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| S:\Communications\Logos and photos\SDBORLogos\final_sdbor_webreadyBW_trans.gif | **SOUTH DAKOTA BOARD OF REGENTS**  ACADEMIC AFFAIRS FORMS |
| Minor Program Modification |
|  |  |

Use this form to request minor changes in existing programs (majors, minors, certificates, or specializations). The university Vice President for Academic Affairs approves minor program modifications and they are included in the Annual Minor Program Modification Summary form.

|  |  |
| --- | --- |
| **UNIVERSITY:** | DSU |
| **PROGRAM TITLE:** | **Computer Game Design** |
| **CIP CODE:** | 11.0899 |
| **UNIVERSITY DEPARTMENT:** | **Arts and Science Beacom College of Computer & Cyber Sciences** |

**University Approval**

*To the Board of Regents and the Executive Director: I certify that I have read this proposal, that I believe it to be accurate, and that it has been evaluated and approved as provided by university policy.*

|  |  |  |
| --- | --- | --- |
| C:\Users\slaughts\AppData\Local\Microsoft\Windows\INetCache\Content.Word\Dr. McKay Signature.jpg |  | 2/13/2018 |
| Vice President of Academic Affairs or President of the University |  | Date |

|  |
| --- |
|  |

1. **This modification addresses a change in (*place an “X” in the appropriate box*):**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Course *deletions* that do not change the nature of the program, or distribution of courses in the program, or change of total credit hours required |  | Course *additions* that do not change the nature of the program, or distribution of courses in the program, or change of total credit hours required |
|  | Revised courses in the program. |  |  |

1. **Effective date of change:** Fall 2018
2. **Program Degree Level (*place an “X” in the appropriate box*):**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Associate |  | Bachelor’s |  | Master’s |  | Doctoral |  |

1. **Category (*place an “X” in the appropriate box*):**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Certificate |  | Specialization |  | Minor |  | Major |  |

1. **Primary Aspects of the Modification (*add lines or adjust cell size as needed*):**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| *Existing Curriculum* | | | | *Proposed Curriculum (highlight changes)* | | | | |
| **Pref.** | **Num.** | **Title** | **Cr.**  **Hrs.** |  | **Pref.** | **Num.** | **Title** | **Cr. Hrs.** |
| General Education\* | | | 30 |  | General Education\* | | | 30 |
| \*PHYS 111 and 113 or PHYS 211 and 213 are required. MATH 123 and ART 121 are required. | | |  |  | \*PHYS 111 and 113 or PHYS 211 and 213 are required. MATH 123 and ART 121 are required. | | |  |
| Required Courses | | | 67 |  | Required Courses | | | 67 |
| Skill Courses | | | 36 |  | Skill Courses | | | 36 |
| ARTD | 282 |  | 3 |  | ARTD | 282 |  | 3 |
| ARTD | 285 |  | 3 |  | ARTD | 285 |  | 3 |
| ARTD | 382 |  | 3 |  | ARTD | 382 |  | 3 |
| ARTD | 385 |  | 3 |  | ARTD | 385 |  | 3 |
| CIS | 275 | Web Application Programming I | 3 |  | CIS | 275 | Web Application Programming I | 3 |
| CIS | 332 | Systems Analysis & Design | 3 |  | CIS | 332 | Systems Analysis & Design | 3 |
|  |  |  |  |  |  | **OR** | |  |
|  |  |  |  |  | **CSC** | **321** | **Information Security Mgmt** |  |
| CIS | 375 | Web Application Programming II | 3 |  | CIS | 375 | Web Application Programming II | 3 |
| CSC | 105 | Intro to Computers | 3 |  | CSC | 105 | Intro to Computers | 3 |
| CSC | 150 | Computer Science I | 3 |  | CSC | 150 | Computer Science I | 3 |
| CSC | 250 | Computer Science II | 3 |  | CSC | 250 | Computer Science II | 3 |
| ~~CSC~~ | ~~260~~ | ~~Object Oriented Design~~ | ~~3~~ |  |  |  |  |  |
| CSC | 300 | Data Structures | 3 |  | CSC | 300 | Data Structures | 3 |
|  |  |  |  |  | **CSC** | **310** | **Advanced Data Structures** | **3** |
| Core Courses | | | 31 |  | Core Courses | | | 31 |
| GAME | 101 | Game Design Core Experience | 1 |  | GAME | 101 | Game Design Core Experience | 1 |
| GAME | 111 | Introduction to Game Design | 3 |  | GAME | 111 | Introduction to Game Design | 3 |
| GAME | 220 | Game Programming Tools | 3 |  | GAME | 220 | Game Programming Tools | 3 |
| GAME | 222 | Computer Game Analysis and Development | 3 |  | GAME | 222 | Computer Game Analysis and Development | 3 |
| GAME | 261 | Worldbuilding | 3 |  | GAME | 261 | Worldbuilding | 3 |
| GAME | 333 | Project and Process I | 3 |  | GAME | 333 | Project and Process I | 3 |
| GAME | 334 | Project and Process II | 3 |  | GAME | 334 | Project and Process II | 3 |
| GAME | 375 | Level Design I | 3 |  | GAME | 375 | Level Design I | 3 |
| GAME | 444 | Project Development I | 3 |  | GAME | 444 | Project Development I | 3 |
| GAME | 445 | Project Development II | 3 |  | GAME | 445 | Project Development II | 3 |
| MATH | 282 | Mathematics of Games | 3 |  | MATH | 282 | Mathematics of Games | 3 |
|  |  |  |  |  |  |  |  |  |
| Electives | | | 23 |  | Electives | | | 23 |
|  | | |  |  |  | | |  |
| Total number of hours required for major, minor, or specialization | | | 67 |  | Total number of hours required for major, minor, or specialization | | | 67 |
| Total number of hours required for degree | | | 120 |  | Total number of hours required for degree | | | 120 |

1. **Explanation of the Change:**

CSC 260 is being replaced with CSC 310 Advanced Data Structures. Also a choice of either CIS 322 or CSC 321 will be allowed.