

## Abilene Approval Chart for Curriculum Changes

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

**Course Number:** DET 380 – Game Engines II

New course application

|     | Campus-Level Academic Review <sup>1</sup>                                                                                | 1 | 2 | 3 | 4 | 5 | 6 |
|-----|--------------------------------------------------------------------------------------------------------------------------|---|---|---|---|---|---|
|     | <b>Change to a Course</b><br>Include signatures from all chairs/program directors for cross-listed courses. <sup>1</sup> |   |   |   |   |   |   |
| 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 |
|     | <b>Change to a Degree Plan</b>                                                                                           |   |   |   |   |   |   |
| 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 |
|-----|-----------------------------------------------------------|--------------|---------|------|-----|-----------|---------|----------------|-------------|-----------|
|     | <b>Full Review</b>                                        |              |         |      |     |           |         |                |             |           |
|     | <b>Change to Catalog Information (for Campus)</b>         |              |         |      |     |           |         |                |             |           |
| 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         |
|     | <b>Change to a Degree Plan</b>                            |              |         |      |     |           |         |                |             |           |
| 21. | Educational Program — Add or Discontinue <sup>23</sup>    | 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 |
|-----|-----------------------------------------------------------------------------|--------------|---------|------|------|---------|------|--------------------|-------------|-----------|
|     | <b>Change to General Education Requirements for Undergraduates (System)</b> |              |         |      |      |         |      |                    |             |           |
| 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

<sup>2</sup> 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).

<sup>3</sup> 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.

<sup>4</sup> 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)**

|                                  |                   |
|----------------------------------|-------------------|
| <i>John Homer</i>                | February 27, 2024 |
| Chair Signature                  | Date              |
| Chair/Program Director Signature | Date              |

**College Academic Council(s)**

|                                                              |              |
|--------------------------------------------------------------|--------------|
| <i>Arisoa Randrianasolo</i>                                  | Aug 20, 2024 |
| <small>Arisoa Randrianasolo (Aug 20, 2024 15:39 CDT)</small> |              |
| Chair Signature                                              | Date         |

|                       |              |
|-----------------------|--------------|
| Chair Signature       | Date         |
| <i>Laura Phillips</i> | Aug 21, 2024 |
| Signature             | Date         |

**Dean(s)**

|           |      |
|-----------|------|
| Signature | Date |
|-----------|------|

**Teacher Education Council**

|           |      |
|-----------|------|
| Signature | Date |
|-----------|------|

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

|           |      |
|-----------|------|
| Signature | Date |
|-----------|------|

**Provost**

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Signature

Date

**University General Education Council**

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Signature

Date

**University Faculty**

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Abilene Faculty Senate Chair signature

Date

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Dallas Faculty Council Chair signature

Date

**Senior Vice President for Academic Affairs**

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Signature

Date

**President**

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Signature

Date

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# Abilene New Course Application

You may delete the preceding instructional pages before submitting application.

|                                              |         |
|----------------------------------------------|---------|
| Course ID ( <i>Subject Code and Number</i> ) | DET 380 |
|----------------------------------------------|---------|

## 1. Systems and Catalog Information Complete each item.

|    |                                                                         |                                                                                 |
|----|-------------------------------------------------------------------------|---------------------------------------------------------------------------------|
| A  | Course Developer                                                        | Brian Burton                                                                    |
| B  | Course Instructor                                                       | Brian Burton                                                                    |
| C  | Course Title                                                            | Game Engines II                                                                 |
| D  | Course Abbreviation for Banner<br>if title is more than 30 characters   |                                                                                 |
| E  |                                                                         | COBA - Business Administration                                                  |
| F  |                                                                         | SITC - School of Information Technology & Computing                             |
| G  |                                                                         | 3                                                                               |
| G1 |                                                                         | 3                                                                               |
| G2 |                                                                         | 0                                                                               |
| H  | Is the course for a fixed or variable number of credit hours?           | Fixed<br>If variable, explain rationale:                                        |
| I  | Is the course repeatable for additional credit?                         | No                                                                              |
| J  | Maximum total number of credit hours a student can earn for this course |                                                                                 |
| K  |                                                                         | <u>Lecture (LEC)</u><br>See Schedule Type definitions in the Reference section. |

|    |                                                                                                                                                            |                                                                                                                                                                                                                                             |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| L  |                                                                                                                                                            | 3                                                                                                                                                                                                                                           |
| M  |                                                                                                                                                            | <u>Standard</u>                                                                                                                                                                                                                             |
| N  | Maximum Enrollment                                                                                                                                         | 28                                                                                                                                                                                                                                          |
| O  | <b>Catalog Description</b><br>(50 words or less)                                                                                                           | Game Engines II continues the exploration of using game engines for game development and virtual production. In this course, we create a series of increasingly challenging projects culminating in a final project. Prerequisite: DET 260. |
| P  | List any prerequisites (course/s, test scores, class standing, major, etc.)                                                                                | DET 260 Game Engines                                                                                                                                                                                                                        |
| Q  | List any corequisites (these <i>must</i> be taken at the same time; note that a single requirement cannot be both a prerequisite <i>and</i> a corequisite) |                                                                                                                                                                                                                                             |
| R  | If the course is cross-listed, specify the subject code and course number of the other course                                                              |                                                                                                                                                                                                                                             |
| S  | Does this course require any additional student course fees?                                                                                               | <u>No</u><br>If yes, attach a completed <a href="#">course fee form</a> .                                                                                                                                                                   |
| T1 | Will the course be offered in <b>fall</b> terms?                                                                                                           | <u>No</u>                                                                                                                                                                                                                                   |
| T2 | Will the course be offered in <b>spring</b> terms?                                                                                                         | <u>Yes, odd years</u>                                                                                                                                                                                                                       |
| T3 | Will the course be offered in <b>summer</b> terms?                                                                                                         | <u>No</u>                                                                                                                                                                                                                                   |
| U  | First semester this course will be offered under new Course ID. <i>May not be earlier than the coming fall semester.</i>                                   | Spring, 2025                                                                                                                                                                                                                                |

|   |                                                                                                                                                                                                        |                                                                                                               |
|---|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|
| V | Is this course required for a program(s)?                                                                                                                                                              | <u>No</u><br>If yes, attach a completed <a href="#">curriculum proposal</a> to change the program(s).         |
| W | Should the addition of this course be retroactively applied to the degree plan it supports? <i>This is rare, and rationale should explain compelling extenuating circumstances.</i>                    | <u>No</u><br>If yes, provide rationale:                                                                       |
| X | Has this course been offered as a Special Topics course? <i>New courses are not required to be taught as Special Topics courses prior to approval.</i>                                                 | <u>Yes</u><br>If yes, provide course ID, term, and enrollment:<br>DET 340: ST: Game Engines II (Spring, 2023) |
| Y | List any courses in which the content overlaps the proposed course. (Course ID and Name). <i>Attach a statement from the instructor/dept chair of the existing course justifying the new offering.</i> |                                                                                                               |

## 2. Curriculum

- A. Explain any effects of this course on any degree plans. If the addition of the course alters program requirements, submit a separate [Approval Chart for Curriculum Change](#) to update the program.

**Game Engines II will be a required course for the Game Development track in Digital Entertainment Technology.**

- B. Justify the addition of this course to the current curriculum, explaining the gap it meets.  
**Game Engines II covers other major game engines (at this time Unreal Engine) to address industry trends and expectations. The course builds off of Game Engines I and addresses advanced topics in the engines.**

## 3. Course Design

- A. Audience and Course Goal

- Describe the intended audience, including prerequisite skills.  
**Digital Entertainment Technology majors and minors. Students must have completed DET 260 Game Engines I with a C or higher.**
- State the overarching course goal(s) in performance terms.  
**To provide intermediate training in the use of game engines for game and virtual production development.**

#### B. Student Learning Outcomes and Measurements

|   | Student Learning Outcome                                                                                                                                                                                                  | Measurement                                                                     |
|---|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------|
| 1 | <b>Design and Build Complex Environments:</b> Construct detailed, visually compelling environments using Unreal Engine that incorporate advanced lighting, VFX, and PBR textures.                                         | Graded course projects and environment fly-through submissions.                 |
| 2 | <b>Develop and Publish Interactive Applications:</b> Plan, create, and publish an interactive game or virtual production that demonstrates mastery of visual scripting, environment design, and storytelling..            | Final project presentation and published portfolio artifact.                    |
| 3 | <b>Apply Multiplayer Game Development Techniques:</b> Implement fundamental multiplayer concepts using Unreal Engine's remote procedure call functionality.                                                               | Graded assignments and course projects demonstrating multiplayer functionality. |
| 4 | <b>Tailor Media Content for Specific Audiences:</b> Create a game or environment that aligns with the aesthetic and functional needs of a target audience or specific genre.                                              | Term project evaluated for audience appropriateness and creativity.             |
| 5 | <b>Integrate Professional-Level Development Pipelines:</b> Demonstrate a comprehensive understanding of Unreal Engine's development pipeline by presenting a portfolio-worthy project that adheres to industry standards. | Final project review and critique.                                              |

#### C. Text and Resources

Give the full publication information of the textbook/s and other required resources and outside readings. For **combined undergraduate/graduate** courses, make two lists:

A. full publication information; label **Undergraduate**.

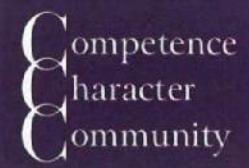
**Blueprints Visual Scripting for Unreal Engine 5, 3rd Ed. by Romero & Sewell (2022)**

B. full publication information; label **Graduate**.

## 4. Supporting Documentation

| Required of all applications |                                                                                                                                                                                                                                                                                                                                  |
|------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1                            | <a href="#">Approval Chart for Curriculum Changes</a>                                                                                                                                                                                                                                                                            |
| 2                            | <b>Syllabus</b> — Attach the syllabus for the course based upon the anticipated first-semester offering.                                                                                                                                                                                                                         |
| 4                            | <b>Library</b> — Submit new course application and syllabus to the Library dean's office. Attach the Library's memo.                                                                                                                                                                                                             |
| Attach if applicable         |                                                                                                                                                                                                                                                                                                                                  |
| 5                            | <b>Content Overlap</b> — Include one document for each course you listed in Section 1Y. Attach statement from instructor/dept chair of existing course justifying the new offering.                                                                                                                                              |
| 6                            | <b>Departmental Resources</b> — List the resources that support the course and are available only through the department, if applicable. Attach the list of the holdings and the location(s).                                                                                                                                    |
| 7                            | <b>Resources</b> — List resources (other than library or departmental resources) that are needed to support this course (computers, lab equipment, other technology, etc.). Attach a complete list of all items and indicate possible sources or estimated cost of each. List the sources of any needed funds.                   |
| 8                            | <b>Expenses</b> — List additional expenses needed to implement this course (full-time or part-time faculty, graduate or lab assistants, student employees, travel, special student costs, room renovation, storage facility, etc.). Attach a complete list of all items, the estimated cost of each and the source of the funds. |
| 9                            | <b>Justification</b> — Attach any documents to which you refer in Section 2B.                                                                                                                                                                                                                                                    |

ACU College Of Business Administration  
Course Syllabus  
Game Engines II (DET 380)  
Section 1, Spring 2025



**Instructor:** Dr. Brian Burton  
Assoc. Professor  
**Phone:** 325-674-6989  
**Email:** [bgb07a@acu.edu](mailto:bgb07a@acu.edu)

**Office Hours:** TR 12:00-3:00

**Office:** MBB 230  
**Classroom:** MBB 315

*"The mission of Abilene Christian University is to educate students for Christian service and leadership throughout the world."*  
ACU Mission

*"To create a distinctively Christian environment in which  
excellent teaching, combined with scholarship,  
**promotes the intellectual, personal, and spiritual growth of business students,**  
and educates them for Christian service and leadership  
throughout the world."*  
COBA Mission

### Course Description

**Game Engines II.** Game Engines II continues the exploration of using game engines for game development and virtual production. In this course, we use the Unreal Engine to create a series of increasingly challenging projects culminating in a final project. Prerequisite: DET 260 with a 'C' or higher.

### Outline of Topics

Game Engines II introduces the Unreal Engine and its use in creating advanced game development and virtual production. Topics covered in the course include using visual scripting tools, lighting, VFX, building environments, creating and editing animated sequences, application of PBR textures, building a game for a genre, and an introduction to remote procedure calls for multiplayer game development.

### Contribution of Course to Christian Service and Leadership

In this rapidly expanding culture of digital entertainment, there are nearly infinite ways to creatively express and share our Christian faith with the world whether professionally or personally. This class is designed to better equip students with the tools and skill sets needed to create richer more dynamic media content that will broaden the effective quality of their artistic endeavors. We will also learn how individuals leading Christ-centered lives can effectively use their talents and faith to be shining examples in this secular media industry.

### Format

Course material will be delivered via standard lecture presentations with labs. Class material will consist of computer demonstrations and handouts, combined with projects, self-study exercises, videos, homework assignments, and informal review sessions.

### Course Requirements

Students are required to complete and turn in homework assignments, complete class quizzes, and participate in possible group projects. Any recognizable or admitted attempt to use a min-max strategy in regard to coursework will result in being dropped from the class. The min-max strategy refers to a mindset where students

deliberately minimize their effort to achieve the maximum possible points with the least amount of work. This approach often leads to incomplete understanding, low-quality work, and a failure to engage fully with the learning process.

University is not a zero-sum game; education requires active participation and a commitment to growth, not just fulfilling minimum requirements. Meeting only the bare minimum expectations will result in a maximum score of 80%. Additional effort, creativity, and engagement are what earn higher marks and demonstrate true mastery of the material.

A final project is a course requirement. Failure to produce, present, and publish a completed project will result in failing the course.

### **Course Web Site**

Class assignments, videos, handouts, and other instructions will be on Canvas.

### **Homework Assignments**

Projects will be assigned regularly. Due dates will be posted on Canvas. We will have a group critique in class. Assignments are expected to be turned in on time, any late assignments will receive only partial or no credit at the instructor's discretion.

### **Final Project**

Your final project will be the culmination of all you have learned over the past semester and should reflect that knowledge. A COMPLETE and FUNCTIONING final project is required to pass the course. Publication of the project is required.

### **Class Participation**

Just like in any professional setting, you must be prepared to participate in group activities and contribute to class discussions. You must be willing to give your honest and educated opinion while being considerate and conscientious toward others. I am conducting this class as if it is a professional working environment so I expect your full attention. Working on other subjects during studio time will result in being asked to leave and counted absent for the day. Repeated offenses will result in being dropped from the course (WF) or receiving a failing grade. I encourage questions and comments that are relevant to our topics of conversation and I am happy to facilitate a dialogue that is informative and insightful.

There will be a class participation grade based on your contributions to discussions and critiques. Each student is expected to respond and contribute appropriately.

### **Grade Composition**

Your grade will be computed on the following basis (values are TENTATIVE):

| Activity             | Value     | Completion or Due Date |
|----------------------|-----------|------------------------|
| Homework Assignments | 600 (70%) | As Assigned            |
| Final Project        | 200 (20%) | As Assigned            |
| Class Participation  | 100 (10%) |                        |

### **Grading System**

Each activity (homework assignment, quiz, final exam) will be graded on the basis of 100%. The grading system for the course is given in the following table.

| Letter Grade | Semester Combined Average |
|--------------|---------------------------|
| A            | 90 or above               |
| B            | 80 – 89.9                 |
| C            | 70 – 79.9                 |
| D            | 60 – 69.9                 |
| F            | Below 60                  |

### **Attendance Policy**

Students in the School of IT & Computing are allowed to miss up to four (4) classes on a T/TH schedule without penalty. This applies to both excused and unexcused absences. Any absences beyond four classes may result in being dropped from the course. Late arrival beyond 5 minutes counts as an absence.

### **Academic Integrity**

Academic integrity is demonstrated by behavior that honors the learning environment, regardless of setting, context, location, or modality. ACU's Academic Integrity Policy can be found at <https://acu.edu/office-of-the-provost/academic-policies/>.

### **Classroom Management**

In order to maintain decorum and optimize the learning environment for all members of the class, certain classroom management policies must be adhered to:

- If you sleep or are engaged in other activities in class/lab you will be asked to leave and you will be counted absent.
- If you walk out of class/lab without returning, you will be counted absent (obviously, exceptions will be made if you become ill or have made a prior arrangement with the instructor).
- Disruptive behavior will not be tolerated. This includes playing games, writing an email, engaging in messaging, or similar activities during lab periods. If you disrupt the class, you will be asked to leave and will be counted absent.
- Please do not eat during class time. Eating can be extremely distracting in the learning environment.

### **Communications**

If there is any pertinent information that was not given during class time it will be posted to Canvas, so please try to check this often. I can be reached via Discord (fastest) or email (slowest) if you have questions about the course.

### **Students with Disabilities**

Abilene Christian University is dedicated to removing barriers and opening access for students with disabilities in compliance with ADA and Section 504 of the Rehabilitation Act. The ACU website provides more information at <https://acu.edu/accessibility-statement/>. Please contact me to discuss any approved accommodations that you require for this class.

### **Title IX Policy**

At ACU, we strive to comply with all applicable legal requirements prohibiting, preventing, and responding to sexual misconduct against any member of the ACU community. The full Title IX policy and process can be found at <https://acu.edu/human-resources/title-ix-and-sexual-misconduct-information/>.

### **Text and Supplements**

The textbook recommended for this course is:

**Blueprints Visual Scripting for Unreal Engine 5, 3<sup>rd</sup> Ed. by Romero & Sewell (2022)**

### **Student Learning Outcomes and Measurements**

|   | <b>Student Learning Outcome</b>                                                                          | <b>Measurement</b>                                              |
|---|----------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------|
| 1 | <b>Design and Build Complex Environments:</b> Construct detailed, visually compelling environments using | Graded course projects and environment fly-through submissions. |

|   | Student Learning Outcome                                                                                                                                                                                                  | Measurement                                                                     |
|---|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------|
|   | Unreal Engine that incorporate advanced lighting, VFX, and PBR textures.                                                                                                                                                  |                                                                                 |
| 2 | <b>Develop and Publish Interactive Applications:</b> Plan, create, and publish an interactive game or virtual production that demonstrates mastery of visual scripting, environment design, and storytelling..            | Final project presentation and published portfolio artifact.                    |
| 3 | <b>Apply Multiplayer Game Development Techniques:</b> Implement fundamental multiplayer concepts using Unreal Engine's remote procedure call functionality.                                                               | Graded assignments and course projects demonstrating multiplayer functionality. |
| 4 | <b>Tailor Media Content for Specific Audiences:</b> Create a game or environment that aligns with the aesthetic and functional needs of a target audience or specific genre.                                              | Term project evaluated for audience appropriateness and creativity.             |
| 5 | <b>Integrate Professional-Level Development Pipelines:</b> Demonstrate a comprehensive understanding of Unreal Engine's development pipeline by presenting a portfolio-worthy project that adheres to industry standards. | Final project review and critique.                                              |

### Rubrics

| Environment Rubric                                         |        |
|------------------------------------------------------------|--------|
| Criteria                                                   | Points |
| Inspiration Image submitted                                | 5      |
| Used Landscape Mode                                        | 5      |
| Used multiple textures for landscape                       | 10     |
| Kitbashed from Megascans, marketplace, or similar resource | 10     |
| Fly-through of environment submitted as mp4                | 10     |
| Above and Beyond: Impress me!                              | 10     |

| Final Project                                        |        |
|------------------------------------------------------|--------|
| Criteria                                             | Points |
| Presentation of the final project                    | 50     |
| It works (no bugs or special configuration required) | 100    |

|                                                                                       |     |
|---------------------------------------------------------------------------------------|-----|
| Portfolio worthy (includes a link to portfolio)                                       | 100 |
| The portfolio includes a full development pipeline appropriate for industry standards | 50  |



May 1, 2024

Dr. Brian Burton  
School of Information Technology and Computing  
Mabee Business Building (MBB) 230  
(325) 674-6989

Re: Review of Game Engines II (DET 380)

Dear Dr. Burton,

Thank you for submitting Game Engines II (DET 380) to us for review. I have reviewed it based on the ACU Syllabus Guidelines. I found the syllabus to meet all aspects of the checklist.

Please note that this letter is intended as a reference, which will be read by the department chair and members of the council, who may also have questions or comments of their own. If you have any questions, please feel free to let me know.

Please also let me know if we can be of any help as you move forward.

Sincerely,

A handwritten signature in black ink, appearing to read "Scott E. Hamm".

Dr. Scott E. Hamm,  
Assistant Director, Adams Center

# ABILENE CHRISTIAN UNIVERSITY

## LIBRARY

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### M E M O R A N D U M

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**DATE:** January 27, 2025  
**TO:** Dr. John Homer  
**FROM:** Mark McCallon, Associate Dean for Library Services  
**RE:** Course Application – DET 380 – Game Engines II

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After reviewing the course proposal and course syllabus, the library can adequately support the proposed course. Thank you for allowing us to review the course.