

Abilene Approval Chart for Curriculum Changes

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

Degree Plan: Digital Entertainment Technology, Game Development (DET-GD)

Requested change & reason

- Remove (DET 350 or ITC 499) from core major requirements
- Reduce core major requirements hours to 30 (from 33), reflecting (DET 350/ITC 499) change
- Remove note about repeating DET 350
- Add DET 380 "Game Engines II" to concentration requirements
- Add (DET 460 "Game Production Studio" or ITC 499) to concentration requirements
- Reduce concentration menu (CS 200-499, DET 200-499, IT 300-499, *etc*) to 9 hours (from 12)
- Insert "ITC 200-499" into 9-hour (formerly 12-hour) concentration menu
- Increase concentration hours to 30 (from 27), because six hours added & three removed

Details of these changes are also reflected in the accompanying degree plan specification. These changes reflect the addition of new courses (DET 380, DET 460) and some shifts in discipline practices.

Given the nature of the industry and the (small) size of companies that tend to hire our graduates, we have not found a consistent pipeline for internship opportunities. Some students do find those and some do not, so the ITC 499 class previously has been included in a menu with DET 350 (a project-based course). We are moving away from DET 350, instead requiring DET 460 or DET 465, depending on concentration. Internships will continue to be advertised when we find opportunities and encouraged in all of our professional development materials & events. ITC 499 still fits into the concentration menu for those students who secure an internship. DET is heavily oriented toward experiential learning and will continue to be, despite the removal of the {DET 350, ITC 499 } menu.

	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

		U	B	E	E	U	B	E	O	S
	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

	Change to General Education Requirements for Undergraduates (System)	U	B	E	U	O	U	B	E	O	S
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).

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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)	
	August 22, 2024
Chair Signature	Date
Chair/Program Director Signature	Date
College Academic Council(s)	
 Arisosa Randrianasolo (Aug 29, 2024 16:00 CDT)	Aug 29, 2024
Chair Signature	Date
Chair Signature	Date
Dean(s)	
	Aug 29, 2024
Signature	Date
Signature	Date
Teacher Education Council	
Signature	Date

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

Signature

Date

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

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

Major Requirements

CS 117 – Introduction to Game Scripting

CS 118 - Applied Game Scripting

DET 210 - Introduction to Digital Entertainment

DET 220 - Introduction to 3D Modeling

DET 260 - Game Engines

~~DET 350 – Digital Entertainment Development **~~

~~or~~

~~ITC 499 – Information, Technology, and Computing Internship~~

DET 410 - Advanced Digital Entertainment

ENGL 331 - Narrative for Film and New Media

or

ENGL 332 - Introduction to Film Studies

or

ENGL 380 - Interactive Narratives

or

ENGL 472 - Film and Belief

ITC 110 - Introduction to Information, Technology, and Computing

ITC 125 - Introduction to Human-Computer Interaction *

ITC 480 - Reflections on Faith and Work (capstone and writing-intensive course)

JMC 488 - Communication Law (writing-intensive course)

or

BLAW 363 - Legal Environment of Business

Total: ~~33~~ 30 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

DET 380 - Game Engines II

DET 460 Game Production Studio

or

ITC 499 Information, Technology and Computing Internship

Select 12 hours from the menu below:

CS 316 - Mobile Game Development

DET 255 - Game Textures

DET 315 - Game Materials

DET 320 - Advanced 3D Modeling

DET 330 - 3D Animation: Keyframes and Pixels

DET 370 - Serious Games

Select ~~12~~ 9 hours from the following:

CS 200-499

DET 200-499

IT 300-499

ITC 200-499

ART 105 - Two-Dimensional Design

ART 106 - Three-Dimensional Design

Total: ~~27~~ 30 Credit Hours

Electives

Minimum - 14 Credit Hours

Total Major Hours: 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.