COMM 306 2-D Digital Game Development-CrsRvs-2016-07-19

- 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: <u>ONLY</u> 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 *DRAFT* 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

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*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

Course Level*	undergraduate-level

Course Revisions
(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	** 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 programs and the Students:*	The change will have no negative impact on the department or program. It will give students easier access to register for COMM 306.

Current Course Information*		Proposed Changes	
Category A			
(D) Current Prefix*	COMM	Proposed Prefix	COMM
(E) Current Number*	306	Proposed Number	306
(F) Current Course Title*	2-D Digital Game Development	Proposed Course Title	2-D Digital Game Development
(G) Prerequisite(s)	COMM 150, any COMM production course or instructor permission	Proposed Prerequisite(s)	COMM 206
(H) Current Catalog Description	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.	Proposed Catalog Description	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) Repeatable Course	NO If YES, please complete the following: Number of Credits that May be Repeated: Maximum Number of Credits Allowed to be Repeated:	Proposed Repeatable Course	If YES, please complete the following: Number of Credits that May be Repeated: Maximum Number of Credits Allowed to be Repeated:
(J) Number of Credits	Class Hours: Lab Hours: Credits:	Proposed Number of Credits	Class Hours: Lab Hours: Credits:

(K) Current Course (Student Learning) Outcomes		**Proposed Course (Student Learning) Outcomes**	
(L) Dual Listed Courses Only: List Current Learning Outcomes for the Higher-Level Course		**Dual Listed Courses Only: List Proposed Learning Outcomes for the Higher-Level Course**	

(M) Brief Course Outline (It is acceptable to copy from old syllabus)	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.	Brief Course Outline For each outcome, describe how the outcome will be achieved (Give sufficient detail to	

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 assignment*s *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 discipline?**	
For each outcome in the course, describe hm (ef 1 0 0 1e in thewithebET BT /F1 7.5 Tf 1 0 0 1 55.88 510.75484.coursetcoioned usude BT /F1 7.5 Tf 1 0 0 1 55.88 510.75467161.ursece Educ	

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

File **Modified**

No files shared here yet.

- Drag and drop to upload or