

**Bergen Community College
Faculty Senate**

*Chairperson: Dr. Alan Kaufman
Vice Chairperson: Professor Brian Cordell
Secretary: Professor Joan Cohen
Treasurer: Dr. Tobyn De Marco*

FACULTY SENATE AGENDA

**Tuesday, May 16, 2017
Room S-138, 2:30 PM**

I. REVIEW OF MINUTES, April 25, 2017

II. REPORT ON SENATE RESOLUTIONS SUBMITTED TO PRESIDENT

The following items from the April 25, 2017 meeting have been approved by the President

None at this time

The following resolution passed by the Senate on September 29, 2015, and forwarded to the President on May 9, 2016, has not been acted upon

155-15/16 Distinguished Professor

The following resolutions passed by the Senate on February 14, 2017 have not been acted upon

123-16/17 Curriculum Resolutions #1 and #2

III. ELECTION OF OFFICERS

IV. CHAIRPERSON'S REPORT

V. SPECIAL REPORTS

None

VI. COMMITTEE REPORTS

Gina Costa

Good & Welfare

.VI. OLD BUSINESS

Success 101 Proposal

Stephen Valkenburg`

IT issues

Shared Governance, Continued: Academic VP Mullaney

VII. NEW BUSINESS

Curriculum

126-16/17	Curriculum Modification	AAS.BT.HR.HOSP	AAS Hospitality Management
127-16/17	Curriculum Deletion	AAS.BT.HR.GEN	AAS Hotel/Restaurant/Hospitality- General Degree
128-16/17	Curriculum Deletion	AAS.BT.HR.CATER	AAS Catering and Banquet Management
129-16/17	Curriculum Deletion	AAS.BT.HR.CUL.EPR	AAS Culinary Entrepreneurship
130-16/17	Curriculum Deletion	AAS.BT.HR.EVENT	AAS Event Planning and Management

As a packet

131-16/17	Course Modification	AVT 100	Introduction to Aeronautics
132-16/17	Course Modification	AVT 115	Aviation Meteorology
133-16/17	Curriculum Modification	AS.NSM.AVT.OPR	AS Aircraft Operations
134-16/17	Curriculum Modification	AS.PS.AVT.ADM	AS Aviation Administration

As a packet

135-16/17	Course Deletion	GAM 111	Game Programming 2D
136-16/17	Course Modification	GAM 218	Game Development 3DI
137-16/17	Course Modification	GAM 230	Game Development 3DII
138-16/17	Curriculum Modification	AAS.SD.GAM.PGMG	AAS Game Programming
139-16/17	Curriculum Modification	AAS.SD.GAM.TEST	AAS Game Testing

As a packet

VII. ADJOURNMENT