



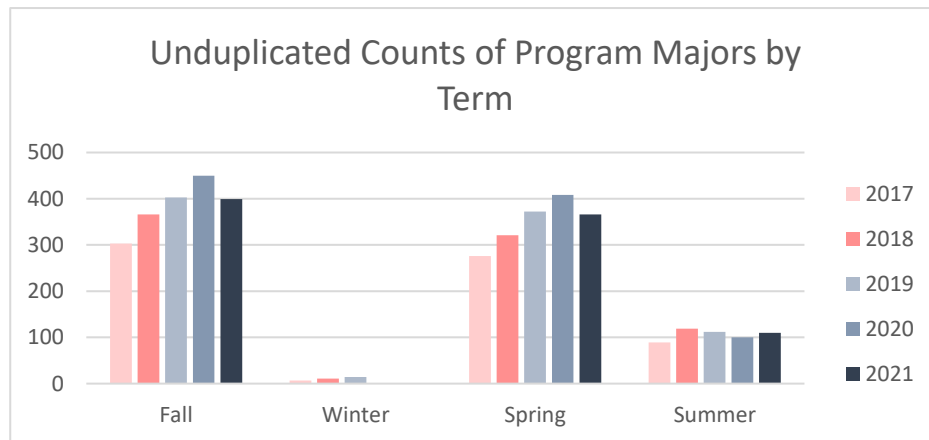
**Collin County Community College District
Program Review 2021 - 2022**

Unduplicated Student Enrollment by Program per Term
Academic Years 2017 - 2018 through 2020 - 2021

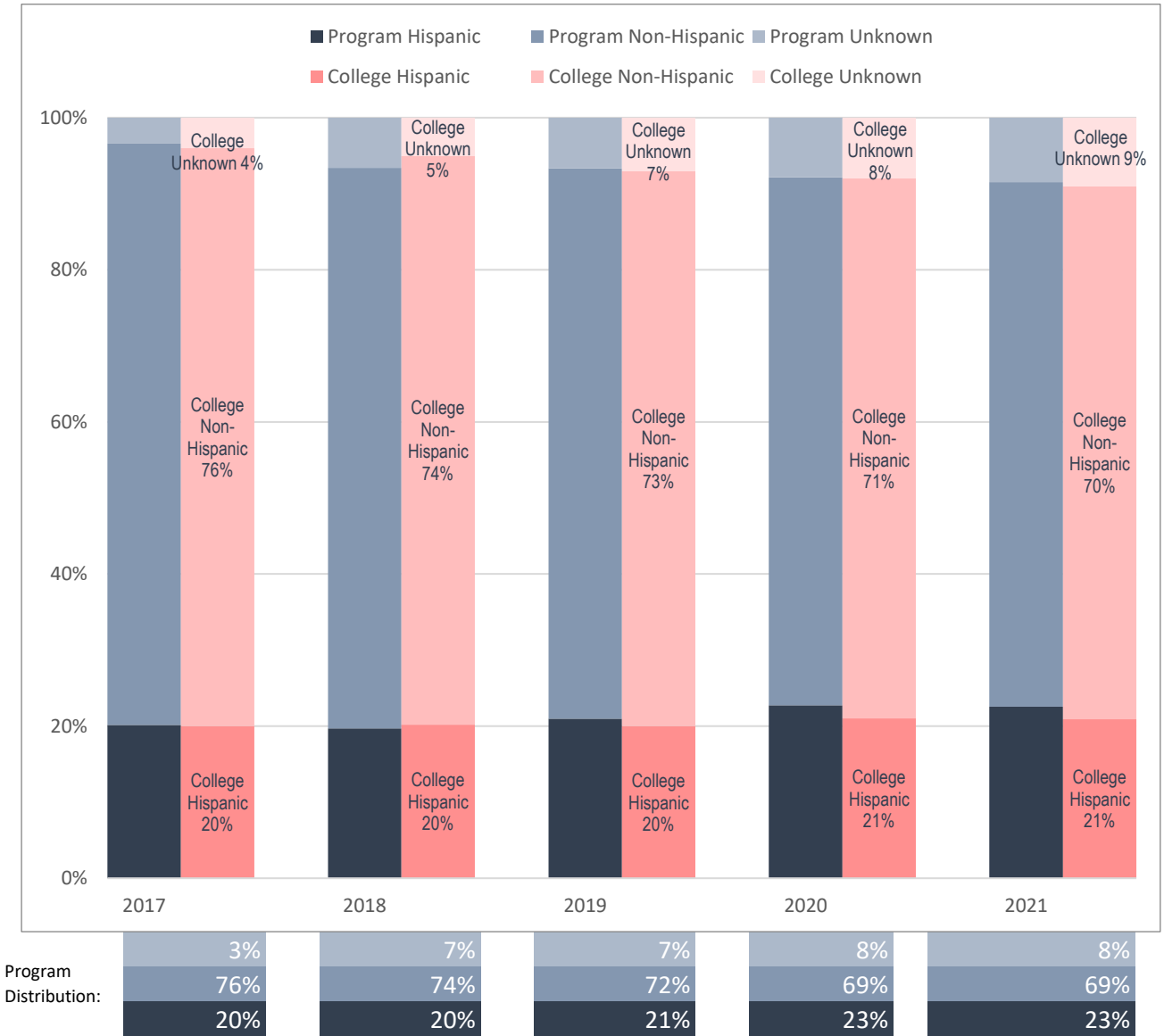
Animation & Game Art

Term	Count of Enrolled Program Majors
Academic Year 2016 - 2017	
Fall 2016	303
Winter 2016	7
Spring 2017	276
Summer 2017	89
Academic Year 2017 - 2018	
Fall 2017	366
Winter 2017	11
Spring 2018	321
Summer 2018	119
Academic Year 2018 - 2019	
Fall 2018	403
Winter 2018	14
Spring 2019	372
Summer 2019	112
Academic Year 2019 - 2020	
Fall 2019	450
Spring 2020	408
Summer 2020	100
Academic Year 2020 - 2021	
Fall 2020	399
Spring 2021	366
Summer 2021	110

Note: Students counted for this measure were enrolled at Collin during the specified term and are identified based on their declared major in ZogoTech.

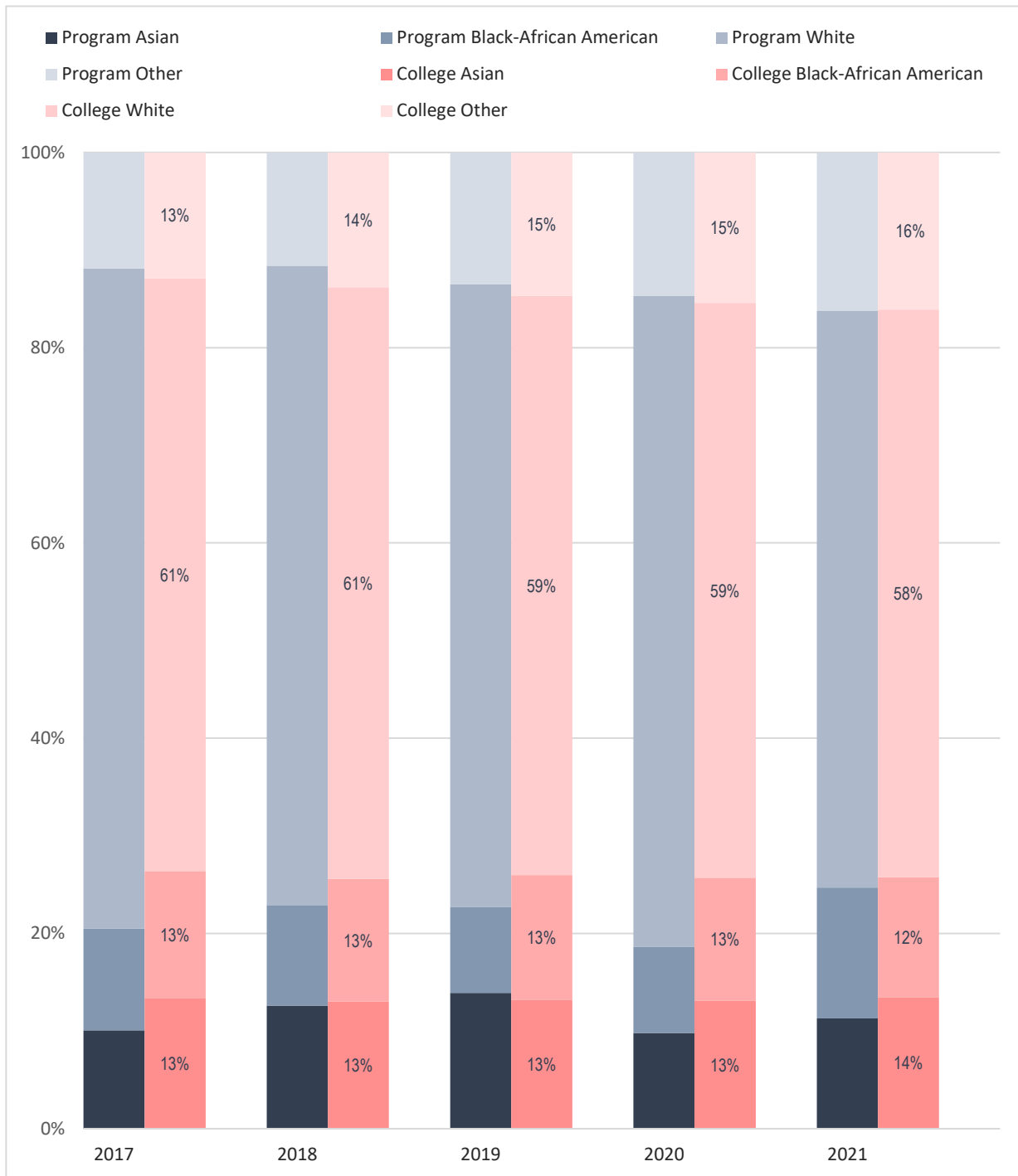


Ethnicity Distribution of Enrolled Animation & Game Art Majors, Compared to Collin College's Overall Student Ethnicity Distribution



Note: Values rounded to the nearest percentage point and may not sum to 100%.

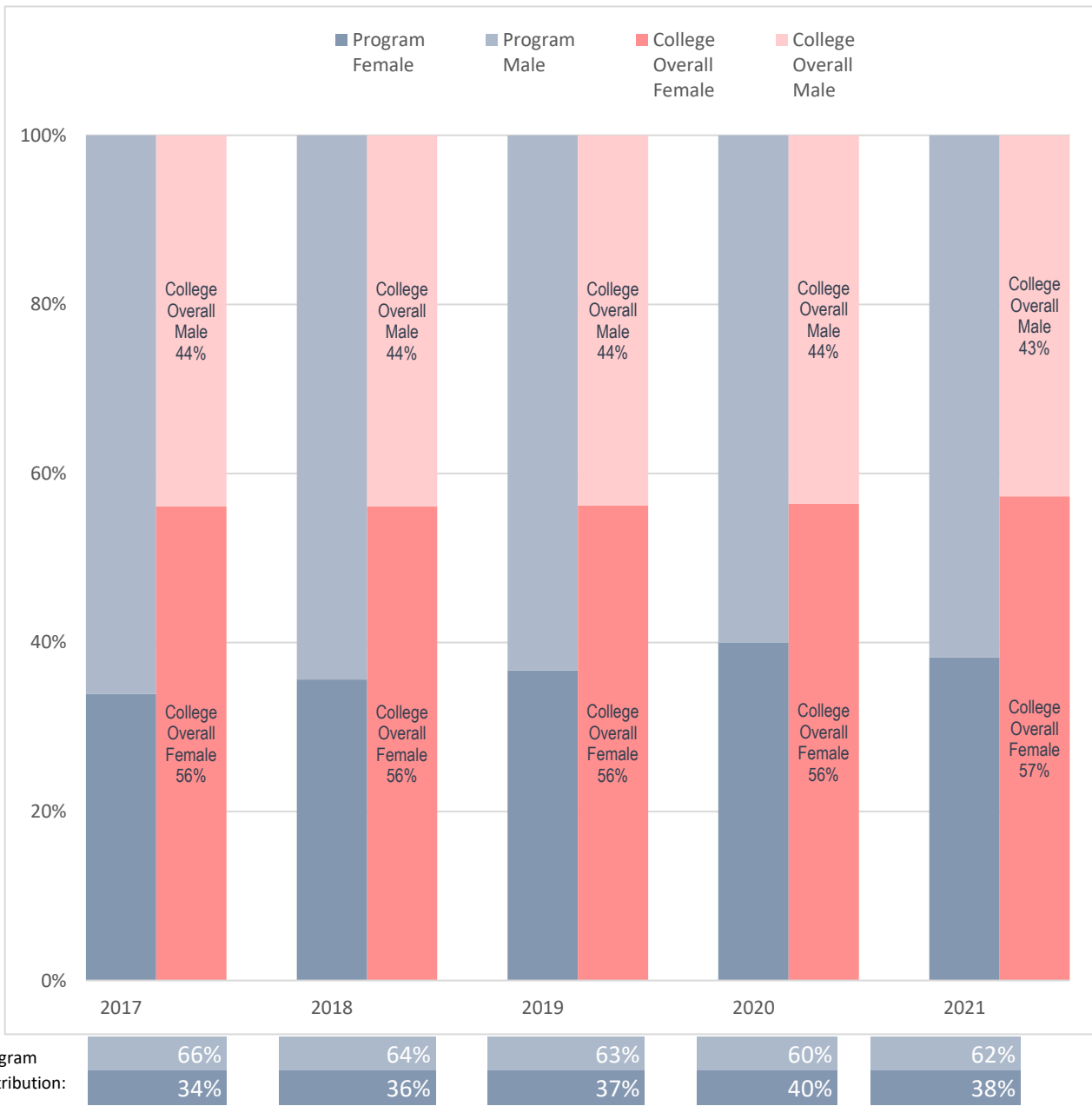
Racial Distribution of Enrolled Animation & Game Art Majors, Compared to Collin College's Overall Student Racial Distribution



Program Distribution:	2017	2018	2019	2020	2021
Other	12%	12%	14%	15%	16%
White	68%	66%	64%	67%	59%
Black-African American	10%	10%	9%	9%	13%
Asian	10%	13%	14%	10%	11%

Note: Values rounded to the nearest percentage and may not sum to 100%. The category "Other" includes "American Indian - Alaska Native", "Multi-Race", "Native Hawaiian - Other Pacific Islander" and "Unknown."

Sex Distribution of Enrolled Animation & Game Art Majors, Compared to Collin College's Overall Student Sex Distribution



Note: Values rounded to the nearest percentage point and may not sum to 100%.