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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:** |  |
| **UNIVERSITY DEPARTMENT:** | Computer Game Design |
| **UNIVERSITY DIVISION:** | The Beacom College of Computer & Cyber SciencesCollege 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.*

|  |  |  |
| --- | --- | --- |
|  |  | 1/11/2022 |
| 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 |
|  |  |  |  |
|[x]  Revised courses in the program. |  |  |

1. **Effective date of change:** 5/1/2022
2. **Program Degree Level (*place an “X” in the appropriate box*):**

|  |  |  |  |
| --- | --- | --- | --- |
| Associate |[ ]  Bachelor’s |[x]  Master’s |[ ]  Doctoral |[ ]

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

|  |  |  |  |
| --- | --- | --- | --- |
| Certificate |[ ]  Specialization |[ ]  Minor |[ ]  Major |[x]

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 as part of the System-wide General Education Requirement. |  |
|  |  |  |  |  |
| Required Courses | 67 |  |  |  |
|  |  |  |  |  |  |  |  |  |
| ARTD | 282 | 2-D Design on Computer I | 3 |  | ARTD | 282 | 2-D Design on Computer I | 3 |
| ARTD | 285 | 2-D Design on Computer II | 3 |  | ARTD | 285 | 2-D Design on Computer II | 3 |
| ARTD | 382 | 3-D Design on Computer I | 3 |  | ARTD | 382 | 3-D Design on Computer I | 3 |
| ARTD | 385 | 3-D Design on Computer II | 3 |  | ARTD | 385 | 3-D Design on Computer II | 3 |
| ~~CIS~~ | ~~275~~ | ~~Web Programming I~~ | ~~3~~ |  |  |  |  |  |
| ~~CIS~~ | ~~375~~ | ~~Web Programming II~~ | ~~3~~ |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
| CIS | 332 | Systems Analysis | 3 |  | CIS | 332 | Systems Analysis | 3 |
|  | or |  |  |  |  | or |  |  |
| CSC | 321 | Info Security Mgmt |  |  | CSC | 321 | Info Security Mgmt |  |
|  |  |  |  |  |  |  |  |  |
| 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 | 300 | Data Structures | 3 |  | CSC | 300 | Data Structures | 3 |
| ~~CSC~~ | ~~310~~ | ~~Adv Data Structures~~ | ~~3~~ |  |  |  |  |  |
|  |  |  |  |  | **CSC** | **334** | **Web Development** | **3** |
|  |  |  |  |  |  |  |  |  |
| 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** | **351** | **Business of Game Develop** | **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 |
|  |  |  |  |  | **GAME** | **475** | **Level Design II** | **3** |
|  |  |  |  |  |  |  |  |  |
| MATH | 282 | Mathematics of Games | 3 |  | MATH | 282 | Mathematics of Games | 3 |
|  |  |  |  |  |  |  |  |  |
| 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 |  |  |  |
|  |  | No change |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
| Narrative Design Emphasis | 30 |  |  |  |
| ARTD | 185 |  |  |  |  |  |  |  |
| CSC | 447 |  |  |  |  |  |  |  |
| DAD | 310 |  |  |  |  |  |  |  |
| GAME | 291 |  |  |  |  |  |  |  |
| GAME | 292 |  |  |  |  |  |  |  |
| ~~GAME~~ | ~~351~~ |  |  |  |  |  |  |  |
| GAME | 360 |  |  |  |  |  |  |  |
| GAME | 363 |  |  |  |  |  |  |  |
| GAME | 366 |  |  |  |  |  |  |  |
| GAME | 370 |  |  |  |  |  |  |  |
| ~~GAME~~ | ~~475~~ |  |  |  |  |  |  |  |
| GAME | 491 |  |  |  |  |  |  |  |
| GAME | 492 |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
| Software Development Emphasis | 30 |  |  |  |  |  |
| CIS | 484 |  |  |  |  |  |  |  |
| CIS | 487 |  |  |  |  |  |  |  |
| CSC | 403 |  |  |  |  |  |  |  |
| CSC | 410 |  |  |  |  |  |  |  |
| CSC | 433 |  |  |  |  |  |  |  |
| CSC | 443 |  |  |  |  |  |  |  |
| CSC | 447 |  |  |  |  |  |  |  |
| CSC | 451 |  |  |  |  |  |  |  |
| CSC | 456 |  |  |  |  |  |  |  |
| CSC | 461 |  |  |  |  |  |  |  |
| CSC | 466 |  |  |  |  |  |  |  |
| CSC | 482 |  |  |  |  |  |  |  |
| GAME | 355 |  |  |  |  |  |  |  |
| GAME | 356 |  |  |  |  |  |  |  |
| GAME | 491 |  |  |  |  |  |  |  |
| GAME | 492 |  |  |  |  |  |  |  |
| MATH | 201 |  |  |  |  |  |  |  |
| MATH | 315 |  |  |  |  |  |  |  |
| MATH | 316 |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
| 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:**

In the program core, 3 courses are replaced by 3 other courses. The addition of GAME 351 provided students a necessary perspective on the environment and realities of career in the gaming industry.

A single web programming course replaces the two-course sequence of CIS 275/375. GAME 475 will ensure students have a full year in level-design courses rather than a single semester.

The proposed General Education requirement is one Physics course rather than a sequence. This allows the student to choose a course.