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

Use this form to request minor modifications of existing unique and common courses. Consult the system database through Colleague or the [Course Inventory Report](http://apps.sdbor.edu/ris-reporting/CourseInventoryOptions.cfm) for information about existing courses before submitting this form. If the course revision is for an approved General Education course, please see the Revision to General Education Requirements Form.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| DSU |  | Beacom College /College of A&S |  |  |  | 2/27/2019 |
| **Institution** |  | **Division/Department** |  | **Originator** |  | **Date** |
|  |  |  |  |  |  |  |
|  |  | Patrick Engebretson |  |  |  | Click here to enter a date. |
| **Department Chair** |  | **School/College Dean** |  | **Institutional Approval Signature** |  | **Date** |

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|  |

**Section 1. Existing Course Title and Description**

|  |  |  |
| --- | --- | --- |
| **Prefix & No.** | **Course Title** | **Credits** |
| GAME 222 | Computer Game Analysis and Development | 3 |

|  |  |
| --- | --- |
| **Effective Date:** | Fall 2021 |

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| --- |
| **This course is a (*Place an “X” in the appropriate box*):** |
|[x]  **Unique Course (see section 2)** |  |[ ]  **Common Course (see section 3)** |

**Section 2. Unique Courses: Requested Minor Modifications**

***Place an “X” in the appropriate boxes*.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | **Current** |  | **New** |
|[ ]  **Prefix change**  |  | to |  |

|  |  |  |  |
| --- | --- | --- | --- |
|[ ]  **Course Number change**  |  | to |  |

*NOTE: You may only change a unique course number to a number not currently used in “active” status at another university. Consult the system database in Colleague or the* [*Course Inventory Report*](http://apps.sdbor.edu/ris-reporting/CourseInventoryOptions.cfm)*.*

|  |  |  |  |
| --- | --- | --- | --- |
|[ ]  **Credit hours**  |  | to |  |

|  |  |  |  |
| --- | --- | --- | --- |
|[ ]  **Course pre-requisites**  |  | to |  |

|  |  |  |  |
| --- | --- | --- | --- |
|[ ]  **Course co-requisites**  |  | to |  |

|  |  |  |  |
| --- | --- | --- | --- |
|[ ]  **Registration restriction**  |  | to |  |

|  |  |  |  |
| --- | --- | --- | --- |
|[ ]  **Enrollment limitation**  |  | to |  |

|  |  |  |  |
| --- | --- | --- | --- |
|[ ]  **Repeatable for additional credit** |  | to |  |

|  |  |  |  |
| --- | --- | --- | --- |
|[ ]  **Grading option**  |  | to |  |

|  |  |
| --- | --- |
|[ ]  **Course title change** |  |

*NOTE: The Enrollment Services Center assigns the short, abbreviated course title that appears on transcripts. The short title is limited to 30 characters (including spaces); meaningful but concise titles are encouraged due to space limitations in Colleague.*

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| --- | --- |
|[ ]  **Cross-listing and equating with** |  |

|  |
| --- |
|[ ]  **Dual-listing at 400/500 level** |

|  |
| --- |
|[x]  **Course description (that does not change course content). Complete table below:** |

|  |
| --- |
| *Existing description:* |
| This course will examine the history of video games, examining seminal games and focusing on critical analysis of games. Students will engage in critical analysis of games and will continue with projects addressing video game design topics. The course will examine alternatives for game delivery, such as computers, consoles, and mobile platforms; implications of platforms and networking for multiplayer games will also be considered. |

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| *New description:* |
| This course will implement the methods for prototyping game designs using industry standard development tools. Students will engage in critical analysis of games from design to implementation, troubleshooting and play testing of developed prototypes.  |
| Note: Course descriptions are short, concise summaries that typically do not exceed 75 words. DO: Address the content of the course and write descriptions using active verbs (e.g., explore, learn, develop, etc.). DO NOT: Repeat the title of the course, layout the syllabus, use pronouns such as “we” and “you,” or rely on specialized jargon, vague phrases, or clichés. |

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| --- |
|[ ]  **Add course in x9x series** |
| *CIP Code:* |  |

|  |  |  |  |
| --- | --- | --- | --- |
| *New to this university?* |  |[ ]  Yes |[ ]  No |

|  |
| --- |
| *Will this university’s sections of the course be limited to S/U (pass/fail)?* |

|  |  |  |
| --- | --- | --- |
|  |[ ]  Yes |[ ]  No |

|  |  |
| --- | --- |
|[ ]  **Delete Course (effective date):** | Click here to enter a date. |

|  |
| --- |
| **Justification for changes indicated in Section 2:** Course description is being updated. |
|  |

**Section 3. Common Courses: Requested Minor Modifications**

***Place an “X” in the appropriate boxes*.**

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| --- | --- | --- | --- | --- |
|  |  | **Current** |  | **New** |
|[ ]  **Credit hours (within variable limits)**  |  | to |  |

|  |  |  |  |
| --- | --- | --- | --- |
|[ ]  **University specific co-requisites**  |  | to |  |

|  |  |
| --- | --- |
|[ ]  **Cross-listing and equating with** |  |

|  |
| --- |
|[ ]  **Dual-listing at 400/500 level** |

|  |
| --- |
|[ ]  **Add course in x9x series** |
| *CIP Code:* |  |

|  |  |  |  |
| --- | --- | --- | --- |
| *New to this university?* |  |[ ]  Yes |[ ]  No |

|  |
| --- |
| *Will this university’s sections of the course be limited to S/U (pass/fail)?* |

|  |  |  |
| --- | --- | --- |
|  |[ ]  Yes |[ ]  No |

|  |  |  |  |
| --- | --- | --- | --- |
|[ ]  **x9x grading method**  |  | to |  |

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| --- |
| **Justification for changes indicated in Section 3:** |
|  |

**Section 4. Department and Course Codes (Completed by University Academic Affairs)**

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| --- | --- |
| **4.1. University department code:** |  |

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| --- | --- |
| **4.2. Change university department code to:** |  |