APPROVAL FORM FOR

DEGREE PROGRAMS

MISSISSIPPI STATE UNIVERSITY

NOTE: This form is a cover sheet that must accompany the degree program change proposal. The actual proposal should be prepared in accordance with format requirements provided in the *Guide and Format for Curriculum Proposals* published by the UCCC. Both cover sheet and proposal should be submitted to UCCC Mail Stop 9702 (281 Garner Hall), Phone: 325-9410.

College: College of Professional and Continuing Studies
Department:

Contact Person: Ryan Walker **Mail Stop: 9634** **E-mail: rwalker@nsparc.msstate.edu**
Nature of Change: Addition of Certificate **Date Initiated: April 27, 2023**
Effective Date: Spring 2024
Current Degree Program Name: NA

Major: **Concentration:**

New Degree Program Name: (Certificate) ENGAGE VR Creator

Major: **Concentration:**

Summary of Proposed Changes: This is a new certificate that is comprised of two, three hour courses. The micro-credential will include a course on content creation in virtual reality (VR) and an application course on the development and delivery on a virtual reality experience.

Approved:	Date:
Department Head	4/27/23
Director of Academic Quality	10/3/23
Chair, College or School Curriculum Committee	9/29/23
Dean of College or School	4/27/23
Chair, University Committee on Courses and Curricula	
Chair, Graduate Council(if applicable)	
Chair, Deans Council	

INTENT TO OFFER, MODIFY, OR DELETE A CERTIFICATE PROGRAM

Institutional Request Form – Appendix 16
(Submit in PDF format with signatures.)

Institution:	Mississippi State University
Date of anticipated implementation:	Spring 2024
Notification of intent to:	☒Offer a certificate ☐Modify an existing certificate ☐Delete a certificate
Certificate title as it will appear on Academic Program Inventory:	ENGAGE VR Creator
Six-digit CIP code (and four-digit IHL sequence code if this is a modification or deletion):	11.0804
Total credit hours:	6
Unit head:	Dr. Susan Seal
Phone:	(662) 325-0007
Email:	susan.seal@msstate.edu

OFFERING or MODIFYING a certificate - *Complete this section if the intent is to offer or modify a certificate.*

Vocational certificate:	☒Yes	☐No
Credit-bearing program:	☒Yes	☐No
Title IV financial aid eligible:	☒Yes	☐No

Which of the following best describes this certificate program?

☐ **Pre-Baccalaureate (Less than 1 Year)** - Undergraduate program with duration of less than one academic year; designed for completion in less than 30 credit hours

☐ **Pre-Baccalaureate (At Least 1 Year)** - Undergraduate program with duration of at least 1 year; designed for completion in at least 30 hours; does not meet requirements for associate or bachelor's degrees

☒ **Post-Baccalaureate** - Program designed beyond the baccalaureate degree but does not meet the requirements for a master's degree

☐ **Post-Master's** - Program designed beyond the master's degree but does not meet the requirements for a doctoral degree

☐ **Other** - Other certificate program not meeting one of the four criteria above

Program summary:

The College of Professional and Continuing Studies (CPCS) will offer the industry recognized "ENGAGE VR Creator" certificate to students' successfully completing the established coursework (PCS 4113/6113 and PCS 4103/6103). The ENGAGE VR Creator certificate is an industry-recognized program designed to empower students with the skills and knowledge needed to excel in the dynamic world of virtual reality (VR) content creation. In a rapidly evolving digital landscape, the ability to craft immersive VR experiences is a valuable asset with applications across diverse industries.

Key Program Highlights:
Experiential Learning in the Metaverse: Our program leverages experiential learning through the metaverse, allowing students to immerse themselves in the world of VR content creation. Through hands-on experience, they learn to develop VR animations and simulations aligned with their personal interests or career aspirations.

Endorsed by Industry Leaders: The ENGAGE VR has been adopted by leading organizations across various business verticals, including KPMG, Pfizer, 3M, Stanford University, Lenovo, HSBC, KIA, and many more. ENGAGE, one of the fastest-growing platforms in the Metaverse, collaborates with over 180 global enterprises to bring virtual strategies to life.

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Career Opportunities Abound: VR technology has transcended boundaries, offering employment opportunities in virtually every sector. Graduates of this program are well-prepared to embark on fulfilling careers in fields such as education, healthcare, entertainment, architecture, and more, where VR is transforming the way we interact and learn.

Comprehensive Curriculum: The certificate offers a comprehensive curriculum, spanning two key courses:

PCS 4103/6103 Content Creation in Virtual Reality: Students gain proficiency in VR content creation, learning 3D modeling, animation, and VR software tools.

PCS 4113/6113 Development and Delivery of Virtual Reality Experience: Students identify target audiences, develop VR experiences, and assess their impact.

Flexible Learning Options: Courses are offered in both spring and fall semesters as two continuous eight-week sections. Whether on campus or through online learning, students can access the program with an emphasis on proficiency with the Canvas learning platform.

State-of-the-Art Facilities: Face-to-face classes meet in the ISWD VR teaching lab, providing access to cutting-edge VR equipment and technology. Online education students are encouraged to use VR headsets (Oculus Quest or Oculus Quest II) for a fully immersive learning experience, though it is not mandatory.

Internship Opportunities: Upon program completion, students are eligible for internships with Optima Ed, the industry leader in VR education. This hands-on experience further enhances their expertise and opens doors to exciting career prospects.

Engage in ENGAGE: As part of the program, students engage with the ENGAGE virtual learning platform, a trusted and widely recognized tool in the VR education landscape.

_____ _____

Chief Academic Officer Signature – Date | Institutional Executive Officer Signature – Date

ENGAGE VR Creator Certificate - Program Outcome Mapping

Program Level Outcome	
PLO 1: Demonstrate proficiency in virtual reality (VR) creation using industry standard VR content creation tools and software.	
Course Level Outcome:	**Assessments:**
PCS 4103/6104: CLO6 – Create and record basic VR animations for academic, personal, or professional contexts.	VR Basic Content Creation – Students will submit various types of VR content files.
PCS 4103/6104: CLO1 – Navigate VR content creation platforms using VR headsets and desktop apps for creating engaging VR content.	Skills Test – Students will complete a skills test in the Engage platform to demonstrate proficiency.
Program Level Outcome	
PLO 2: Collaborate with users and peers to collect feedback and revise experiences to enhance quality and effectiveness.	
Course Level Outcome:	**Assessments:**
PCS 4113/6113: CLO1: Collaborate with peers to revise VR creations according to feedback.	Delivery and Assessment Participant Experience- Students will deliver a VR product to peers and have them give feedback.
PCS 4103/6104: CLO5 – Evaluate effectiveness of VR animations for the purpose of improving the impact of VR content.	Final Project/Presentation – Students will produce an immersive VR experience of their choice and present it to peers.
Program Level Outcome:	
PLO3: Synthesize presentation and communication skills to effectively share VR creations with peers and stakeholders.	
Course Level Outcome:	**Assessments:**
PCS 4113/6113: CLO2 – Communicate using industry standard language appropriate to the target audience.	Product Pitch – Students will develop a product pitch for a VR product of their choice.
PCS 4113/6113: CLO3 – Integrate basic VR creation skills to develop a comprehensive VR product.	Final Portfolio – Students will develop a portfolio consisting of a VR product that is comprehensive of what they have learned in the course.

Justification for Program: This certificate was created in response to the rapidly evolving landscape of educational technology and the increasing demand for skilled professionals in this field. As the educational landscape continues to shift towards online and immersive learning experiences, VR offers opportunities for engagement, interactivity, and experiential learning. The integration of VR technologies in education has the potential to enhance pedagogical approaches, enabling students to explore complex concepts in a dynamic, three-dimensional environment. Furthermore, industries beyond education, such as healthcare, engineering, and entertainment, are also embracing VR, creating a growing need for professionals well-versed in its applications. A certificate program in VR not only aligns with the broader digital transformation strategies in education but also equips learners with a competitive edge in a technology-driven job market, making it an important investment in the future of education and workforce development.

MISSISSIPPI STATE UNIVERSITY™
COLLEGE OF PROFESSIONAL AND
CONTINUING STUDIES

365 Barr Avenue
P.O. Box 5247
Mississippi State, MS 39762

September 27, 2023

To: University Committee on Courses and Curricula

Re: New Program Addition; Engage VR Creator Certificate

The College of Professional and Continuing Studies Curriculum Committee affirm support for the addition of the Engage VR Creator certificate program to be housed in our college.

Please let the committee know if there are any questions or concerns.

Sincerely,

Kenna Vowell

Kenna Vowell, Instructor, Committee Chair

Sean M. Owen

Sean Owen, Ph.D., Associate Dean/Research Professor

Kali Dunlap

Kali Dunlap, Instructor