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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:** | **BS in Computer Game Design** |
| **CIP CODE:** | 11.0899 |
| **UNIVERSITY DEPARTMENT:** | **Computer Game Design** |
| **UNIVERSITY DIVISION:** | **Beacom College of Computer & Cyber Sciences**  College of Arts & 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.*

|  |  |  |
| --- | --- | --- |
|  |  | 2/22/2021 |
| 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 2021
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 |
| Majors must take ART 121, MATH 123, PHYS 111/PHYS 113 or PHYS 211/PHYS 213 as part of the System-wide General Education Requirement. | | |  |  | Majors must take ART 121, MATH 123, PHYS 111/PHYS 113 or PHYS 211/PHYS 213 as part of the System-wide General Education Requirement. | | | |  |
| Required Courses | | | 67 |  | Required Courses | | | | 67 |
| Electives | | | 23 |  | Electives | | | | 23 |
|  |  |  |  |  |  | |  |  |  |
| Students may concentrate on a specific area of game development by taking additional courses. To earn an optional Emphasis, students may (in consultation with their program advisor) select and complete 30 credits from one of the following three areas: | | | |  | Students may concentrate on a specific area of game development by taking additional courses. To earn an optional Emphasis, students may (in consultation with their program advisor) select and complete 30 credits from one of the following three areas: | | | | |
|  |  |  |  |  |  | |  |  |  |
| **Game Art Emphasis** | | | **30** |  | **Game Art Emphasis** | | | | **30** |
|  |  | No change |  |  |  | |  |  |  |
|  |  |  |  |  |  | |  |  |  |
| **Narrative Design Emphasis** | | | **30** |  | **Narrative Design Emphasis** | | | | **30** |
| ARTD | 185 | Into to Animation | 3 |  | ARTD | | 185 | Into to Animation | 3 |
| CSC | 447 | Artificial Intelligence | 3 |  | CSC | | 447 | Artificial Intelligence | 3 |
| DAD | 310 | Digital Soundtrack Production | 3 |  | DAD | | 310 | Digital Soundtrack Production | 3 |
| GAME | 291 | Independent Study | 3 |  | GAME | | 291 | Independent Study | 3 |
| GAME | 292 | Topics | 3 |  | GAME | | 292 | Topics | 3 |
|  |  |  |  |  | GAME | | 351 | Business of Game Develop | 3 |
| GAME | 360 | Narrative Design | 3 |  | GAME | | 360 | Narrative Design | 3 |
| GAME | 363 | Game Genres | 3 |  | GAME | | 363 | Game Genres | 3 |
| ~~GAME~~ | ~~365~~ | ~~Classical Myth and Media~~ | ~~3~~ |  |  | |  |  |  |
| GAME | 366 | Contemporary Myth & Media | 3 |  | GAME | | 366 | Contemporary Myth & Media | 3 |
| GAME | 370 | Game Mechanics | 3 |  | GAME | | 370 | Game Mechanics | 3 |
| GAME | 375 | Level Design I | 3 |  | GAME | | 375 | Level Design I | 3 |
| GAME | 475 | Level Design II | 3 |  | GAME | | 475 | Level Design II | 3 |
| GAME | 491 | Independent Study | 3 |  | GAME | | 491 | Independent Study | 3 |
| GAME | 492 | Topics | 3 |  | GAME | | 492 | Topics | 3 |
|  |  |  |  |  |  | |  |  |  |
| **Software Development Emphasis** | | | **30** |  | **Software Development Emphasis** | | | | **30** |
| CIS | 447 | Artificial Intelligence | 3 |  | CIS | | 447 | Artificial Intelligence | 3 |
| CIS | 484 | Database Mgmt Systems | 3 |  | CIS | | 484 | Database Mgmt Systems | 3 |
| CIS | 487 | Database Programming | 3 |  | CIS | | 487 | Database Programming | 3 |
| CSC | 403 | Programming Graphical User | 3 |  | CSC | | 403 | Programming Graphical User | 3 |
| CSC | 410 | Parallel Computing | 3 |  | CSC | | 410 | Parallel Computing | 3 |
| CSC | 433 | Computer Graphics | 3 |  | CSC | | 433 | Computer Graphics | 3 |
| CSC | 443 | Scripting for Network Admin | 3 |  | CSC | | 443 | Scripting for Network Admin | 3 |
| CSC | 451 | Mobile Development Env. | 3 |  | CSC | | 451 | Mobile Development Env. | 3 |
| CSC | 456 | Operating Systems | 3 |  | CSC | | 456 | Operating Systems | 3 |
| CSC | 461 | Programming Language | 3 |  | CSC | | 461 | Programming Language | 3 |
| CSC | 466 | Language Processing | 3 |  | CSC | | 466 | Language Processing | 3 |
| CSC | 482 | Algorithms and Optimization | 3 |  | CSC | | 482 | Algorithms and Optimization | 3 |
|  |  |  |  |  | GAME | | 355 | Experimental Games I | 3 |
|  |  |  |  |  | GAME | | 356 | Experimental Games II | 3 |
| GAME | 491 | Independent Study | 3 |  | GAME | | 491 | Independent Study | 3 |
| GAME | 492 | Topics | 3 |  | GAME | | 492 | Topics | 3 |
| MATH | 201 | Into to Discrete Math | 3 |  | MATH | | 201 | Into to Discrete Math | 3 |
| MATH | 315 | Linear Algebra | 3 |  | MATH | | 315 | Linear Algebra | 3 |
| MATH | 316 | Discrete Mathematics | 3 |  | MATH | | 316 | Discrete Mathematics | 3 |
|  |  |  |  |  |  | |  |  |  |
| 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:**

Adjusted courses in the Narrative Design Emphasis and the Software Development Emphasis.