

Approval Chart for Curriculum Changes

A = Approve I= Information Item¹ R= Advise & Respond²

Course Number DET 260 - Game Engines or Degree Plan(s) _____

State the requested change and reason. A memo may be attached if more space is necessary.

We propose creating a new course : DET 260 - Game Engines.
It has been taught three times already as a special topics course.

The course application and other supporting documents are attached.

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

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

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.

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		COUNCIL ³										
	Change to a Degree Plan	Dept./School	College Academic	Deans	TEC	UGEC	UUAC	GRAD	Provost	Faculty	President	Board of Trustees
1.	University Requirements — Change in approved course content ⁶	A	A	A	A				A	--	A	--
2.	University Requirements — Add or drop a required course from the University Requirements chart ⁶	A	A	A	A				A	A	A	--
3.	University Requirements — Add or drop a course from a menu within the University Requirements ⁶	A	--	--	A				A	--	A	--
4.	University Requirements — Change hours within a menu on the University Requirements chart ⁶	A	A	A	A				A	A	A	--
5.	Major — Revision of major ^{4,5}	A	A	A	A				A	--	A	--
6.	Major — Adopt or change admission requirements	A	A	A	A				A	--	A	--
7.	Major — Add ^{4,5}	A	A	A	A				A	A	A	I
8.	Major – Discontinue (proposed by the department or college)	A	A	A	A				A	A	A	I
9.	Major – Discontinue (proposed by the Provost)	See below.										
10.	GPA — Revise major or cumulative requirement	A	A	A	A				A	A	A	--
11.	Minor — Revise course selection	A	A	A	I				I	--	I	--
12.	Minor — Add	A	A	A	A				A	--	A	--
13.	Minor – Discontinue (proposed by the department or college)	A	A	A	A				A	--	A	--
14.	Minor – Discontinue (proposed by the Provost)	See below.										
15.	Degree — Add	A	A	A	A				A	A	A	I
16.	Degree – Discontinue (proposed by the department or college)	A	A	A	A				A	A	A	I
17.	Degree – Discontinue (proposed by the Provost)	See below.										
18.	Any change to a graduate degree program	A	A	A	A				A	--	A	--

		COUNCIL ³								Board of Trustees
Provost-Proposed Change		Provost	Department	Dean	TEC	UUAC	Graduate	Faculty	President	
1.	Major/Graduate Program — Discontinue (proposed by the Provost)	A	R	R		A		A	A	I
2.	Minor — Discontinue (proposed by the Provost)	A	R	R		A		--	A	--
3.	Degree — Discontinue (proposed by the Provost)	A	R	R		A		A	A	I

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COUNCIL ³									
	Change to the Catalog Information	Dept./School	College Academic	Deans	UGEC	UUAC	GRAD	Provost	President
1.	General requirements for graduation including course requirements that are common to all majors for all degrees ⁷	--	--	--		A		A	A
2.	Admission requirements	--	--	--		A		A	A
3.	Policies governing academic probation and suspension	--	--	--		A		A	A
4.	Requirements for graduating with honors	--	--	--		A		A	A
5.	Other academic policy changes	--	--	--		A		A	A

¹ Councils may request additional information about "Information" items. These items are approved as "Consent Agenda."

² The Dean and Department should respond to the Provost's recommendation to close a program in writing. Advise & Respond (R) requires that the voting body should receive the written responses at least one week prior to the vote.

³ All courses that meet University Requirements for general education must go through UGEC. Courses or degrees offered only to students seeking teacher certification must go through the Teacher Education Council. All undergraduate changes must go before the UUAC. All graduate degree plan changes must go through the Graduate Council.

⁴ 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.

⁵ Program or course changes that apply to any major that includes Teacher Certification will be reviewed by the college, the Teacher Education Council (TEC), and then the UUAC.

⁶ Courses that satisfy ACU's University Requirements (General Education) will normally have lower-level numbering, be free of prerequisites and co-requisites, appeal to more than one or two majors, and "not narrowly focus on those skills, techniques, and procedures specific to a particular occupation or profession" (SACS 2.7.3). Departments may request exceptions to the first three criteria.

⁷ The UUAC approved the clarification that "general requirements for graduation" means the enumerated items in the "General Requirements for Bachelor's Degrees" section of the catalog.

Revised 3-8-17

Curriculum/Catalog Changes Signature Page

Department/School Chair(s)	
 Signature	4.03.19 Approval date
_____ Signature	_____ Approval date

College Academic Council(s)	
 Signature	4/3/19 Approval date
_____ Signature	_____ Approval date

Dean(s)	
 Signature	4/5/19 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

Application for a New Course v10.6

Course ID <i>Subject and Number</i>	DET 260
Date APPROVED	
Date DENIED	

I. Systems and Catalog Information Complete each item.

1	Course Developer	Rich Tanner
2	Course Teacher	Rich Tanner
3	Course Title	Game Engines
4	Course Abbreviation (if title is over 30 characters)	
5	College	COBA
6	Department	SITC
7	Number of Credit Hours	3
8a.	Number of contact hours - lecture	3
8b.	Number of contact hours – lab/activity	0
9	Is the course for a fixed or variable number of credit hours?	Fixed
10	Explanation for variable credit	
11	Is the course repeatable for additional credit?	No
12	Maximum total number of credit hours a student can earn for this course	3
13	What type of course is this? (Select one. Please see Schedule Type definitions above.)	☐ Traditional lecture ☐ Traditional lab ☒ Traditional lecture/lab ☐ Experiential Learning ☐ Seminar ☐ Studio ☐ Thesis ☐ Dissertation

14	Instructor Workload	3
15	Grade Mode (check all appropriate):	☒ _X_Standard ☒ _X_Credit/No Credit (undergrad only)
16	Maximum Enrollment	25
17	Catalog Description (50 words or less)	Principles of game development using an industry standard game engine. The course will cover techniques used to develop games. Includes gameplay, construction, level design, creating virtual environments, and deploying games to common hardware.
18	List any prerequisites (course/s, test scores, class standing, major, etc.)	CS 115 or CS 120; DET 220
19	List any co-requisites	
20	If the course is cross listed, specify the Course ID(s); MUST have signature in Section V from all Department Chairs	
21	Does this course have any special student costs?	☐ _No ☐ _Yes (If yes, must attach a <u>completed</u> "Request to Add or Change Course Fees" form. Describe in section IV-F.)
22a	How frequently will the course be offered in the Fall ? All, even or odd years?	Fall; All
22b	How frequently will the course be offered in the Spring ? All, even or odd years?	
22c	How frequently will the course be offered in the Summer ? All, even or odd years?	
23	First semester this course will be offered <i>New courses may not be taught under their approved course ID until they appear in the catalog, therefore, no earlier than the coming fall.</i>	Fall, 2019
24	List course/s that should be deleted, (Also, include the last semester for	

	course/s being deleted) <i>A course cannot be deleted when it is a requirement in a degree plan in any department.</i>	
--	--	--

25	Is this course required for a degree/s? <i>If "Yes," attach a revised degree plan(s) reflecting the placement of the new course.</i>	☒ _X_ No ☐ _ Yes
26	Should the addition of this course be retroactively applied to the degree plan it supports?	☒ _X_ No ☐ _ Yes Explanation:
27	Has this course been offered as a Special Topics course?	☐ _ No ☒ _X_ Yes Fall 2018 – DET 340 <i>If "Yes," specify the Course ID and enrollment for each term it was taught.</i> <i>(Note: New courses are NOT required to be taught as Special Topics courses prior to being approved. However, a course may be taught once as Special Topics before it is proposed. See the Course Descriptions section of the Catalog for details.)</i>
28	List any courses in which the content overlaps the proposed course. (Course ID and Name) <i>Attach a statement from the instructor/dept chair of the existing course justifying the new offering in Section IV-D.</i>	

II. Curriculum

1	Degree Plan Explanation of how this course affects degree requirements.	This course teaches valuable skills need by a large number of DET majors and minors.
2	Justification State the justification for adding this course to the current curriculum. Represent the need.	A comprehensive understanding of game engines is a basic requirement of being able to develop game and game engine-based cinematic production.

III. Course Design

1. Audience and Course Goal

1	Describe the intended audience, including prerequisite skills.	This course is designed to teach basic skills need by students entering game development, animation, and game engine-based cinematic production. Students should have a basic understanding of scripting or programming (CS 115 or CS 120).
2	State the overarching course goal(s) in performance terms.	To provide introductory training in the use of game engines for game and cinematic development.

2. Competencies and Measurements

	Competency	Measurement
1	Apply knowledge of game engine editor and layout to develop a game project	Course assignment
2	Evaluate game environments for potential problems and performance lag	Term project
3	Apply correct rendering and baking of lighting based upon deployment goal	Term project
4	Create and import animations into the game environment with correct transition between movement	Term project
5	Create user interfaces that use appropriate user experiences.	Term Project
6		
7		
8		
9		

3. Text and Resources

This class will follow industry standard certification material for the course textbook:

<https://certification.unity.com/products/certified-associate>

1. Give the full publication information of the textbook/s and other required resources and outside readings.

07/01/2016

2. For **combined undergraduate/graduate** courses, make two lists:
 - a. full publication information; label **Undergraduate**.
 - b. full publication information; label **Graduate**. Indicate number of pages required.

IV. Supporting Documentation

Supporting documents must accompany proposal prior to preliminary approval by chair and dean.

1	Library — Submit new course application and syllabus to the Dean of the Library. Consult with the director and establish a deadline for completion of the library report. Attach the signed copy of the Library report.
2	Instructional Design — The application and syllabus must be reviewed by the Adams Center. Attach a copy of the Adams Center Review Letter.
3	Content Overlap — Include one document for each course you listed in Section I-I. Attach statement from instructor/dept chair of existing course justifying the new offering.
4	Departmental Resources — List the resources that support the course and are available only through the department, if applicable. Attach the list of the holdings and the location/s.
5	Resources — List resources (other than library or departmental resources) that are needed to support this course (computers, lab equipment, other technology, etc.). Attach a complete list of all items and indicate possible sources or estimated cost of each. List the sources of any needed funds.
6	Expenses — List additional expenses needed to implement this course (full-time or part-time faculty, graduate or lab assistants, student employees, travel, special student costs, room renovation, storage facility, etc.). Attach a complete list of all items, the estimated cost of each and the source of the funds.
7	Justification — Attach all documents referred to in Section II-2
8	Syllabus — Attach the syllabus for the course based upon the anticipated first-semester offering.
9	Provide documentation for all additional attachments here

V. Preliminary Approvals

All supporting documentation has been assembled and attached to this application. I believe this course is ready to be presented to appropriate councils. We have a plan to fund this new course.

Course Number and Name DET 260 - GAME ENGINES

Primary Department

[Signature]
Department Chair
Dean of the College

4.08.19
Date

Brad Cris

4/8/19
Date

Cross-listing Department *Add more lines if multiple departments are cross-listing*

Department Chair
Dean of the College

Date

Date

Cross-listing Department *Add more lines if multiple departments are cross-listing*

Department Chair
Dean of the College

Date

Date

VI. Actions *Place all actions on one page.*

Course ID: DET 260

Course Title: GAME ENGINES

1. College Academic Council: (for all courses)

Note: Insert additional lines for College Academic Council action for each college involved in cross-listed courses.

Approved ☒	Denied ☐	<u>Kyle Tjissen</u>	<u>4/8/19</u>
		College Dean or Director	Date
Approved ☒	Denied ☐	<u>Brian</u>	<u>4/8/19</u>
		College Dean or Director	Date

2. Graduate Council: (for graduate level courses)

Approved ☐	Denied ☐	_____	_____
		Dean of Graduate School	Date

3. Teacher Education Council: (when applicable)

Approved ☐	Denied ☐	_____	_____
		TEC Chair	Date

4. University General Education Council: (when applicable)

Approved ☐	Denied ☐	_____	_____
		Provost's designee	Date

5. University Undergraduate Academic Council: (*undergraduate level courses*)

Approved ☐	Denied ☐	_____	_____
		Vice Provost	Date

6. Academic Provost: (for all courses)

Approved ☐	Denied ☐	_____	_____
		Provost	Date

7. President of the University: (for all courses)

Approved ☐	Denied ☐	_____	_____
		President	Date

Attach notes, comments, or conditions from appropriate councils:



DET 260.01 - Game Engines

ACU SITC Mission Statement: *To educate students in technology-related fields for Christian service and leadership throughout the world.*

► PROFESSOR

Professor: Rich Tanner, Clinical Professor of DET
Phone: 325-603-6745
Email: rich.tanner@acu.edu

Office: Mabee 232
Office Hours: MWF: 9-10am, TR:
11am-12pm

► COURSE

Course Meeting Time & Location

Tuesdays & Thursdays, 9:30-10:50 AM - Mabee Business Building 314

Catalog Description

Intermediary course focusing on the principles of game development using industry standard game engines. Students will briefly explore different game engines, including (but not limited to) Unreal and Unity. Throughout the course, students will construct a fully functional and deployable video game, playable on PC/Mac and mobile devices. Through the Unity Courseware, students will be fully prepared to take and pass the Unity Certified Developer Exam. 3.0 Credit hours / 3.0 Lecture hours.

Prerequisites

- DET 220: Introduction to 3D Modeling
- CS 115: Scripting I -or- CS 120: Programming I

Learning Outcomes

Through the coursework lessons and labs and culminating in the completion of the Term Project, students will learn to do the following:

- Apply knowledge of game engine editor and layout to develop a game project
- Evaluate game environments for potential problems and performance lag
- Apply correct rendering and baking of lighting based upon deployment goal
- Create and import animations into the game environment with correct transition between

movement

- Create user interfaces that use appropriate user experiences

Skills Acquired

Through the Game Engines course, students will experience the complete lifecycle of game development. Students will learn how to navigate and use the Unity game engine to create a complete working video game, from start to finish. This experience will prepare students to build their own games, work as a valuable member of a game development team, and attain a Unity Developer Certification.

They will also learn:

- The Unity editor and interface
- Using and managing game objects and assets
- Preparing game assets for implementation
- Assembling a game level
- Lighting in games
- Baked lighting in game production
- Animating game objects in the Unity editor
- Bringing animations into a game
- Scripting in game development
- Implementing navigation and pathfinding
- Creating particle systems
- Utilizing audio elements in games
- Building cameras, players, allies, enemies, and menu systems
- Designing user interfaces for games
- Building and deploying games for computers and mobile devices
- Working in a team

❖ *Contribution of Course to Overall Business Perspective*

This course continues the topic of developing digital entertainment in the fields of games, graphics, and engine-based cinematics. By offering an overview and practice of the fundamental techniques of game development, students will be able to broaden their understanding of games and gameplay and apply these principles to a vast variety of digital media fields.

❖ *Contribution of Course to the Development of Communication Skills*

This course is structured to develop both visual and oral communication skills. Assignments are designed to enhance student's creative understanding of the principles and details of game development. Group projects and student critiques will be organized to simulate professional working practices that are standard in digital media industries.

❖ *Contribution of Course to Christian Service and Leadership*

In this rapidly expanding culture of digital entertainment there are nearly infinite ways to creatively express and share our Christian faith with the world whether professionally or personally. This class is designed to better equip students with tools and skill sets needed to create richer more dynamic media content that will broaden the effective quality of their artistic endeavors. We will also learn how individuals leading Christ-centered lives can effectively use their talents and faith to be shining examples in this secular media industry.

"You are the light of the world. A town built on a hill cannot be hidden." Matthew 5:14

Course Requirements

You will be required to submit all homework assignments, meaningfully participate in online discussions throughout the semester, attend and participate in all class sessions, and present both a midterm project and a final comprehensive project at the end of the semester.

Course Web Site

Almost all of the information pertaining to this course is available online through the course web site. You will find class notes, handouts, electronic resources, assignments, and many other materials at this location. Canvas, our course website, keeps a log of your website engagement.

Homework Assignments

Because of the nature of this course, students cannot expect to do well without regular practice. Consequently, homework will be assigned on a regular basis. You are encouraged to complete all assigned work and to seek help outside of class if you need it. My office hours are listed above. Additionally, I can always be reached via email (and text for shorter questions and answers) and will strive to provide a response within a day of your contact. You are also encouraged to seek help from, and provide help to, your fellow classmates, and to attend tutoring sessions specifically arranged for this course.

Term Project

Your final project will be the culmination of all you have learned over the past semester and should reflect that knowledge. Your final will be graded against the technical skills you have acquired over the semester, as well as be judged according to its artistic merit. You will also be required to take the Unity Certified Developer Exam.

Class Participation

Just like in any professional setting, you must be prepared to participate in group activities and contribute to class discussions. You must be willing to give your honest and educated opinion, while being considerate and conscientious towards others. I am conducting this class as if it is a professional working environment so I expect your full attention. You should be prepared at all times to participate in

classroom discussion. Creative thinking, insightful questions, and demonstrated enthusiasm for the material will be reflected in your final grade through the class participation component. Good attendance, while important, is not the sole factor for evaluating class participation. Class participation does not mean class monopolization. Students who are consistently off topic or monopolize the conversation will be counted off on their class participation grade.

► *ASSESSMENT*

Grading

Each activity (exam, homework assignment, quiz, etc.) will be graded on the basis of 100%.

The grading system for the course is given in the following table.

Letter Grade	Semester Combined Average
A	90 or above
B	80 - 89.9
C	70 - 79.9
D	60 - 69.9
F	Below 60

There is no pre-established quota of As, Bs, Cs, etc. for this class. You will receive the grade that you earn, no more and no less. I do not *give* grades. You *earn* them.

The course will have many Projects and Assessments related to the topics. See the below chart for an estimate of the course's work and the points earned from each. This is an estimate of the work, and may be subject to change.

Assignment type	Points per assignment	Number of assignments	Total points
Chapter Assessments	15	20	300
Game Projects	100	6	600
Practice Unity Exam	100	1	100
Official Unity Exam	200	1	200
Final Game Project	300	1	300

			Total Points: 1500
--	--	--	--------------------

Competencies and Measurements

Projects will be graded on a combination of the following; the amount of effort and time spent, application of learned material, and meeting all criterion of the assignment.

► *POLICIES*

Academic Integrity

Violations of the honor code undermine the purpose of education and the function of our academic community. You'll be expected to follow ACU and COBA integrity policies, available at:

- ❖ *ACU*:
<http://www.acu.edu/community/offices/administrative/office-of-the-provost/academic-integrity-policy.html>
- ❖ *COBA*: <http://www.acu.edu/community/coba/student-resources/coba-honor-code.html>
- ❖ *Tanner*: I have a Negative Tolerance Policy (rather than the usual Zero Tolerance Policy). This means that I will assign NEGATIVE points for any assignment that a student cheats on. For example, if a student turns in a **100** point assignment that they have copied or otherwise cheated on, they will receive a **-100** points for the assignment.

Attendance

In business environments, employees who are often absent from, or tardy to, work do not enjoy long-term employment, regular pay increases, or good professional reputations. In this class, you will be learning to solve problems similar to those you will encounter in professional settings, and the consistency with which you attend class reflects your commitment to the training necessary to pursue a career in this field.

Because the pace of this course is quite rapid, you cannot expect to do well if you frequently miss class.

You may miss up to two weeks of class (4 class meetings) without penalty. Each additional absence will result in a 3% reduction in your overall course grade. If you have missed three weeks of class (6 class meetings), you may be dropped from the course.

You are late to class if you arrive five minutes after the scheduled start time. Every three late arrivals will be counted as one absence.

You will still be responsible for all notes and information missed as the result of your absence. Your instructor will not distribute course materials more than once, so you should plan to obtain them elsewhere. As noted above, homework assignments will be available via Canvas.

Late Assignments/Exams

As we are learning a professional skill-set, you will need to perform in a professional manner. This class will involve progressive assignments, where each assignment may build upon the previous lessons. Becoming late on even one assignment could severely impact the quality of subsequent work. Late work may be accepted, but any late submissions will be penalized at a rate of 3% per day late.

Dropping

To drop a course you must complete required paperwork with your advisor. You cannot reuse class hours in block tuition if you drop after the first week of the semester.

Classroom Management

In order to maintain decorum and to optimize the learning environment for all members of the class, certain classroom management policies must be adhered to:

- If you sleep in class/lab you will be asked to leave and you will be counted absent.
- If you walk out of class/lab without returning, you will be counted absent (obviously, exceptions will be made if you become ill or have made a prior arrangement with the instructor).
- Disruptive behavior will not be tolerated. This includes playing games, writing email, engaging in instant messaging, or similar activities on the computer terminal during lab periods. If you disrupt the class, you will be asked to leave and will be counted absent.

Communications

To facilitate consistency in communications of courses requirements, assignments, and general information, your instructor will regularly communicate with you via email using your ACU email address. You are encouraged to **check your ACU email everyday** for messages from your instructor. In addition, announcements and course materials will be posted to the course web site (*Canvas*) on a regular basis, and you are also encouraged to check that resource often.

Disabilities

If you have a documented disability and want to request academic accommodations, contact the ACU Student Disability Services Office at Alpha Academic Services. To receive accommodations you must be registered with Disability Services and complete a specific request for individual classes. For an appointment, contact the Director of Disability Services at (325) 674-2667.

► *INSTRUCTIONAL MATERIALS*

The following texts and classroom resources will be used in the course:

Required:

Online: The Unity Certified Developer Courseware

You may purchase access to the Courseware through the Campus Bookstore.

Additional instruction is available for the software used in this course through Lynda.com. Use the quick link (<http://acu.edu/lynda>), which automatically makes sure you are logged in to MyACU before redirecting to the site.

Additional Content:

May include book chapters, articles, or videos relevant to the course. To be assigned throughout the semester.

► CALENDAR

The ACU academic calendar can be found at:

<http://www.acu.edu/community/offices/administrative/wildcat-central/academic-advising/academic-calendar.html>

This class will meet at all scheduled times unless otherwise noted.

Homework will be assigned at least weekly.

Important Dates

- Tuesday, August 27th: First day of class
- Tuesday, October 1st: Midterm Project Due
- Thursday, December 5th: Last day of class
- Friday, December 13th: Final Exam (Project Presentations) @ 12-1:45 pm

March 4, 2019

Professor Rich Tanner
(210) 259 7049
rwt07a@acu.edu

Re: Review of DET260: Game Engines

Dear Professor Tanner,

Thank you for the submission of DET260: Game Engines. I have reviewed it based on the ACU Syllabus Guidelines. Please check the attached review checklist for items that may be missing. In particular, here are a few components that are missing or unclear:

- Consider adding university and department mission statements
- Add meeting time and place when such information becomes available
- Add prerequisite/co-requisite information or "none" if none is required
- Competencies and measurements section does not provide sufficient information. You might want to consider merging it with the "Outcomes" section
- There is insufficient information on how grades are calculated. You indicated that everything would be worth 100%, but how many homework assignments will you give? How many quizzes? Will they be weighed equally?
- For course materials, you might want to indicate where students can obtain the "The Unity Certified Developer Courseware"

These are changes you can make on your own. There is no need to bring it back to the Adams Center for further review. However, please feel free to let me know if you have any questions.

This letter is not meant to be a final approval in the course application process. It is intended as a reference for council members, who may have questions or comments of their own. If there is anything else I can do for you, please feel free to let me know.

Sincerely yours,



Director of Instructional Design
Adams Center for Teaching and Learning
Abilene Christian University

ABILENE CHRISTIAN UNIVERSITY
LIBRARY

M E M O R A N D U M

DATE: April 4, 2019
TO: Rich Tanner
FROM: Mark McCallon, Associate Dean for Library Services
RE: Course Application for DET 260 – Game Engines

After reviewing the course proposal, the library is able to support the proposed course. Thank you for allowing us to review the course proposal.