

Abilene Approval Chart for Curriculum Changes

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

Degree Plan: Computer Science, Game Development (CS-GD)

Requested change & reason

Update course prefixes and numbers to reflect catalog changes made for Engineering courses;
expand major elective menu options to include PHYS 453 and any 300/400-level ECEN course

Details of these changes are reflected in the accompanying degree plan specification.

		Dept./School	College	Dean	TEC	AUAC/Grad	Provost
	Campus-Level Academic Review¹						
	Change to a Course Include signatures from all chairs/program directors for cross-listed courses. ¹						
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 (change of course outcomes)	A	A	A	I	I	A
5.	Number of credit hours	A	A	A	A	A	A
6.	Course number within the hundred	A	A	I	I	I	I
7.	Course number beyond the hundred	A	A	A	A	A	A
8.	Prerequisites	A	A	A	I	I	I
9.	Course restriction (e.g., majors only, junior standing)	A	A	A	A	A	A
10.	Level change (U to G or G to U)	A	A	A	A	A	A
11.	Cross list course	A	A	A	A	A	A
12.	Department of record	A	A	A	A	A	A
13.	Open or close a course	A	A	A	A	A	A
	Change to a Degree Plan						
14.	Educational Program — Revise	A	A	A	A	A	A
15.	Educational Program — Adopt/revise admission requirements	A	A	A	A	A	A
16.	GPA — Revise program-required GPA	A	A	A	A	A	A
17.	Minor — Revise	A	A	A	A	A	A

		Dept./School	College	Dean	TEC	AUAC/Grad	Provost	Campus Faculty	Senior VPAA	President
	Full Review									
	Change to Catalog Information (for Campus)									
18.	General requirements for Bachelor's and Associate Degrees	-	-	-	-	A	A	A	A	I
19.	Policies governing academic probation and suspension	-	-	-	-	A	A	A	A	I
20.	Requirements for graduating with honors	-	-	-	-	A	A	A	A	I
	Change to a Degree Plan									
21.	Educational Program — Add or Discontinue ²³	A	A	A	A	A	A	A	A	I
22.	Educational Program — Discontinue (Provost-proposed)	R	-	R	A	A	A	A	A	I
23.	Minor — Add or Discontinue	A	A	A	A	A	A	-	A	I
24.	Minor — Discontinue (Provost-proposed)	R	-	R	A	A	A	-	A	I
25.	Degree — Add or Discontinue	A	A	A	A	A	A	A	A	I
26.	Degree — Discontinue (Provost-proposed)	R	-	R	A	A	A	A	A	I

		Dept./School	College	Dean	AUAC	Provost	UGEC	University Faculty	Senior VPAA	President
	Change to General Education Requirements for Undergraduates (System)									
27.	Change course outcomes of an included course	A	A	A	A	A	A	-	A	I
28.	Add or drop a required course from the General Education Requirements	A	-	A	-	A	A	A	A	I
29.	Add or drop a course from a menu within the General Education Requirements	A	-	A	-	A	A	-	A	I
30.	Comprehensive revision of General Education Requirements	-	-	-	-	A	A	A	A	I

Notes

² Any change to a cross-listed course requires the signature of both department chairs or program directors overseeing the course to ensure that the courses stay in sync. This includes courses taught at other campuses (e.g. BIBL 101 and BIBO 101).

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. Master's programs

must include a minimum of 30 hours, and doctoral programs must include a minimum of 30 hours beyond the master's.

⁴ When a department/school or dean proposes closing a program, approval routing follows the typical process beginning with the department/school. An administrative proposal by the provost or senior vice president for academic affairs would follow the "provost-proposed" routing on the chart.

Updated 8/1/2023

Department/School(s)

<u>John Homer</u>	December 3, 2024
Chair Signature	Date

Chair/Program Director Signature	Date
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College Academic Council(s)

<u>Arisoa Randrianasolo</u> Arisoa Randrianasolo (Dec 6, 2024 15:01 CST)	Dec 6, 2024
Chair Signature	Date

Chair Signature	Date
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Dean(s)

<u>Laura Phillips</u>	Dec 6, 2024
Signature	Date

Signature	Date
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Teacher Education Council

Signature	Date
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**Campus Academic Council:
Abilene Undergraduate or Abilene Graduate**

Signature	Date
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Provost

Signature

Date

University General Education Council

Signature

Date

University Faculty

Abilene Faculty Senate Chair signature

Date

Dallas Faculty Council Chair signature

Date

Senior Vice President for Academic Affairs

Signature

Date

President

Signature

Date

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

Major Requirements

CS 120 - Programming I [3]
CS 130 - Programming II: Data Structures [3]
~~ENGR 210 - Digital Logic [3]~~
ECEN 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 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 300 – 499

ITC 200 – 499

IS 300 – 499

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

ECEN 300-499

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]
PHYS 453 - Machine Learning [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: 6 Credit Hours

Electives

Minimum – 8 Credit Hours

Total Major Hours: 74

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.