

Approval Chart for Curriculum Changes

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

Course Number _____ or Degree Plan(s) Digital Entertainment Technology: Game Development
 State the requested change and reason. A memo may be attached if more space is necessary.

Change the concentration requirements, as specified in the attached curriculum listing.
 These changes reflect the expected course number change for DET 305 and
 are generally intended to provide greater flexibility in course selection for students.

Under general major requirements, a minimum grade of C is specified for DET 210 and DET 410.
 Change this requirement to specify: "Minimum grade of C in DET 210, DET 260, DET 410, CS 117".
 This change reflects the recent addition of DET 260, which serves as a prerequisite for several upper-level courses,
 and the expected addition of new course CS 117. Since all DET students are required to take CS 118
 and since the prerequisite for CS 118 requires a grade of 'C' or higher in CS 117, there is an implicit requirement
 of the minimum grade in CS 117, which will now be stated more clearly.

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

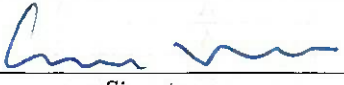
⁷ The UUAC approved the clarification that "general requirements for graduation" means the enumerated items in the "General Requirements for Bachelor's Degrees" section of the catalog.

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	3/29/2022 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, Game Development, BS (DET-GD)

Major Requirements

ART 105 - Two-Dimensional Design Credit Hours: 3

~~CS 115-117 -- Introduction to Programming Using Scripting~~
[Scripting for Interactive Media Introduction to Game 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 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

Total: 42 Credit Hours

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

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

Game Development (GD)

CS 316 - Mobile Game Development Credit Hours: 3

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

DET ~~305~~255 - 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~~9 hours from the following:

CS 200-499

DET 200-499

IT ~~100~~200-499

Total: 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, DET 260, ~~and~~ DET 410, CS 117

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.

Final Revised Version

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

Major Requirements

ART 105 - Two-Dimensional Design Credit Hours: 3

CS 117 - Introduction to Game Scripting 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 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

Total: 42 Credit Hours

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

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

Game Development (GD)

CS 316 - Mobile Game Development Credit Hours: 3

Select 12 hours from the menu below:

DET 255 - 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 9 hours from the following:

CS 200-499

DET 200-499

IT 200-499

Total: 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, DET 260, DET 410, CS 117

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.