

Abilene Approval Chart for Curriculum Changes

A = Approve I = Information Item R = Respond in Writing

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

1. Revise the Digital Entertainment Technology – Game Development concentration to remove ITC 250 as a required course, reflect changes in the university requirements, make DET 360 a required course in the concentration & move CS 316 to the 12-hour menu, alter concentration menu to specify IT 300-499 (replace IT 200-499), and move ART 105 from the degree plan requirements into an expanded concentration menu (also ART 106), as shown in the attached degree plan listing.

Indicate the requested change.

	Change to a Course	Dept./School	College	Dean	TEC	UGEC	AUAC/Grad	Provost	President
1.	Title (description unchanged)	A	A	A	I	–	I	I	I
2.	Description (not affecting content)	A	A	A	I	–	I	I	I
3.	Course term(s)	A	I	A	I	–	I	I	I
4.	Content (change of course outcomes)	A	A	A	I	–	I	A	I
5.	Number of hours (lecture, lab, contact)	A	A	A	A	–	A	A	I
6.	Course number within the hundred	A	A	I	I	–	I	I	I
7.	Course number beyond the hundred	A	A	A	A	–	A	A	I
8.	Prerequisites	A	A	A	I	–	I	I	I
9.	Course fee(s)	A	–	A	–	–	–	A	I
10.	From U to G or G to U	A	A	A	A	–	A	A	I
11.	Cross-list course	A	A	A	A	–	A	A	I
12.	Department of record	A	A	A	A	–	A	A	I
13.	Close a course	A	A	A	A	–	A	A	I
14.	New course (includes combining or splitting courses)	A	A	A	A	–	A	A	I

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	Change to the University Requirements (All Campuses)	Dept./School¹	College	Dean	TEC	UGEC	AUAC/Grad	Provost	Faculty	President	Trustees
1.	University Requirements — Change course outcomes of an included course ²	A	A	A	—	A	—	A	—	A	—
2.	University Requirements — Add or drop a required course from the University Requirements ²	A	A	A	—	A	—	A	A	A	—
3.	University Requirements — Add or drop a course from a menu within the University Requirements ²	A	—	—	—	A	—	A	—	A	—
4.	University Requirements — Change hours within a menu in the University Requirements ²	A	A	A	—	A	—	A	A	A	—
	Change to Catalog Information (for Campus)										
1.	General Requirements for Bachelor's Degrees and Associate's Degrees	—	—	—	—	—	A	A	A	A	—
2.	Policies governing academic probation and suspension	—	—	—	—	—	A	A	A	A	—
3.	Requirements for graduating with honors	—	—	—	—	—	A	A	A	A	—
	Change to a Degree Plan Proposed by Faculty or College										
5.	Educational Program — Revise ³	A	A	A	A	—	A	A	—	A	—
6.	Educational Program — Adopt/change admission requirements	A	A	A	A	—	A	A	—	A	—
7.	Educational Program — Add ³	A	A	A	A	—	A	A	A	A	I
8.	Educational Program — Discontinue	A	A	A	A	—	A	A	A	A	I
9.	GPA — Revise program-required GPAs	A	A	A	A	—	A	A	—	A	—
10.	Minor — Revise	A	A	A	I	—	I	I	—	I	—
11.	Minor — Add	A	A	A	A	—	A	A	—	A	—
12.	Minor — Discontinue	A	A	A	A	—	A	A	—	A	—
13.	Degree — Add	A	A	A	A	—	A	A	A	A	I
14.	Degree — Discontinue	A	A	A	A	—	A	A	A	A	I
	Change to a Degree Plan Proposed By Provost										
15.	Educational Program — Discontinue	R	—	R	A	—	A	A	A	A	I
16.	Minor — Discontinue	R	—	R	A	—	A	A	—	A	—
17.	Degree — Discontinue	R	—	R	A	—	A	A	A	A	I

¹ When an academic unit does not have a council, the UGEC and/or AUAC will serve as its academic council, depending on the nature of the issue.

² Courses that satisfy ACU's University Requirements 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.

³ For undergraduate majors, a minimum of 30 hours is required. These programs must have a minimum of 6 elective hours, unless the requirements of external accrediting bodies make it impossible.

Department/School Chair(s)	
<u>John Homer</u>	<u>10/31/22</u>
Signature	Approval date
_____ Signature	_____ Approval date

College Academic Council(s)	
<u>Kyle Tynes</u>	<u>4/4/2023</u>
Signature	Approval date
_____ Signature	_____ Approval date

Dean(s)	
<u>[Signature]</u>	<u>April 6, 2023</u>
Signature	Approval date
_____ Signature	_____ Approval date

Teacher Education Council	
_____ Chair's signature	_____ Approval date

University General Education Council	
_____ Chair's signature	_____ Approval date

Abilene 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 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: 42-33 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)

DET 360 - AR/VR Development Credit Hours: 3

~~CS 316 - Mobile Game Development Credit Hours: 3~~

Select 12 hours from the menu below:

CS 316 - Mobile Game Development Credit Hours: 3

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~~12 hours from the following:

CS 200-499

DET 200-499

IT ~~200~~300-499

ART 105 - Two-Dimensional Design Credit Hours: 3

ART 106 - Three-Dimensional Design Credit Hours: 3

Total: ~~24~~27 Credit Hours

Electives

Minimum - ~~12~~14 Credit Hours

Total Major Hours: ~~72~~74

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.