COMM 306 2-D Digital Game Development-CrsRvs-2016-07-

The workflow icon is no longer available. Please click on the Page Status after the orange circle icon near the page title.

Form Information

The page you originally access is the global template version. To access the template document that progresses through the workflow, please complete the following steps:

First Step: ONLY change the text in the [brackets] so it looks like this: CRIM 101 Intro to Criminology-CrsRvs-2015-08-10

If DUAL LISTED list BOTH courses in the page title

Second Step: Click "SAVE" on bottom right

- DO NOT TYPE ANYTHING INTO THE FIRST PAGE OTHER THAN THE TEXT IN BRACKETS
- Please be sure to remove the Brackets while renaming the page

Third Step: Make sure the word <u>DRAFT</u> is in yellow at the top of the proposal

Fourth Step: Click on "EDIT CONTENTS" (not EDIT) and start completing the template. When exiting or when done, click "SAVE" on bottom right

When ready to submit click on the workflow icon and hit approve. It will then move to the chair as the next step in the workflow.

*Indicates a required field

Proposer*	B. Gail Wilson	Proposer Email*	bgwilson@iup.edu
Contact Person*	B. Gail Wilson	Contact Email*	bgwilson@iup.edu
Proposing Department/Unit*	Communications Media	Contact Phone*	7243573210

(Check all that apply;fill out categories below as specified; i.e. if only changing a course title, only complete Category A) Category A: Category B:

mod_prereq

Course Revisions

* Teacher Education: Please complete the Teacher

Education section of this form (below)

* Liberal Studies: Please complete the Liberal Studies

section of this form (below)

* Distance Education: Please complete the Distance

Education section of this form (below)

Rationale for Proposed Changes (All Categories)

(A) Why is the course being revised /deleted:*

The prerequisite is revised to add the recently approved new course, COMM 206 History and Theory of Games, as the only prerequisite. COMM 150 is the prerequisite for COMM 206 so is no longer needed on this list. Additionally, the requirement of "any COMM production course or instructor permission" is removed as this is unnecessarily restrictive and creates registration issues for students. Students who have completed COMM 206 will have sufficient background to take COMM 306.

(B) University Senate Summary of Rationale* Please enter a single paragraph summary/rationale of changes or proposal for University Senate.

The prerequisite is revised to add the recently approved new course, COMM 206 History and Theory of Games, as the only prerequisite. COMM 150 is the prerequisite for COMM 206 so is no longer needed on this list. Additionally, the requirement of "any COMM production course or instructor permission" is removed as this is unnecessarily restrictive and creates registration issues for students. Students who have completed COMM 206 will have sufficient background to take COMM 306.

(C) Implications of the change on the program, other

The change will have no negative impact on the department or program. It will give students easier access to register for COMM 306.

programs and the Students:*

Curr	ent Course Information*	Propos	sed Changes
	Ca	tegory A	
(D) Curr ent Prefi x*	СОММ	Propo sed Prefix	СОММ
(E) Curr ent Num ber*	306	Propo sed Number	306
(F) Curr ent Cou rse Title*	2-D Digital Game Development	Propo sed Cours e Title	2-D Digital Game Development
(G) Prer equi site (s)	COMM 150, any COMM production course or instructor permission	Propo sed Prereq uisite (s)	COMM 206
(H) Curr ent Cata log Des cript ion	Examines the theory and development of digital games. Topics explored include the logics of gameplay, the process of game development, gaming technology, and the psychology of gaming. The history and organization of the gaming industry are also examined. Students also create deliverables around a game concept they develop in the process of completing the course.	Propo sed Catalo g Descri ption	Examines the theory and development of digital games. Topics explored include the logics of gameplay, the process of game development, gaming technology, and the psychology of gaming. The history and organization of the gaming industry are also examined. Students also create deliverables around a game concept they develop in the process of completing the course.
If changing Category A, no further action required.			
	Category B (if no	change,	leave blank)
(I) Rep eata ble Cou rse	NO If YES, please complete the following: Number of Credits that May be Repeated: Maximum Number of Credits Allowed to be Repeated:	Propo sed Repeat able Course	If YES, please complete the following: Number of Credits that May be Repeated: Maximum Number of Credits Allowed to be Repeated:
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Brief Course Outline	Give an outline of sufficient detail to communicate the course content to faculty across campus. It is not necessary to include specific readings, calendar or assignments
	As outlined by the federal definition of a "credit hour", the following should be a consideration regarding student work - For every one hour of classroom or
	direct faculty instruction, there should be a minimum of two hours of out of class student work.
	Rationale for Proposal (Required Questions from CBA)
How is/are the instructor(s) qualified	
in the Distance Education	
delivery method as well as the	
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	For both new and revised courses, please attach (see the program education coordinator): The Overall Program Assessment Matrix The Key Assessment Guidelines The Key Assessment Rubric					
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