC Irvine's state-of-the-art esports arena as a model, the LA Game project will design and equip a regional esports arena open to all consortium members. The team anticipates equipping the space with top-of-the-line computers, gaming gear, and gaming chairs. The esports arena will be available for classes, competitions, teams, clubs, and more.

Proposed Completion Date

06/30/2025

Student Success Metrics and SWP Metrics

- Workforce: SWP Students with a Job Closely Related to Their Field of Study (SW_701)

Regional Priority Sectors

Regional Priority Sector	% of Activity Addressed by Priority Sector
Information & Communication Technologies (ICT)/Digital Media	100%

Responsible person(s)

Name
Armando Rivera-Figueroa

Dependencies *

LACC must follow college and district procedures to secure the identified arena space and procure all equipment. Contractors and vendors must provide services and equipment on time and as quoted.

Activity Name *

Career Pathway Flow

Objective that Applies to this Activity

Career Pathway Flow

Brief Description of Activity *

LACC will lead participating colleges in ensuring the development and expansion of true K-12 to community college to university and career pathway in gaming and esports. To start, LACC will survey K-12 schools in participating college service areas to determine which schools have or are interested in creating gaming/esports career pathway programs to create a roster and connect participating colleges to schools and appropriate administrative personnel. Participating colleges will then work with schools in their service area to develop and implement dual enrollment programs, career exploration outreach activities, work-based learning opportunities, etc.

Proposed Completion Date

06/30/2025

Student Success Metrics and SWP Metrics

- Workforce: SWP Students with a Job Closely Related to Their Field of Study (SW_701)

Regional Priority Sectors

Regional Priority Sector	% of Activity Addressed by Priority Sector
Information & Communication Technologies (ICT)/Digital Media	100%

Responsible person(s)

Name
Armando Rivera-Figueroa

Dependencies *

LARC's K-12 Director will assist with connection to LARC member high schools and appropriate administrative personnel, who will need to cooperate with pathway development, alignment, outreach activities, data sharing, etc.

Budget

Los Angeles City College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree Programs	*Instructional Salaries - Curriculum Development*	One-time	$5,000
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Instructional Salaries - SFP Instructor Special Assignment (ISA)	One-time	$75,000
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Instructional Salaries - SFP Instructor Special Assignment (ISA)	One-time	$75,000
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	*Instructional Salaries - Curriculum Development*	One-time	$5,000
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Development of Game Design Curriculum with degrees and a regional eSports Center, and Advisory Board establishment	One-time	$20,000
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Development of Game Design Curriculum with degrees and a regional eSports Center	One-time	$6,000
2000 - Non-Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Development of Game Design Curriculum with degrees and a regional eSports Center	One-time	$6,000
2000 - Non-Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Development of Game Design Curriculum with degrees and a regional eSports Center, and Advisory Board establishment	One-time	$20,000
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	Employee Benefits- SFP Instructor Special Assignment (ISA)	One-time	$25,000
Total					**$550,000**

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	Employee Benefits	One-time	$1,500
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Employee Benefits	One-time	$1,500
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Employee Benefits- SFP Instructor Special Assignment (ISA)	One-time	$25,000
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	eSports and Gaming annual conference	One-time	$25,000
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Four Advisory Boards. Two per year	One-time	$10,000
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Marketing	One-time	$7,500
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	eSports and Gaming annual conference	One-time	$25,000
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Four Advisory Boards. Two per year	One-time	$10,000
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Marketing	One-time	$7,500
6000 - Capital Outlay	2023-24	Curriculum Development: Degree Programs	eSports LA Region Competition Center	One-time	$200,000
Total					**$550,000**

Compton College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Funding to support a previously unvetted faculty position by Academic Senate to meet priority of an emerging sector.	One-time	$26,500
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Encourage current Esports/Gaming adjunct towards developing curriculum for overall program.	One-time	$2,500
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Funding to support a previously unvetted faculty position by Academic Senate to meet priority of an emerging sector.	One-time	$26,500
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Encourage current Esports/Gaming adjunct towards developing curriculum for overall program.	One-time	$2,500
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Support the building of the E-Sports and Gaming community within student life and serve as a faculty liaison to encourage classroom integration.	One-time	$11,000
2000 - Non-Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Support the building of the E-Sports and Gaming community within student life and serve as a faculty liaison to encourage classroom integration.	One-time	$11,000
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	Benefits for faculty	One-time	$7,000
Total					$100,000

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	Benefits for adjunct faculty	One-time	$600
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	Identified benefit costs for classified provisional staff, not to exceed 25 hours per week	One-time	$2,400
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Benefits for adjunct faculty	One-time	$600
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Identified benefit costs for classified provisional staff, not to exceed 25 hours per week	One-time	$2,400
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Benefits for faculty	One-time	$7,000
Total					$100,000

East Los Angeles College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Curriculum development (courses and degree), marketing and outreach strategies	One-time	$5,000
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Curriculum development (courses and degree), marketing and outreach strategies	One-time	$5,000
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Faculty Stipends	One-time	$5,000
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	Faculty Benefits Expense	One-time	$1,420
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Faculty Benefits Expense	One-time	$2,840
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree Programs	Instructional supplies and materials to support curricular implementation and program development.	One-time	$20,740
4000 - Supplies and Materials	2024-25	Curriculum Development: Degree Programs	Instructional supplies and materials to support curricular implementation and program development.	One-time	$20,000
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Professional Development	One-time	$10,000
6000 - Capital Outlay	2023-24	Curriculum Development: Degree Programs	Equipment needed to bring program to scale for a sufficient number of learners.	One-time	$20,000
Total					$100,000

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
6000 - Capital Outlay	2024-25	Curriculum Development: Degree Programs	Equipment needed to bring program to scale for a sufficient number of learners.	One-time	$10,000
Total					**$100,000**

El Camino College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Catering for meetings with industry partners	One-time	$600
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Conference Travel to go to Games related conferences	One-time	$3,000
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Catering for meetings with industry partners	One-time	$600
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Conference Travel to go to Games related conferences	One-time	$3,000
6000 - Capital Outlay	2023-24	Curriculum Development: Degree Programs	Upgrade lab and technology available to students.	One-time	$70,000
6000 - Capital Outlay	2024-25	Curriculum Development: Degree Programs	Upgrade lab and technology available to students.	One-time	$22,800
Total					**$100,000**

Long Beach City College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Curriculum Development: Degree/Certificate Program	One-time	$3,500
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Curriculum Development: Degree/Certificate Program	One-time	$3,500
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Curriculum Development: Degree/Certificate Program	One-time	$3,500
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Curriculum Development: Degree/Certificate Program	One-time	$3,500
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Staff to support the execution of the project. Marketing and Outreach strategies.	One-time	$12,500
2000 - Non-Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Staff to support the execution of the project. Marketing and Outreach strategies.	One-time	$12,500
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	Benefits	One-time	$1,925
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Benefits	One-time	$1,925
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree Programs	Instructional Supplies and Materials; Instructional supplies and materials to support curricular implementation and program development.	One-time	$10,000
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree Programs	**Promotional materials and supplies.**	One-time	$3,575
Total					**$100,000**

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
4000 - Supplies and Materials	2024-25	Curriculum Development: Degree Programs	Instructional Supplies and Materials; Instructional supplies and materials to support curricular implementation and program development.	One-time	$10,000
4000 - Supplies and Materials	2024-25	Curriculum Development: Degree Programs	**Promotional materials and supplies.**	One-time	$3,575
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Contractor Services. Creation and Implementation of a training center at Long Beach City College.	One-time	$5,000
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Contractor Services. Creation and Implementation of a training center at Long Beach City College.	One-time	$5,000
6000 - Capital Outlay	2023-24	Curriculum Development: Degree Programs	Equipment to create/upgrade lab.	One-time	$5,000
6000 - Capital Outlay	2023-24	Curriculum Development: Degree Programs	Equipment to create/upgrade lab.	One-time	$5,000
6000 - Capital Outlay	2024-25	Curriculum Development: Degree Programs	Equipment to create/upgrade lab.	One-time	$5,000
6000 - Capital Outlay	2024-25	Curriculum Development: Degree Programs	Equipment to create/upgrade lab.	One-time	$5,000
Total					**$100,000**

Los Angeles Harbor College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Support faculty salaries for Game Design courses	One-time	$20,000
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Support portion of Dean salary for planning and oversight	One-time	$17,500
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Stipends for faculty	One-time	$10,000
2000 - Non-Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Stipends for faculty	One-time	$10,000
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	Benefits for adjunct faculty stipends rate @ 6% & 7%	One-time	$600
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Benefits for adjunct faculty stipends rate @ 6% & 7%	One-time	$700
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Benefits for adjunct faculty rate @22% & 24%	One-time	$4,800
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Benefits for Dean oversight @ 38%	One-time	$6,650
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Contract to do digital marketing,outdoor marketing campaigns, etc.	One-time	$6,000
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Contract to do digital marketing,outdoor marketing campaigns, etc.	One-time	$5,750
6000 - Capital Outlay	2023-24	Curriculum Development: Degree Programs	Purchase any needed equipment for courses	One-time	$9,000
Total					**$100,000**

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
6000 - Capital Outlay	2024-25	Curriculum Development: Degree Programs	Purchase any needed equipment for courses	One-time	$9,000
Total					**$100,000**

Los Angeles Mission College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Facullty ADGs	One-time	$5,000
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Facullty ADGs	One-time	$5,000
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	benefits	One-time	$1,500
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	benefits	One-time	$1,500
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree Programs	Program materials	One-time	$5,000
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree Programs	Program marketing materials	One-time	$3,000
4000 - Supplies and Materials	2024-25	Curriculum Development: Degree Programs	Program materials	One-time	$5,000
4000 - Supplies and Materials	2024-25	Curriculum Development: Degree Programs	Program marketing materials	One-time	$3,000
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Conferences, workshops, trainings	One-time	$1,000
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Meeting attendance	One-time	$500
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Food for events/meetings	One-time	$1,500
Total					$100,000

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Conferences, workshops, trainings	One-time	$1,000
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Food for events/meetings	One-time	$1,500
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Meeting attendance	One-time	$500
6000 - Capital Outlay	2023-24	Curriculum Development: Degree Programs	Program equipment	One-time	$25,000
6000 - Capital Outlay	2024-25	Curriculum Development: Degree Programs	Program equipment	One-time	$40,000
Total					**$100,000**

Los Angeles Pierce College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree Programs	curriculum development (courses and degree), marketing and outreach strategies	One-time	$12,500
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	curriculum development (courses and degree), marketing and outreach strategies	One-time	$12,500
6000 - Capital Outlay	2023-24	Curriculum Development: Degree Programs	Development of an eSports Center	One-time	$37,500
6000 - Capital Outlay	2024-25	Curriculum Development: Degree Programs	Development of an eSports Center	One-time	$37,500
Total					**$100,000**

Los Angeles Southwest College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Faculty salaries	One-time	$15,000
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Faculty salaries	One-time	$15,000
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Stipends for faculty	One-time	$5,000
2000 - Non-Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Stipends for faculty	One-time	$5,000
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	Benefits for faculty	One-time	$10,000
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Benefits for faculty	One-time	$10,000
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Purchase and/or licensing of software as needed	One-time	$10,000
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Purchase and/or licensing of software as needed	One-time	$10,000
6000 - Capital Outlay	2023-24	Curriculum Development: Degree Programs	Purchase of equipment as needed	One-time	$10,000
6000 - Capital Outlay	2024-25	Curriculum Development: Degree Programs	Purchase of equipment as needed	One-time	$10,000
Total					$100,000

Los Angeles Trade-Technical College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree Programs	LATTC Faculty will develop the courses and certificate program, including shepherding it through the curriculum approval process.	One-time	$12,500
2000 - Non-Instructional Salaries	2024-25	Curriculum Development: Degree Programs	LATTC Faculty will develop the courses and certificate program, including shepherding it through the curriculum approval process.	One-time	$12,500
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	Employee Benefits	One-time	$2,500
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Employee Benefits	One-time	$2,500
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree Programs	Supplies and materialsaligned with industry standards, i.e., workstations, software, cameras	One-time	$35,000
4000 - Supplies and Materials	2024-25	Curriculum Development: Degree Programs	Supplies and materialsaligned with industry standards, i.e., workstations, software, cameras	One-time	$35,000
Total					$100,000

Rio Hondo College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree Programs	Related Software for Intallation on new Alienware PC's	One-time	$3,500
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree Programs	Supplies and Materials that will be applied to any costs to the Alienware Desktops and Laptops	One-time	$1,000
4000 - Supplies and Materials	2024-25	Curriculum Development: Degree Programs	Supplies and Materials that will be applied to any costs to the Alienware Desktops and Laptops	One-time	$1,000
4000 - Supplies and Materials	2024-25	Curriculum Development: Degree Programs	Related Software for Intallation on new Alienware PC's	One-time	$3,500
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Marketing new program	One-time	$3,500
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Surcharges for Alienware Desktop Purchases	One-time	$2,000
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Surcharges for Alienware Desktop Purchases	One-time	$2,000
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Marketing new program	One-time	$3,500
6000 - Capital Outlay	2023-24	Curriculum Development: Degree Programs	Purchase Alienware Gaming desktops /laptop to build on the Esports Program	One-time	$40,000
6000 - Capital Outlay	2024-25	Curriculum Development: Degree Programs	Purchase Alienware Gaming desktops /laptop to build on the Esports Program	One-time	$40,000
Total					**$100,000**

Santa Monica College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
1000 - Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Instructional faculty teaching classes will need to meet to discuss progress in class Faculty leads will visit Esports sites for R&D as our campus begins plans for our campus center Faculty will need to survey students taking classes and club members about the progress in the COC/AS	One-time	$8,000
1000 - Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Instructional faculty teaching classes will need to meet to discuss progress in class Faculty leads will visit Esports sites for R&D as our campus begins plans for our campus center Faculty will need to survey students taking classes and club members about the progress in the COC/AS	One-time	$8,000
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree Programs	Staff to assist with internal processes/documentation	One-time	$4,800
2000 - Non-Instructional Salaries	2024-25	Curriculum Development: Degree Programs	Staff to assist with internal processes/documentation	One-time	$4,800
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	Benefits for stipends & release time	One-time	$2,400
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	Staff to assist with internal processes/documentation	One-time	$1,440
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Staff to assist with internal processes/documentation	One-time	$1,440
Total					**$100,000**

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Benefits for stipends & release time	One-time	$2,400
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree Programs	Esports Gaming set pieces to shoot and livestream tournaments	One-time	$3,660
4000 - Supplies and Materials	2024-25	Curriculum Development: Degree Programs	Esports Gaming set pieces to shoot and livestream tournaments	One-time	$7,760
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Architects and Industry Members to give advice on building centers and broadcastint the events	One-time	$5,000
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	NASEF Certification Classes Esports Association Membership Fees as an Institution	One-time	$6,000
5000 - Other Operating Expenses and Services	2023-24	Curriculum Development: Degree Programs	Attending conferences for and about Esports engagment and professional development	One-time	$3,700
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Attending conferences for and about Esports engagement and professional development	One-time	$5,600
5000 - Other Operating Expenses and Services	2024-25	Curriculum Development: Degree Programs	Architects and Industry Members to give advice on building centers and broadcastint the events	One-time	$5,000
6000 - Capital Outlay	2023-24	Curriculum Development: Degree Programs	Augmenting current construction to make room for Esports play stations, computers and equipment	One-time	$10,000
6000 - Capital Outlay	2023-24	Curriculum Development: Degree Programs	Hardware, software, cameras for shooting,	One-time	$5,000
Total					**$100,000**

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
6000 - Capital Outlay	2024-25	Curriculum Development: Degree Programs	Hardware, software, cameras for shooting,	One-time	$5,000
6000 - Capital Outlay	2024-25	Curriculum Development: Degree Programs	Augmenting current construction to make room for Esports play stations, computers and equipment	One-time	$10,000
Total					**$100,000**

West Los Angeles College: Budget

Expenditure Type	Year	Related Activity	Description	One-time/Ongoing	Amount
2000 - Non-Instructional Salaries	2023-24	Curriculum Development: Degree Programs	curriculum development (courses and degree), marketing and outreach strategies	One-time	$12,500
2000 - Non-Instructional Salaries	2024-25	Curriculum Development: Degree Programs	curriculum development (courses and degree), marketing and outreach strategies	One-time	$12,500
3000 - Employee Benefits	2023-24	Curriculum Development: Degree Programs	Benefits	One-time	$2,500
3000 - Employee Benefits	2024-25	Curriculum Development: Degree Programs	Benefits	One-time	$2,500
4000 - Supplies and Materials	2023-24	Curriculum Development: Degree Programs	Supplies and materialsaligned with industry standards, i.e., workstations, software, cameras	One-time	$35,000
4000 - Supplies and Materials	2024-25	Curriculum Development: Degree Programs	Supplies and materialsaligned with industry standards, i.e., workstations, software, cameras	One-time	$35,000
Total					**$100,000**

Forecast

2023-24 Expenditure Forecasts

Los Angeles City College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$93,750	$187,500	$281,250	$375,000

Compton College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

East Los Angeles College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$11,790	$23,580	$35,370	$47,160

El Camino College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$18,400	$36,800	$55,200	$73,600

Long Beach City College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Los Angeles Harbor College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$6,400	$12,800	$19,200	$25,600

Los Angeles Mission College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$10,625	$21,250	$31,875	$42,500

Los Angeles Pierce College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Los Angeles Southwest College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Los Angeles Trade-Technical College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Rio Hondo College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Santa Monica College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

West Los Angeles College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

2024-25 Expenditure Forecasts

Los Angeles City College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$43,750	$87,500	$131,250	$175,000

Compton College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

East Los Angeles College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$13,210	$26,420	$39,630	$52,840

El Camino College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$6,600	$13,200	$19,800	$26,400

Long Beach City College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Los Angeles Harbor College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$18,600	$37,200	$55,800	$74,400

Los Angeles Mission College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$14,375	$28,750	$43,125	$57,500

Los Angeles Pierce College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Los Angeles Southwest College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Los Angeles Trade-Technical College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Rio Hondo College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

Santa Monica College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

West Los Angeles College Cumulative Quarterly Expenditure Forecast

	Q1	Q2	Q3	Q4
Percentage	25%	50%	75%	100%
Dollars	$12,500	$25,000	$37,500	$50,000

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