

Approval Chart for Curriculum Changes

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

Course Number _____ or Degree Plan(s) Computer Science, Game Development

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

1. Require ITC 125 Introduction to Human-Computer Interaction
2. Remove one three-hour menu selection (IT 225 and CS 315), add CS 315 to existing menu in Game Development concentration
3. Note title change for CS 316 Mobile Game Development
4. Increase free elective hours to 9 (from 6)

We are adding a requirement for CS majors to take the recently created ITC 125, which will be in the Social Sciences menu in university requirements. Because incoming students may already have transfer hours to satisfy this requirement, we are increasing the number of free elective hours in the degree plan. The other changes (IT 225, CS 315) will add flexibility for major course selections.

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

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

Approval Chart for Curriculum Changes

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

		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										
	Provost-Proposed Change	Provost	Department	Dean	TEC	UUAC	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

Approval Chart for Curriculum Changes

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

COUNCIL³

	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

 Signature	Department/School Chair(s)	2/13/20 Approval date
Signature		Approval date

 Signature	College Academic Council(s)	2/13/20 Approval date
Signature		Approval date

 Signature	Dean(s)	2/13/20 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

MAJOR REQUIREMENTS (42 hours, after counting 6 toward university requirements)**Computer Science**

CS 120 Programming I
 CS 130 Programming II: Data Structures
 Select 3 hours from:
 CS 220 Computer Organization and Single-User Systems
 ENGR 210 Digital Logic
 CS 230 Object-Oriented Programming
 CS 332 Design and Analysis of Algorithms
 CS 374 Software Engineering
 IT 220 Introduction to Databases and DBMS
 IT 221 Fundamentals of Networking and Data Communications
 IT 310 Introduction to Computer and Information Security
 ITC 110 Intro to Information, Technology and Computing
ITC 125 Introduction to Human-Computer Interaction **
 ITC 250 History of Computing **
 ITC 480 Reflections on Faith and Work (capstone and writing-intensive)
 Select 3 hours from:
 ITC 399 ITC Research
 ITC 499 ITC Internship
 Select 6 hours from:
 CS 200-499
 DET 200-499
 IT 200-499
 ITC 200-499
 IS 405 Systems Analysis & Design
 IS 432 Data Mining
 ENGR 422 Embedded Systems
 MGMT 305, 430, 432, 435
 BLAW 363
 MATH 186, 286, 325, 334, 361, or 432

John Homer 2/6/2020 1 03 PM

Deleted: 45

Game Development (GD) Total: 18 hours

Select 3 hours from:

CS 315 Mobile Application Development
 CS 316 Mobile Game Development
 IT 325 Web Application Development
 CS 375 Software Engineering II
 DET 210 Intro to Digital Entertainment
 Select 6 hours from:
 CS 330 Human-Computer Interaction
 DET 200-499
 Select 3 hours from:
 CS 341 Numerical Methods
 CS 356 Operating Systems
 CS 365 Theory of Computation
 CS 381 Graphics
 CS 467 Introduction to Artificial Intelligence

John Homer 2/6/2020 1 03 PM

Deleted: 21

John Homer 2/6/2020 1 05 PM

Moved down [1]: CS 315 Mobile Application Development

John Homer 2/6/2020 1 05 PM

Deleted: Select 3 hours from: [1]

John Homer 2/6/2020 1 05 PM

Moved (insertion) [1]

John Homer 2/6/2020 1 04 PM

Deleted: Advanced

John Homer 2/6/2020 1 04 PM

Deleted: Application

SUPPLEMENT FOR MAJOR (3 hours, after counting 6 toward university requirements)**Mathematics**

MATH 185 Calculus I **
 MATH 227 Discrete Mathematics **
 MATH 377 Statistical Methods I

ELECTIVES (9 hours)

** Hours may also fulfill university requirements and are not included in total major hours

John Homer 2/6/2020 1 06 PM

Deleted: 6

Summary of Changes from 2019-2020 catalog:

1. Require ITC 125 Introduction to Human-Computer Interaction
2. Remove one three-hour menu selection (IT 225 and CS 315), add CS 315 to existing menu in Game Development concentration
3. Note title change for CS 316 Mobile Game Development
4. Increase free elective hours to 9 (from 6)

Select 3 hours from:

CS 315 Mobile Application Development

IT 225 Introduction to Web Technologies