

Republic of the Philippines  
**TECHNICAL EDUCATION AND SKILLS DEVELOPMENT AUTHORITY**  
East Service Road, South Superhighway, Taguig City

**82<sup>nd</sup> TESDA BOARD MEETING**  
09 May 2012; 2:00 p.m.  
7<sup>th</sup> Floor TESDA Board Room, Office of the Chair  
Taguig City

**Resolution No. 2012 - 03**  
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**APPROVING AND PROMULGATING THE TRAINING REGULATIONS FOR 2D  
GAME ART DEVELOPMENT NC III**

**WHEREAS**, Section 14 (b) of Republic Act No. 7796 mandates that TESDA shall develop and establish a national system of skills standardization, testing and certification and conduct research and development on various occupational areas in order to recommend policies, rules and regulations to effective and efficient skills standardization, testing and certification system in the country;

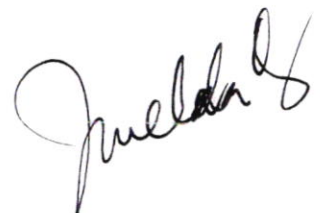
**WHEREAS**, in the 46<sup>th</sup> Standards Setting and Systems Development (SSSD)-TESDA Board-TESDA Secretariat Consultation Meeting on 23 September 2011 at 10:00 a.m., the qualification of 2D Game Art Development NC III was discussed and approved for prioritization;

**WHEREAS**, in the 50<sup>th</sup> and 51<sup>st</sup> Standards Setting and Systems Development (SSSD)-TESDA Board-TESDA Secretariat Consultation Meetings on 15 December 2011 at 9:30 a.m., and 02 May 2012 at 1:00 p.m., respectively the Training Regulations for 2D Game Development NC III was deliberated upon and favorably recommended to the TESDA Board for consideration and approval;

**WHEREAS**, industry experts and partners from the Game Developers Association of the Philippines (GDAP) and the Animation Council of the Philippines, Inc. (ACPI) with the technical assistance of the Qualifications and Standards Office (QSO) of TESDA have developed and endorsed the same for TESDA Board approval;

**WHEREAS**, in the 82<sup>nd</sup> TESDA Board Meeting on 09 May 2012 at 2:00 p.m., the TESDA Board considered and approved the Training Regulations for 2D Game Art Development NC III;

**NOW, THEREFORE, BE IT RESOLVED AS IT IS HEREBY RESOLVED**, that the TESDA Board in its meeting today, 09 May 2012 at 2:00 p.m., approves and promulgates the Training Regulations for 2D Game Art Development NC III;



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**BE IT RESOLVED, FINALLY,** that copies of the Resolution and the abovementioned Training Regulations be published and disseminated to all concerned, and the same shall be effective fifteen (15) days upon publication. All programs registered under these Training Regulations must comply with the requirements of the aforementioned Training Regulations. Graduates of TVET programs covered by the aforementioned Training Regulations shall be required to undergo mandatory assessment under the national assessment and certification program.

Adopted this 9<sup>th</sup> day of May 2012.

  
**Atty. IMELDA T. ONG**  
Board Secretary

Attested by:

  
**SEC. EMMANUEL JOEL J. VILLANUEVA**  
Alternate Chair, TESDA Board  
Director General  
Technical Education and Skills Development Authority

