

Abilene Approval Chart for Curriculum Changes

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

Course Number: DET 460 – Game Production Studio

New course application

	Campus-Level Academic Review ¹	1	2	3	4	5	6
	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 ^{2 3}	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><i>John Homer</i></u>	February 27, 2024
Chair Signature	Date

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

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

Chair Signature	Date
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Dean(s)

<u><i>Laura Phillips</i></u>	Aug 21, 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

Abilene New Course Application

You may delete the preceding instructional pages before submitting application.

Course ID (<i>Subject Code and Number</i>)	DET 460
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1. Systems and Catalog Information Complete each item.

A	Course Developer	Rich Tanner
B	Course Instructor	Rich Tanner
C	Course Title	Game Production Studio
D	Course Abbreviation for Banner 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 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>Experiential Learning (EL)</u> See Schedule Type definitions in the Reference section.

L		3
M		<u>Standard</u>
N	Maximum Enrollment	25
O	Catalog Description (50 words or less)	Students develop and design 2D, 3D, and Virtual Reality games and levels using game engines or development toolsets in a simulated studio environment. Topics include project management, team building, and standard studio operations.
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> If yes, attach a completed course fee form .
T1	Will the course be offered in fall terms?	<u>No</u>
T2	Will the course be offered in spring terms?	<u>Yes, odd years</u>
T3	Will the course be offered in summer 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>Yes</u> If yes, attach a completed curriculum proposal 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> 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> This is taking an existing course (DET 350) and splitting it into two courses: DET 460 and DET 465 to reflect changes in the field.
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 Development Studio will be a menu 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 Development Studio covers topics such as project management, creating a complete project as a team, and producing a game from concept to publication. The course builds off of Game Engines I and addresses the problem of finding internships in the field of game development.

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	Manage Game Development Workflows: Apply project management concepts to organize tasks, resources, and timelines for developing a game from concept to publication.	Weekly project check-ins, progress documentation, and team presentations.
2	Design and Develop Functional Games: Create complete, interactive 2D, 3D, or Virtual Reality games that align with specified design goals and meet functional standards.	Graded course projects and final project evaluation
3	Collaborate Effectively in a Studio Environment: Work cohesively in teams to simulate professional game studio roles, such as designers, programmers, and producers.	Group critiques, peer evaluations, and project deliverables.
4	Optimize Games for Specific Audiences: Tailor game mechanics, visuals, and narratives to suit a targeted audience or genre.	Term project evaluation based on creativity, appropriateness, and feedback.
5	Publish Portfolio-Ready Game Projects: Document the full development process and produce portfolio-worthy games that adhere to industry standards.	Final project submission, including presentation and published artifact.

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**.

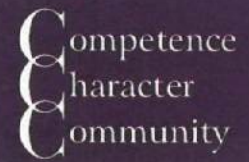
Schreier, J (2017) Blood, sweat, and pixels. Harper Press. ISBN 978-0-06-265123-5

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

4. Supporting Documentation

Required of all applications	
1	Approval Chart for Curriculum Changes
2	Syllabus — Attach the syllabus for the course based upon the anticipated first-semester offering.
4	Library — Submit new course application and syllabus to the Library dean's office. Attach the Library's memo.
Attach if applicable	
5	Content Overlap — 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	Departmental Resources — 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	Resources — 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	Expenses — 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	Justification — Attach any documents to which you refer in Section 2B.

ACU College Of Business Administration
Course Syllabus
Game Production Studio (DET 460)
Section 1, Spring 2025



Instructor: Prof. Rich Tanner
Office: MBB 232
Email: rw07a@acu.edu

Office Hours: TR 12:00-3:00
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 Production Studio. Students develop and design 2D, 3D, and Virtual Reality games and levels using game engines or other development toolsets in a simulated studio environment. Topics include project management, team building, and standard studio operations. Prerequisite: DET 260 with a 'C' or higher.

Outline of Topics

Topics include project management, team building, and standard studio operations. This course will simulate an internship experience with participants in the class taking a project from concept to publication in the semester.

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. Each assignment will be graded. 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/Check-ins	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 based on 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. Food can be extremely distracting to others.

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:

Schreier, J (2017) Blood, sweat, and pixels. Harper Press. ISBN 978-0-06-265123-5

Student Learning Outcomes and Measurements

	Student Learning Outcome	Measurement

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5	Publish Portfolio-Ready Game Projects: Document the full development process and produce portfolio-worthy games that adhere to industry standards.	Final project submission, including presentation and published artifact.



May 1, 2024

Rich Tanner, Asst. Prof.
School of Information Technology and Computing
Mabee Business Building (MBB) 232
(325) 6742790

Re: Review of Game Production Studio (460)

Dear Prof. Tanner,

Thank you for submitting Game Production Studio (460) 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

M E M O R A N D U M

DATE: January 27, 2025
TO: Dr. John Homer
FROM: Mark McCallon, Associate Dean for Library Services
RE: Course Application – DET 460 – Game Production Studio

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.