

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

**83<sup>rd</sup> TESDA BOARD MEETING**  
17 September 2012, Monday; 2:00 p.m.  
**7<sup>th</sup> Floor TESDA Board Room, Office of the Chair**  
Taguig City

**Resolution No. 2012 - 10**  
(Page 1 of 2 pages)

**APPROVING AND PROMULGATING THE TRAINING REGULATIONS FOR 3D  
GAME ART DEVELOPMENT NC III AND GAME PROGRAMMING 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 for 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) Committee-TESDA Board-TESDA Secretariat Consultation Meeting last 29 September 2011 at 10:00 a.m., the 3D Game Art Development NC III and Game Programming NC III were discussed and approved for prioritization;

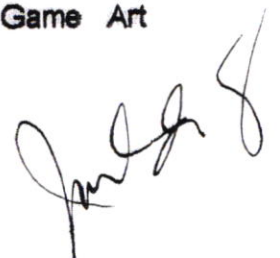
**WHEREAS**; the concerned Industry Working Group (Game Development Association of the Philippines (GDAP) has endorsed for promulgation the aforementioned Training Regulations;

**WHEREAS**, in the 53<sup>rd</sup> Standards Setting and Systems Development (SSSD) Committee-TESDA Board-TESDA Secretariat Consultation Meeting held on 19 July 2012 at 10:00 a.m., the 3D Game Art Development NC III and Game Programming NC III were deliberated and favorably recommended to the EXCOM- TESDA Board for consideration;

**WHEREAS**, during the 79<sup>th</sup> EXCOM- TESDA Board Meeting on 13 August 2012, the Standards Setting and Systems Development (SSSD) Committee- TESDA Board- TESDA Secretariat Consultation Meeting agreed to recommend for approval the aforesaid Training Regulations for 3D Game Art Development NC III and Game Programming NC III;

**WHEREAS**, in the 83<sup>rd</sup> TESDA Board Meeting on 17 September 2012 at 2:00 p.m., the TESDA Board considered and approved the Training Regulations for 3D Game Art Development NC III and Game Programming NC III;

**NOW, THEREFORE, BE IT RESOLVED AS IT IS HEREBY RESOLVED**, that the TESDA Board in its meeting today, 12 September 2012 at 2:00 p.m., approves the aforementioned Training for Regulations for 3D Game Art Development NC III and Game Programming NC III;



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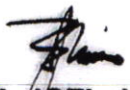
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**BE IT RESOLVED, FINALLY,** that copies of this Resolution and the abovementioned Training Regulations be published and disseminated to all concerned, and the same shall be effective fifteen (15) days upon publication. All programs registered under 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 17<sup>th</sup> day of September 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

