50. Special Consideration

Dwight Look College of Engineering
Department of Computer Science and Engineering
Minor in Game Design and Development
Request for a new minor
SPECIAL CONSIDERATION
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Dwight Look College of Engineering
Department of Computer Science and Engineering
Minor in Game Design and Development
Request for a new minor
Texas A&M University
Proposed Minor Field of Study

Name of Minor Program: Game Design & Development

Department: Computer Science and Engineering

College: Engineering

Will grant a minor ☑ Yes ☐ No Academic Year: 2016-17

A selection from among the following courses will constitute a minor field of study.

A. The following 10 hours of course work are required.
   CSCE 110/111 (CSCE 121 for CSCE majors)  
   CSCE 443/VIST 487 (CSCE 443 crosslisted as VIST 427)  
   CSCE 441 or VIST 486

B. Select 6 hours from the following courses.
   COMM 230
   VIST 374
   COMM 453
   VIST 370
   CSCE 436

Please indicate further requirements such as grade point requirement, prerequisites, resident (if above the minimum 6 hours at the 300- to 400-level), capstone or methods courses.

Minimum of 16 hours required.

Minimum of 6 hours at 300- to 400-level

Minimum GPA of 3.2 for admittance into the minor

A grade of C or better in all courses taken in the minor

Reviewed and approved by:

[Signature]
Department Head/Program Director  Date

[Signature]
AOC Dean of College  Date
Texas A&M University
Proposed Minor Field of Study

Name of Minor Program: Game Design & Development
Department: Computer Science and Engineering
College: Engineering

Will grant a minor [✓] Yes [ ] No  Academic Year: 2016-17

A selection from among the following courses will constitute a minor field of study.

A. The following ___ 9 ___ hours of course work are required.
   CSCE 110/111 (CSCE 121 for CSCE majors)  CSCE 443/VIST 487 (CSCE 443 crosslisted as VIST__)
   CSCE 441 or VIST 486

B. Select ___ 9 ___ hours from the following courses.
   COMM 230
   VIST 374
   COMM 453
   VIST 370
   CSCE 436

Please indicate further requirements such as grade point requirement, prerequisites, resident (if above the minimum 6 hours at the 300- to 400-level), capstone or methods courses.

Minimum of ___ 13 ___ hours required.

Minimum of 6 hours at 300- to 400-level

Minimum GPA of 3.2 for admittance into the minor

A grade of C or better in all courses taken in the minor

Reviewed and approved by:

[Signature]
Department Head/Program Director  Date

[Signature]
AOC Dean of College  Date
Minor in Game Design & Development

The interdisciplinary Minor in Game Design and Development provides a broad orientation to the artistic, technical, theory and social aspects of video games. Completion of the Minor requires that students pursue the variety of skills and knowledge required to create engaging and meaningful games. The curriculum includes art, design, programming, media literacy, and video game production.

Students would be required to take 10 hours from:

1) 4 hours: CSCE 110 (4 hr) or CSCE 111 (4 hr)
   (CSCE 121 for CSCE majors)
2) 6 hours: CSCE 441, then 443/VIST 487
   or
   VIST 486, then VIST 487/CSCE 443

Students choose 6 hr from:

1) COMM 230 - (Communication technology skills)
2) VIST 374 - (Multimedia Design)
6) COMM 453 – (Communication and Video games)
7) VIST 370 – (Interactive Virtual Environments)
8) CSCE 436 – (upper level classification if VIST)

Hours for the minor: 16
Minimum GPA of 3.2 for admittance into the minor, and a grade of “C” or better in all courses taken in the minor.
MEMORANDUM:

TO: University Curriculum Committee

FROM: Dilma Da Silva
Department Head, Computer Science and Engineering

FROM: Tim McLaughlin
Department Head, Visualization

DATE: November 17, 2015

SUBJECT: Minor in Game Design and Development

We are submitting a request for a Minor in Game Design and Development. This interdisciplinary minor is supported by both the Department of Visualization and the Department of Computer Science and Engineering.

We expect the administration of the minor to be handled through the Department of Visualization.