

Approval Chart for Curriculum Changes

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

Course Number _____ or Degree Plan(s) DET major

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

We are proposing a large revision of the Digital Entertainment Technology (DET) degree plan. A detailed listing is attached.

Several years ago we added a second DET-focused faculty member. After long consideration, we are now proposing several new courses to utilize the different strengths of our faculty and this corresponding change in the degree plan.

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

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

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							President	Faculty	Provost	GRAD	UAC	UGEC	TEC	Deans	College Academic	Dept./School	Change to a Degree Plan
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										
	Provost-Proposed Change	Provost	Department	Dean	TEC	UAC	Graduate	Faculty	President	Board of Trustees
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	Faculty	President
1.	General requirements for graduation including course requirements that are common to all majors for all degrees ⁷	--	--	--	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

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 8-26-19

Curriculum/Catalog Changes Signature Page

Department/School Chair(s)	
 Signature	11/13/19 Approval date
_____ Signature	_____ Approval date

College Academic Council(s)	
 Signature	11/13/19 Approval date
_____ Signature	_____ Approval date

Dean(s)	
 Signature	11/15/19 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

Digital Entertainment Technology, BS (DET)

BS: Digital Entertainment Technology (DET)

Digital Entertainment Technology (BS)

Students pursuing the digital entertainment technology degree are required to select and complete an 18-hour approved area of support as part of their academic program. This requirement can be satisfied by selecting an approved 6-course (18-hour) area of emphasis that complements digital entertainment technology. Students are also required to perform two portfolio reviews.

University Requirements

Please see the [University Requirements](#) section of this catalog.

Major Requirements

- [ART 105 - Two-Dimensional Design](#) Credit Hours: 3
- [ITC 125 – Introduction to HCI](#) Credit Hours: 3* (new course)
- [CS 250 – History of Computing](#) Credit Hours: 3*
-
- [CS 115 - Introduction to Programming Using Scripting](#) Credit Hours: 3
- *or*
- [CS 120 - Programming I](#) Credit Hours: 3 *
-
- ~~CS 330 – Human Computer Interaction~~ Credit Hours: 3
- [CS 118 Game Scripting](#) Credit Hours: 3 (new course)
- [DET 210 - Introduction to Digital Entertainment](#) Credit Hours: 3
- [DET 220 3D Modeling](#) Credit Hours: 3 (moved from concentration)
- [DET 260 Game Engines](#) Credit Hours: 3 (moved from concentration)
- [DET 305 Game Texture](#) Credit Hours: 3 (new course)
- ~~DET 310 – Digital Entertainment Technology II~~ Credit Hours: 3
-
- [DET 350 - Digital Entertainment Development](#) Credit Hours: 3 **
- *or*
- [ITC 499 – Internship](#) Credit Hours: 3
-

- ~~DET 410 - Digital Entertainment Technology III Epic Conclusion~~ Credit Hours: 3
- -
- ENGL 331 - Narrative for Film and New Media Credit Hours: 3
- or
- ENGL 332 - Introduction to Film Studies Credit Hours: 3
- or
- ENGL 380 - Interactive Narratives Credit Hours: 3
- or
- ENGL 472 - Film and Belief Credit Hours: 3
-
- ITC 110 - Introduction to Information, Technology, and Computing Credit Hours: 3
- ITC 480 - Reflections on Faith and Work Credit Hours: 3 (capstone and writing-intensive course)
-
- JMC 488 - Communication Law Credit Hours: 3 (writing-intensive course)
- or
- BLAW 363 - Legal Environment of Business Credit Hours: 3
- ~~or~~
- ~~PHIL 486 - Ethics~~ Credit Hours: 3
-
- ~~*Hours may also fulfill university requirements and are not included in total major hours~~ CS 120 is recommended for Game Development Concentration.
- **DET 350 is repeatable for up to 6 hours.

Total: ~~30-39~~ Credit Hours

~~Major Selection or Concentration~~

Select 18 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).

Total: 18 Credit Hours

Cinematic Concentration (CINE)

- ~~ART 106 - Three Dimensional Design~~ Credit Hours: 3
- -
- ~~DET 220 - Introduction to 3D Modeling~~ Credit Hours: 3
- ~~or~~
- ~~DET 230 - Introduction to Animation: Keyframes & Pixels~~ Credit Hours: 3
- DET 320 Advanced 3D Modeling Credit Hours: 3
- DET 365 Real Time – CGI Credit Hours: 3 (new course)

Select **3-9** hours from:

- ~~DET 200-499~~
- DET 230 2D Animation Credit Hours: 3
- DET 315 Game Materials Credit Hours: 3 (new course)
- DET 330 3D Animation Credit Hours: 3
- DET 360 AR/VR Credit Hours: 3 (new course)
- DET 370 Serious Games Credit Hours: 3 (new course)

Select **9-6** hours from the following:

- CS 200-499
- ~~Any DET course~~ 200-499
- IT 100-499
- ART 106 – Three-Dimensional Design Credit Hours: 3
- ART 111 - Basic Drawing Credit Hours: 3
- ART 112 - Figure Drawing I Credit Hours: 3
- ART 317 - Introduction to Illustration Credit Hours: 3
- ART 318 - Digital Illustration Credit Hours: 3
- ART 351 - Typography I Credit Hours: 3
- ~~ITC 499 – Information, Technology, and Computing Internship Credit Hours: 3~~
- THEA 227 - Introduction to Technical Theatre Credit Hours: 4

Total: **18-21** Credit Hours

Game Development Concentration (GD)

- ~~CS 116 – Applied Programming Using Scripting Credit Hours: 3~~
- ~~or~~
- ~~CS 130 – Programming II: Data Structures Credit Hours: 3~~
- CS 316 Mobile Game Development Credit Hours: 3

Select **15-12** hours (**at least 9 advanced hours**) from the menu below:

- ~~CS 315 – Mobile Application Development Credit Hours: 3~~
- ~~CS 316 – Advanced Mobile Application Development Credit Hours: 3~~
- ~~Any DET course (DET 220 and DET 230 recommended)~~
- ~~IT 220 – Introduction to Databases and Database Management Systems Credit Hours: 3~~
- ~~IT 325 – Web Application Development Credit Hours: 3~~
- ~~ITC 460 – Managing Technical Projects Credit Hours: 3~~
- ~~ITC 499 – Information, Technology, and Computing Internship Credit Hours: 3~~
- DET 315 Game Materials Credit Hours: 3 (new course)
- DET 320 Advanced 3D Modeling Credit Hours: 3

- DET 330 3D Animation Credit Hours: 3
- DET 360 VR/AR Credit Hours: 3 (new course)
- DET 370 Serious Games Credit Hours: 3 (new course)

Select 6 hours from the following:

- CS 200-499
- DET 200-499
- IT 100-499

Total: ~~18~~21 Credit Hours

Support Area

An approved 6-course area of emphasis (at least 6 hours advanced) which may be used toward a minor

Total: ~~18~~ Credit Hours

Electives

Minimum - ~~6~~12 Credit Hours

Total Major Hours: 72

Other Graduation Requirements

Minimum grade in [DET 210](#), [DET 310](#), [DET 410](#): C

Minimum GPA in major: 2.00

Minimum GPA for graduation: 2.00

Minimum advanced hours: 33

Minimum total hours: 128

*Courses numbered 0** do not count in minimum hours required for degree.*

Summary of changes:

1. Add ITC 125 Intro to HCI course
2. Add CS 250 History of Computing
3. Added DET 260 Game Engines to required courses
4. Remove PHIL 486 from required courses (menu)
5. Moved DET 220 from menu to required courses
6. Change DET 330 title to 3D Animation; Fall; prereq DET 220
7. Change DET 230 title to 2D animation; Spring, Odd years
8. Create ITC 499/DET 350 menu in concentration
9. Replaced CS 116 Scripting II in Game Development Concentration with CS 118 Game Scripting required of all majors. Prereq DET CS 115 or CS 120
10. Remove DET 310 from course offerings
11. Require CS 316 Mobile Game Development (new title) to game development concentration; prereq DET 260 Game Engines
12. Remove Directed Study/Support requirement
13. Rename DET 410 title to DET Epic Conclusion
14. Remove general track option. Students will be required to select one of the two available concentrations.
15. New courses:
 - CS 118 - Game Scripting - prereq: CS 115 or CS 120
 - DET 305 - Game Textures - prereq DET 220 (concurrent allowed)
 - DET 315 - Game Materials - prereq DET 305
 - DET 360 AR/VR - prereq DET 260
 - DET 365 Real-time CGI - prereq DET 260
 - DET 370 Serious Games - prereq DET 210