

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.

Revise the Game Development concentration, as specified in the attached curriculum listing.

These changes are intended to streamline the concentration requirements and allow students to pursue two concentrations within the Computer Science degree plan, if desired.

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

Change to a Course		COUNCIL ³								
		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.	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 department: 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 website for application and process. This change includes combining or splitting a course(s).	A	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										
	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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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
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.

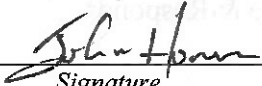
⁵ Program or course changes that apply to any major that includes Teacher Certification will be reviewed by the college, the Teacher Education Council (TEC), and then the UUAC.

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.

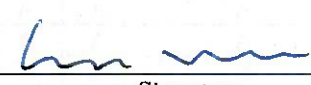
⁷ The UUAC approved the clarification that "general requirements for graduation" means the enumerated items in the "General Requirements for Bachelor's Degrees" section of the catalog.

Revised 1-29-16

Curriculum/Catalog Changes Signature Page

Department/School Chair(s)	
 Signature	3.28.22 Approval date
_____ Signature	_____ Approval date

College Academic Council(s)	
 Signature	3/28/22 Approval date
_____ Signature	_____ Approval date

Dean(s)	
 Signature	3/29/22 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

Computer Science, Game Development, BS (CS-GD)

Major Requirements

CS 120 - Programming I [3]

CS 130 - Programming II: Data Structures [3]

~~CS 220 - Computer Organization [3]~~

or

ENGR 210 - Digital Logic [3]

CS 230 - Object-Oriented Programming [3]

CS 332 - Design and Analysis of Algorithms [3]

CS 374 - Software Engineering [3]

IT 220 - Introduction to Databases and Database Management Systems [3]

IT 221 - Fundamentals of Networking and Data Communications [3]

IT 310 - Introduction to Computer and Information Security [3]

ITC 110 - Introduction to Information, Technology, and Computing [3]

ITC 125 - Introduction to Human-Computer Interaction [3] *

ITC 250 - History of Computing [3] *

ITC 480 - Reflections on Faith and Work [3] (capstone and writing-intensive course)

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

Select 3 hours from the following:

ITC 399 - ITC Research [3]

ITC 499 - Information, Technology, and Computing Internship [3]

~~Select 6 hours from any of the courses listed below.~~

~~(Courses required in the concentration will not fulfill these hours.)~~

~~CS 200-499 [3]~~

~~DET 200-499 [3]~~

~~IT 200-499 [3]~~

~~ITC 200-499 [3]~~

~~IS 405 - Systems Analysis and Design [3]~~

~~IS 432 - Data Mining [3]~~

~~ENGR 422 - Embedded Systems [3]~~

~~MGMT 305 - Foundations of Entrepreneurship [3]~~

~~MGMT 345 - Introduction to Management Science [3]~~

~~MGMT 430 - Entrepreneurial Venture Management [3]~~

~~MGMT 432 - Launching the Venture [3]~~

~~BLAW 363 - Legal Environment of Business [3]~~

~~MATH 186 - Calculus II [3]~~

~~MATH 286 - Calculus III [3]~~

~~MATH 325 - Linear Algebra [3]~~

~~MATH 334 - Linear Programming [3]~~

~~MATH 361 - Ordinary Differential Equations [4]~~

~~MATH 432 - Introduction to Operations Research [3]~~

Total: ~~42~~36 Credit Hours

Game Development (GD)

CS 375 - Software Engineering II [3]

DET 210 – Introduction to Digital Entertainment [3]

DET 260 – Game Engines [3]

Select ~~3~~ hours from:

~~CS 315 – Mobile Application Development [3]~~

~~CS 316 – Mobile Game Development [3]~~

~~IT 325 – Web Application Development [3]~~

Select ~~6-3~~ hours from:

~~CS 330 – Human Computer Interaction [3]~~

DET 200-499 [3]

Select ~~3-12~~ hours from:

~~CS 200 – 499~~~~CS 341 – Numerical Methods [3]~~

DET 200 – 499

IT 200 – 499

ITC 200 – 499

IS 300 – 499

ENGR 422 – Embedded Systems [3]

BLAW 363 – Legal Environment of Business [3]

MATH 186 – Calculus II [3]

MATH 286 – Calculus III [3]

MATH 325 – Linear Algebra [3]

MATH 334 – Linear Programming [3]

MATH 351 – Abstract Algebra I [3]

MATH 432 – Introduction to Operations Research [3]

~~CS 356 – Operating Systems [3]~~

~~CS 365 – Theory of Computation [3]~~

~~CS 381 – Computer Graphics [3]~~

~~CS 467 – Introduction to Artificial Intelligence [3]~~

Total: ~~24~~~~18~~ Credit Hours

Supplement for Major

MATH 185 - Calculus I [3] **

MATH 227 - Discrete Mathematics [3] **

MATH 377 - Statistical Methods I [3]

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

Total: 3 Credit Hours

Electives

Minimum - 9 Credit Hours

Total Major Hours: 72

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Other Graduation Requirements

Minimum grade of C in CS 120, CS 130, CS 230; IT 220, IT 221; MATH 227

Minimum GPA in major and concentration courses: 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.

Final Revised Version

Computer Science, Game Development, BS (CS-GD)

Major Requirements

CS 120 - Programming I [3]
CS 130 - Programming II: Data Structures [3]
ENGR 210 - Digital Logic [3]
CS 230 - Object-Oriented Programming [3]
CS 332 - Design and Analysis of Algorithms [3]
CS 374 - Software Engineering [3]
IT 220 - Introduction to Databases and Database Management Systems [3]
IT 221 - Fundamentals of Networking and Data Communications [3]
IT 310 - Introduction to Computer and Information Security [3]
ITC 110 - Introduction to Information, Technology, and Computing [3]
ITC 125 - Introduction to Human-Computer Interaction [3] *
ITC 250 - History of Computing [3] *
ITC 480 - Reflections on Faith and Work [3] (capstone and writing-intensive course)

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

Select 3 hours from the following:

ITC 399 - ITC Research [3]
ITC 499 - Information, Technology, and Computing Internship [3]

Total: 36 Credit Hours

Game Development (GD)

CS 375 - Software Engineering II [3]

DET 210 – Introduction to Digital Entertainment [3]

DET 260 – Game Engines [3]

Select 3 hours from:

DET 200-499 [3]

Select 12 hours from:

CS 200 – 499

DET 200 – 499

IT 200 – 499

ITC 200 – 499

IS 300 – 499

ENGR 422 – Embedded Systems [3]

BLAW 363 – Legal Environment of Business [3]

MATH 186 – Calculus II [3]

MATH 286 – Calculus III [3]

MATH 325 – Linear Algebra [3]

MATH 334 – Linear Programming [3]

MATH 351 – Abstract Algebra 1 [3]

MATH 432 – Introduction to Operations Research [3]

Total: 24 Credit Hours

Supplement for Major

MATH 185 - Calculus I [3] **

MATH 227 - Discrete Mathematics [3] **

MATH 377 - Statistical Methods I [3]

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

Total: 3 Credit Hours

Electives

Minimum - 9 Credit Hours

Total Major Hours: 72

Other Graduation Requirements

Minimum grade of C in CS 120, CS 130, CS 230; IT 220, IT 221; MATH 227

Minimum GPA in major and concentration courses: 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.