

Approval Chart for Curriculum Changes

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

Course Number _____ or Degree Plan(s) DET

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

Remove the course DET 305 from the list of Major Requirements, reducing hours to 36.

Change the Concentrations to 24 hours, with these changes:

Insert the course DET 305 in the "Pick 3" menu in the Cinematic Concentration,
changing it "Pick 4 courses totaling 12 hours".

Insert the course DET 305 in the "Pick 4" menu in the Game Development Concentration,
changing it "Pick 5 courses totaling 15 hours".

This change follows the large overhaul of the degree plan last year and aligns with the decision to offer DET 305 strictly as a summer-only course.

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	UAC	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.

Approval Chart for Curriculum Changes

A = Approve

I= Information Item¹

R= Advise & Respond²

	Change to a Degree Plan	Dept./School	College Academic	Deans	COUNCIL ³				Provost	Faculty	President	Board of Trustees
					TEC	JGEC	JUAC	GRAD				
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	--

	Provost-Proposed Change	Provost	Department	Dean	TEC	COUNCIL ³		Faculty	President	Board of Trustees
						JUAC	Graduate			
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

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

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)	
<u>John Homer</u>	<u>11/12/2020</u>
<i>Signature</i>	<i>Approval date</i>
<i>Signature</i>	<i>Approval date</i>

College Academic Council(s)	
<u>Kyle Zins</u>	<u>11/12/2020</u>
<i>Signature</i>	<i>Approval date</i>
<i>Signature</i>	<i>Approval date</i>

Dean(s)	
<u></u>	<u>11/13/2020</u>
<i>Signature</i>	<i>Approval date</i>
<i>Signature</i>	<i>Approval date</i>

Teacher Education Council	
<i>Chair's signature</i>	<i>Approval date</i>

General Education Council	
<i>Chair's signature</i>	<i>Approval date</i>

Undergraduate Academic Council	
<i>Chair's signature</i>	<i>Approval date</i>

Graduate Council	
<i>Chair's signature</i>	<i>Approval date</i>

Provost	
<i>Signature</i>	<i>Approval date</i>

Faculty	
<i>Chair of faculty senate</i>	<i>Approval date</i>

President	
<i>Signature</i>	<i>Approval date</i>

Digital Entertainment Technology, Cinematic Concentration, BS (DET-CINE)

BS: Digital Entertainment Technology (DET)

Major Requirements

- [ART 105 - Two-Dimensional Design](#) Credit Hours: 3
-
- [CS 115 - Introduction to Programming Using Scripting](#) Credit Hours: 3
- *or*
- [CS 120 - Programming I](#) Credit Hours: 3 *
-
- [CS 118 - Applied Game Scripting](#) Credit Hours: 3
- [DET 210 - Introduction to Digital Entertainment](#) Credit Hours: 3
- [DET 220 - Introduction to 3D Modeling](#) Credit Hours: 3
- [DET 260 - Game Engines](#) Credit Hours: 3
- ~~[DET 305 - Game Textures](#) Credit Hours: 3~~
-
- [DET 350 - Digital Entertainment Development](#) Credit Hours: 3 **
- *or*
- [ITC 499 - Information, Technology, and Computing Internship](#) Credit Hours: 3
-
- [DET 410 - Advanced Digital Entertainment](#) 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 125 - Introduction to Human-Computer Interaction](#) Credit Hours: 3 *
- [ITC 250 - History of 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
-

- *Hours may also fulfill university requirements and are not included in total major hours
- **[DET 350](#) is repeatable for up to 6 hours.

Total: ~~39~~**36** Credit Hours

Cinematic Concentration (CINE)

- [DET 320 - Advanced 3D Modeling](#) Credit Hours: 3
- [DET 365 - Cinematic Development](#) Credit Hours: 3

Select ~~9~~**12** hours from:

-
- [DET 230 - 2D Animation](#) Credit Hours: 3
 - ~~DET 305 - Game Textures~~ Credit Hours: 3
 - [DET 315 - Game Materials](#) Credit Hours: 3
 - [DET 330 - 3D Animation: Keyframes and Pixels](#) Credit Hours: 3
 - [DET 360 - AR/VR Development](#) Credit Hours: 3
 - [DET 370 - Serious Games](#) Credit Hours: 3

Select 6 hours from the following:

-
- CS 200-499
 - DET 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 - Illustration I](#) Credit Hours: 3
 - [ART 318 - Illustration II](#) Credit Hours: 3
 - [ART 351 - Typography I](#) Credit Hours: 3
 - [THEA 227 - Introduction to Technical Theatre](#) Credit Hours: 4

Total: ~~21~~**24** Credit Hours

Electives

Minimum - 12 Credit Hours

Total Major Hours: 72

Other Graduation Requirements

All DET majors must perform two required portfolio reviews.

Minimum grade of C in [DET 210](#) and [DET 410](#)

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.

Digital Entertainment Technology, Game Development Concentration, BS (DET-GD)

BS: Digital Entertainment Technology (DET) Major Requirements

- [ART 105 - Two-Dimensional Design](#) Credit Hours: 3
-
- [CS 115 - Introduction to Programming Using Scripting](#) Credit Hours: 3
- *or*
- [CS 120 - Programming I](#) Credit Hours: 3 *
-
- [CS 118 - Applied Game Scripting](#) Credit Hours: 3
- [DET 210 - Introduction to Digital Entertainment](#) Credit Hours: 3
- [DET 220 - Introduction to 3D Modeling](#) Credit Hours: 3
- [DET 260 - Game Engines](#) Credit Hours: 3
- ~~[DET 305 - Game Textures](#) Credit Hours: 3~~
-
- [DET 350 - Digital Entertainment Development](#) Credit Hours: 3 **
- *or*
- [ITC 499 - Information, Technology, and Computing Internship](#) Credit Hours: 3
-
- [DET 410 - Advanced Digital Entertainment](#) 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 125 - Introduction to Human-Computer Interaction](#) Credit Hours: 3 *
- [ITC 250 - History of 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
-
- *Hours may also fulfill university requirements and are not included in total major hours

- ****DET 350** is repeatable for up to 6 hours.

Total: ~~39~~**36** Credit Hours

Game Development Concentration (GD)

- [CS 316 - Mobile Game Development](#) Credit Hours: 3

Select ~~12~~**15** hours from the menu below:

-
- [DET 305 - Game Textures](#) Credit Hours: 3
 - [DET 315 - Game Materials](#) Credit Hours: 3
 - [DET 320 - Advanced 3D Modeling](#) Credit Hours: 3
 - [DET 330 - 3D Animation: Keyframes and Pixels](#) Credit Hours: 3
 - [DET 360 - AR/VR Development](#) Credit Hours: 3
 - [DET 370 - Serious Games](#) Credit Hours: 3

Select 6 hours from the following:

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

Total: ~~21~~**24** Credit Hours

Electives

Minimum - 12 Credit Hours

Total Major Hours: 72

Other Graduation Requirements

All DET majors must perform two required portfolio reviews.

Minimum grade of C in [DET 210](#) and [DET 410](#)

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.