

Approval Chart for Curriculum Changes

A = Approval

I = Information*

Course Number _____ or Degree Plan(s) _____ Digital Entertainment Technology Major
State the requested change and reason. A memo may be attached if more space is necessary.

Alternatives to Major Requirement:

JMC 488 Comm Law or BLAW 363 Bus Law or PHIL 486 Ethics replacing JMC 488 - to allow more flexibility and ease demand for JMC 488.

ENG 331 Narrative for Film or ENGL 380 Interactive Media or ENGL 472 Film & Belief supplementing ENG 331 - reflects new courses offered by English Department.

Move from Major Requirement to Major Concentration Requirement:

CS 116 Scripting II or CS 130 Programming II moved to Game Development concentration - to increase programming skills for game development.

Replace within Major Concentration Requirements:

JMC 360 replaced with JMC 261 Broadcast Production (Film & Digital Media) -required due to changes in JMC curriculum.

Add to Major Selections or Concentration:

Film & Digital Media Production Concentration:

JMC 361 Adv. Video Production (Film & Digital Media) -required by JMC due changes in curriculum

Replace DET 350 with Any DET Course - We are adding several DET courses to better serve our students.

Add to Digital Design Concentration: - With the 3D emphasis in game and animation, the following courses are being added to the menu of possible concentration courses.

ART 106 Three-Dimensional Design (required)

ART 111 Basic Drawing (required)

ART 112 Figure Drawing (required)

ART 317 Intro to Illustration (elective)

ART 318 Digital Illustration (elective)

Replace DET 350 with Any DET Course - We are adding several DET courses to better serve our students.

Add to Game Development Concentration:

Add Any DET Course - We are adding several DET courses to better serve our students.

Change Support Area:

An approved 15 hour area of emphasis (9 hours must be advanced-level) and (excludes courses used to satisfy other degree requirements)

Circle the number that corresponds to the requested change. Degree plan changes are on the second page.

		COUNCIL**								
	Change to a Course	Dept./School	College Academic	Deans	UGEC	UUAC	GRAD	Provost	Faculty	President
1.	Title (description unchanged)	A	A	A	I			I	--	I
2.	Description (not affecting content)	A	A	A	I			I	--	I
3.	Content (substantive change)	A	A	A	I			A	--	A
4.	Number of hours (lecture, lab, contact)	A	A	A	A			A	--	A
5.	Course number within the hundred	A	A	I	I			I	--	I
6.	Course number beyond the hundred	A	A	A	A			A	--	A
7.	Prerequisites	A	A	A	I			I	--	I
8.	Course fee(s)	A	--	A	--			A	--	I
9.	From U to G or G to U	A	A	A	A			A	--	A
10.	Cross list with another dept: U or G level	A	A	A	A			A	--	A
11.	Department of record	A	A	A	A			A	--	A
12.	Open or close a course	A	A	A	A			A	--	A
13.	New course — See Adams Center for packet. This change includes combining or splitting a course(s).	A	A	A	A			A	--	A

* Councils may request additional information about "Information" items. These items are approved as "Consent Agenda."

** In most cases, approval by only one council is necessary.

Note: When an academic unit does not have a council, the UGEC and/or UUAC will serve as its academic council, depending on the nature of the issue.

Approval Chart for Curriculum Changes

A = Approval I = Information

Change to a Degree Plan		Dept./School	College Academic	College Academic	COUNCIL			Provost	Faculty	President	Board of Trustees
					UGEC	UUAC	GRAD				
1.	University Requirements — Require or change a specific course from a menu within a degree plan	A	A	I		I		I	--	I	--
2.	University Requirements — Substitute an existing course for a university requirement within a degree plan	A	A	A		A		A	--	A	--
3.	University Requirements — Add a course to or drop a course from the University Requirements	A	A	A		A		A	A	A	--
4.	University Requirements — Change in approved course content	A	A	A		A		A	--	A	--
5.	Major — Revision of major ♦ ‡	A	A	A		A		A	--	A	
6.	Major — Adopt or change admission requirements	A	A	A		A		A	--	A	--
7.	Major — Add or discontinue	A	A	A		A		A	A	A	I
8.	GPA — Revise major or cumulative requirement	A	A	A		A		A	A	A	--
9.	Minor — Revise course selection	A	A	A		I		I	--	I	--
	Minor — Add or discontinue	A	A	A		A		A	--	A	--
10.	Degree — Add or discontinue	A	A	A		A		A	A	A	I
11.	Any change to a graduate degree program*	A	A	A		A		A	--	A	--

♦ A minimum of 30 hours is required for a major. A maximum is specified for each degree (e.g., BA, BS). The university minimum for elective hours is 6, unless the requirements of external accrediting bodies make it impossible.

‡ Program or course changes applying only to a Teacher Education degree will be reviewed by the Teacher Education Council and then forwarded to the UUAC.

* All graduate degree plan changes must go through the Graduate Council.

Revised 11-2-11

Approval Chart for Academic Information Changes

Change to the Catalog		Dept./School	College Academic	College Academic	UGEC	UUAC	GRAD	Provost	Faculty	President	Board of Trustees
1.	General requirements for graduation including course requirements that are common to all majors for all degrees*	--	--	--		A		A	A	A	--
2.	Admission requirements	--	--	--		A		A	A	A	--
3.	Policies governing academic probation and suspension	--	--	--		A		A	A	A	--
4.	Requirements for graduating with honors	--	--	--		A		A	A	A	--
5.	Other academic policy changes	--	--	--		A		A	--	A	

* The UUAC approved the clarification that "general requirements for graduation" means the seventeen items in the "General Requirements for Bachelor's Degrees" section of the catalog.

Revised 3-2-11

Curriculum/Catalog Changes Signature Page

Department/School Chair(s)

Brian Cunn

3/2/16

Signature

Approval date

Signature

Approval date

College Academic Council(s)

David P...

3/2/16

Signature

Approval date

Signature

Approval date

Dean(s)

Signature

Approval date

Signature

Approval date

Teacher Education Council

Chair's signature

Approval date

General Education Council

Chair's signature

Approval date

Undergraduate Academic Council

Chair's signature

Approval date

Graduate Council

Chair's signature

Approval date

Provost

Signature

Approval date

Faculty

Chair of faculty senate

Approval date

President

Signature

Approval date

Digital Entertainment Technology Major

Major Requirements

30

ART 105 Two-Dimensional Design
 CS 115 Intro to Prog w/Scripting or CS 120 Prog I*
 CS 330 Human-Computer Interaction
 DET 210 Intro to Digital Entertainment Technology
 DET 310 Digital Entertainment Technologies II
 DET 410 Digital Entertainment Technologies III
 ENGL****
 ITC 110 Intro To Information, Technology, and Computing
 ITC 460 Managing Technical Projects
 JMC 488 Comm Law or BLAW 363 Bus. Law or PHIL 486 Ethics

*CS 120 is recommended for Game Development Concentration

Major Selections of Concentration**

21 Hours

Digital Design Concentration

ART 106 Three-Dimensional Design
 ART 111 Basic Drawing
 ART 112 Figure Drawing
 Select 4 courses (totaling 12 hours):
 ART 317 Intro to Illustration
 ART 318 Digital Illustration
 ART 351 Typography
 Any DET course

Film & Digital Media Production Concentration

JMC 201 Introduction to Visual Media
 Select 6 courses (totaling 18 hours):
 Any DET course
 ENGL****
 JMC 261 Broadcast Production
 JMC 361 Adv. Video Production
 THEA 227 Intro to Technical Theatre

Game Development Concentration

CS 116 Applied Prog w/Scripting
 or CS 130 Prog II
 DET 350 Game Development***
 Select 5 courses (totaling 15 hours):
 CS 315 Mobile Computing I
 CS 316 Mobile Computing II
 Any DET course
 IT 220 Introduction to Databases
 IT 225 Web Technologies

******Select 1 English Course:**

ENGL 331 Narrative for Film & New Media
 ENGL 380 Interactive Narrative
 ENGL 472 Film and Belief

** Students may also select from courses listed in the concentrations or from CS/DET/IS/IT

*** DET 350 is repeatable up to 6 hours

Directed Study/Support area

15

An approved area of emphasis. 9 hours must be advanced-level
 (excluding courses used to satisfy other degree requirements)

Degree Total:	66 hours
University Required Hours:	56 hours
Electives:	6 hours
Total:	128 Hours

DIGITAL ENTERTAINMENT TECHNOLOGY (BS)

Students pursuing the digital entertainment technology degree are required to select and complete an ~~18~~15-hour approved area of support as part of their academic program. This requirement can be satisfied by selecting an approved ~~56~~-course (~~18~~15-hour) area of emphasis that complements digital entertainment technology.

BS: DIGITAL ENTERTAINMENT TECHNOLOGY (DET)	
UNIVERSITY REQUIREMENTS	
Please see the University Requirements section of this catalog (page 37).	
MAJOR REQUIREMENTS	
ART 105 Two-Dimensional Design	3
Programming sequence: CS 115 Introduction to Programming using Scripting and CS 116 Applied Programming with Scripting or CS 120 Programming I and CS 130 Programming II	63
CS 330 Human Computer Interaction	3
DET 210 Digital Entertainment Technologies I	3
DET 310 Digital Entertainment Technologies II	3
DET 410 Digital Entertainment Technology III	3
ENGL 331 Narrative for Film and New Media or ENGL 380 Interactive Narratives or ENGL 472 Film & Belief	3
ITC 110 Intro to Information, Technology and Computing	3
ITC 460 Managing Technical Projects (capstone and writing-intensive course)	3
JMC 488 Communication Law (writing-intensive course) or BLAW 363 Business Law or PHIL 486 Ethics	3
TOTAL	330
MAJOR SELECTION OR CONCENTRATION	
Select 15-21 hours of directed electives* (with at least 9 advanced hours) from CS, DET, IS, IT, ITC or any course listed in the concentrations (pre-requisites may apply). Selections may be used toward one of the following concentrations: Film & Media Production Concentration (FMP) <u>Required</u> JMC 201 Introduction to Visual Media	3
Select 12-18 hours (at least 9 advanced hours)	12 <u>18</u>
DET 350 Game Development DET (any course) ENGL 472 Film and Belief <u>JMC 261 Broadcast Production</u> JMC 361 Advanced Video Production THEA 227 Introduction to Technical Theatre Directed Elective*	
TOTAL	1521
Digital Design Concentration (DD) <u>Required</u> <u>ART 106 Three-Dimensional Design</u>	3
<u>ART 111 Basic Drawing</u>	3
<u>ART 112 Figure Drawing</u>	3
Select 12 hours: <u>ART 317 Introduction to Illustration</u> <u>ART 318 Digital Illustration</u> <u>ART 351 Typography I</u> <u>ART 352 Typography II</u> ART 454 Information Graphics ART 457 Interactive Design DET 350 Game Development **DET (any course) Directed Elective*	
TOTAL	1521
Game Development Concentration (GD) <u>Required</u> <u>CS 116 Scripting II or CS 130 Programming II</u>	3
<u>DET 350 Game Development **</u>	3
Select 15 hours (at least 9 advanced hours): CS 315 Mobile Computing I CS 316 Mobile Computing II DET 350 Game Development **DET (any course)	

IT 220 Introduction to Databases and DBMS

~~IT 325 Web Application Development~~ IT 255 Web Technologies

Directed Elective*

*Students may select from CS, DET, IS, IT, ITC or any course listed in the concentrations.

**DET 350 is repeatable up to 6 hours.

TOTAL

1521

SUPPORT AREA

An approved ~~65~~-course area of emphasis or minor (excluding courses used to satisfy other degree requirements)

1815

ELECTIVES

Minimum

6

TOTAL MAJOR HOURS

72

OTHER GRADUATION REQUIREMENTS

Minimum grade in DET 210, 310, 410

C

Minimum GPA in major

2.00

Minimum GPA for graduation

2.00

Minimum advanced hours

33

Minimum total hours

128