

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: 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 ***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

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*

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Proposing Department/Unit*	Communications Media	Contact Phone*	7243573210

Course Level*	undergraduate-level
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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	<p><i>* Teacher Education: Please complete the Teacher Education section of this form (below)</i></p> <p><i>* Liberal Studies: Please complete the Liberal Studies section of this form (below)</i></p> <p><i>* Distance Education: Please complete the Distance Education section of this form (below)</i></p>

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*	<p><i>Please enter a single paragraph summary/rationale of changes or proposal for University Senate.</i></p> <p>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.</p>

(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.
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Current Course Information*	Proposed Changes
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Category A			
(D) Curr ent Prefi x*	COMM	Propo sed Prefix	COMM
(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)			
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(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:
(J) Num ber of Cred its	Class Hours: Lab Hours: Credits:	Propo sed Numbe r of Credits	Class Hours: Lab Hours: Credits:

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

<p>(M) Brief Course Outline</p> <p><i>(It is acceptable to copy from old syllabus)</i></p>	<p><i>As outlined by the federal definition of a "credit hour", the following should be a consideration</i></p> <p><i>regarding student work - For every one hour of classroom or direct faculty instruction,</i></p> <p><i>there should be a minimum of two hours of out of class student work.</i></p>	<p>Brief Course Outline</p> <p>For each outcome, describe how the outcome will be achieved</p> <p><i>(Give sufficient detail to communicate the content to faculty across campuses.</i></p> <p><i>It is not necessary to include specific readings, calendar or assignments)</i></p>	<p><i>As outlined by the federal definition of a "credit hour", the following should be a consideration</i></p> <p><i>regarding student work - For every one hour of classroom or direct faculty instruction,</i></p> <p><i>there should be a minimum of two hours of out of class student work.</i></p>
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Distance Education Section

- Complete this section only if adding Distance Education to a New or Existing Course

<p>If Completing this Section, Check the Box to the Right:</p>	
<p>Course Prefix/Number</p>	
<p>Course Title</p>	
<p>Type of Proposal</p>	<p><i>See CBA, Art. 42.D.1 for Definition</i></p>

Brief Course Outline	<p><i>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</i></p> <p><i>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.</i></p>
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 how the outcome will be achieved using Distance Education technologies.	
How will the instructor-student and student-student interaction take place? (if applicable)	
How will student achievement be evaluated?	
How will academic honesty for tests and assignments be addressed?	

Liberal Studies Section

- Complete this section only for a new Liberal Studies course or Liberal Studies course revision

If Completing this Section, Check the Box to the Right:	<input type="checkbox"/>
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Liberal Studies Course Designations (Check all that apply)	
Learning Skills:	
Knowledge Area:	

Liberal Studies Elective	<i>Please mark the designation(s) that apply - must meet at least one</i>
Expected Undergraduate Student Learning Outcomes (EUSLOs)	<i>Describe how each Student Learning Outcome in the course enables students to become Informed Learners, Empowered Learners and/or Responsible Learners</i> <i>See http://www.iup.edu/WorkArea/DownloadAsset.aspx?id=181694</i>
Description of the Required Content for this Category	<i>Narrative on how the course will address the Selected Category Content</i>

All Liberal Studies courses are required to include perspectives on cultures and have a supplemental reading.


Please answer the following questions.

Liberal Studies courses must include the perspectives and contributions of ethnic and racial minorities and of women whenever appropriate to the subject matter. Please explain how this course will meet this criterion.	
Liberal Studies courses require the reading and use by students of at least one non-textbook work of fiction or non-fiction or a collection of related articles. Please describe how your course will meet this criterion.	

Teacher Education Section

- Complete this section only for a new Teacher Education course or Teacher Education course revision

If Completing this Section, Check the Box to the Right:	
Course Designations:	
Key Assessments	

	<p>For both new and revised courses, please attach (see the program education coordinator):</p> <ul style="list-style-type: none"> • The Overall Program Assessment Matrix • The Key Assessment Guidelines • The Key Assessment Rubric <p style="text-align: center;">File Modified</p> <hr/> <p>No files shared here yet.</p> <ul style="list-style-type: none"> • Drag and drop to upload or browse for files 
<p>Narrative Description of the Required Content</p>	<p><i>How the proposal relates to the Education Major</i></p>

For Deans Review
<p>Are Resources Available/Sufficient for this Course?</p> <p>Is the Proposal Congruent with the College Mission?</p> <p>Has the Proposer Attempted to Resolve Potential Conflicts with Other Academic Units?</p> <p>Comments:</p>

Please scroll to the top and click the Page Status if you are ready to take action on the workflow.
Please submit an ihelp if you have any questions <http://ihelp.iup.edu>