<p align="center">**New Undergraduate Program (Majors, Minors, Sequences) Proposal**
Illinois State University - University Curriculum Committee</p>

Program Department Arts Technology	**Submission Date** Tuesday, January 7, 2020
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Phone 438-2875	**Campus Address** 5700 School Of Theatre
Initiator Department Arts Technology	
Coauthor(s) Rosanne Marshack (rmarsha@ilstu.edu)	**Version** 5 **ID** 298
Title of New Program Minor in Game Design	**Proposed Starting Catalog Year** 2021-2022

Associated Course Proposal(s):
New Course proposal ATK 351 titled *Game Design I*
New Course proposal ATK 352 titled *Game Design II*
New Course proposal ATK 353 titled *Game Development*
New Course proposal ATK 354 titled *User Experience Design for Games*
New Course proposal ATK 355.01 titled *Game Studio Capstone I*
New Course proposal ATK 355.02 titled *Game Studio Capstone II*

1.   **Proposed Action**

         New Major
✓   New Minor
         New Sequence
         More than 50% of courses in this program are Distance Education

No   Is this program an Integrated Bachelors/Masters degree program?

2.   **Provide** *Undergraduate Catalog* **copy for new program.**

Program Requirements:

Must be a major in the School of Information Technology or demonstrate a computer programming background

18 hours in Creative Technologies required

Required courses: CTK 351, 352, 353, 354, 355A01, and 355A02

CTK 351 must be completed before taking CTK 352; CTK 355A01 and CTK 355A02 must be taken consecutively in the Fall and Spring respectively, during the final year in the minor.

The sequence follows a 6-semester plan of study. Starting the minor at a Junior or Senior standing could require additional semesters at Illinois State University to complete the minor.

Retention Requirements:
Obtain a C or better in all Creative Technologies courses; any grade below a C will not count towards the minor and will require the course to be repeated

Dismissal from the minor will result if a student receives a grade of less than C in any two Creative Technologies courses or twice for the same course

3.   **Provide a description for the proposed program.**

The Minor in Game Design focuses on three pillars of making games:

1) Design - Creating the look, feel, sound, and structure of games

2) Production - Creating the content of the games

3) Development - Building functionality into games through programming and game engines

The 18-hour minor mirrors the game core for majors in the Game Design sequence. The core includes Game Design 1 and 2 (351 and 352), Game Development (353), User Experience Design for Games (354), and Game Studio Capstones 1 and 2 (355A01 and 355A02).

4.   **Provide a rationale of proposed program.**

National demand for career-oriented game design and development programs has surged as annual gaming industry profits eclipse the combined profits of film, TV, and radio. College-bound students spend more time consuming video games than all other forms of entertainment media combined. Game design has been identified as having major enrollment potential and, through strategic planning within the Wonsook Kim College of Fine Arts, the proposed new major and minor in game design is targeting those college-bound students. This proposed new curriculum in game design is also in sync with the University's planning to house a varsity eSports team and much discussion is underway on how these two entities can enhance each other and provide mutually beneficial use of student, fiscal, and facilities resources. This is the time for ISU, through Creative Technologies, to develop a major game design initiative.

To build a robust game sequence that can fully produce games from design to finish requires students working together with skillsets spanning design, production, and development (programming). Nested within the fine arts, Creative Technologies attracts students who can design games and produce content for games, but will likely not be as strong at programming games. Based on discussions with the previous Director of the School of Information Technology, they have a population of majors with a strong interest in making games, who possess programming skills, and who want training in designing and producing content for games: hence the need for a minor as well.

Creating a curricular path via the minor to link Information Technology to Creative Technologies reinforces the development aspects of making games and pairs well with designing and producing content for games; paralleling real-world gaming industry practices. Limiting the minor to IT majors and other students who possess programming skills balances out the three pillars the Sequence in Game Design proposal is predicated around, as well as managing capacity issues that could result if the minor gets too big. Getting CT and IT students working together in classes is key.

From a career-oriented perspective, Creative Technologies majors in Game Design are headed towards design and production fields within the gaming industry, while also learning intro-level skills in development (game engines and programming). The minor, on the inverse, is specifically targeting students with programming backgrounds that could find careers as game developers and programmers. These students will add to their programming skills an understanding of design and production processes within the gaming industry. Students in either the major or minor will graduate with a formidable combination of skills to find jobs in the game industry.

5.   **Describe the expected effects of the proposed program on existing campus programs (if applicable).**

Providing an outlet for Information Technology majors to get training in the design and content production of games.

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6.   Provide a sample four year plan of study demonstrating that a student could realistically complete the program requirements in a specific number of semesters.

Year 1: CTK 351 Game Design 1 / CTK 352 Game Design 2 (consecutive)

Year 2: CTK 353 Game Development / CTK 354 User Experience in Design for Games (in either order)

Year 3: CTK 355A01 Game Studio Capstone 1 / CTK 355A02 Game Studio Capstone 2 (consecutive)

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7.   Describe the expected curricular changes required, including new courses. If proposals for new courses have also been submitted, please reference those related proposals here:

This new 18-hour Minor in Game Design is being co-proposed with a new 56-hour Sequence in Game Design. The required 18 hours for the minor mirrors the 18-hour game core portion of the new sequence. The 6 proposed new gaming courses required for the minor (and major) are CTK 351 Game Design 1, 352 Game Design 2, 353 Game Development, 354 User Experience Design for Games, 355A01 Game Studio Capstone 1, and 355A02 Game Studio Capstone 2.

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8.   Anticipated funding needs and source of funds.

IMPORTANT: The following anticipated funding estimates link both the proposed game design major AND minor together with an assessment of their COMBINED expected costs. Please review in the context of both new program proposals.

Is the unit's current operating budget adequate to support the program when fully implemented?

Yes. The current operating budget for Creative Technologies is adequate to support the first two years of the game design major and minor, as it already has the equipment, faculty, and space to begin teaching this new curriculum. As enrollment increases and the program develops, equipment and facilities needs will increase. The Wonsook College of Fine Arts dean, school directors, associate dean, assistant dean, and director of CFA-IT are currently working collaboratively to determine which WK CFA spaces and resources can be shared to accommodate future growth. They are also considering future shared TT requests since several WK CFA TT faculty already teach across disciplines (Art/Creative Technologies, Music/Creative Technologies, Dance/Creative Technologies, and Theatre/Creative Technologies).

By year five, the need for an annual operating budget for Creative Technologies and Game Design (together) will be $50,000. It is anticipated that the current Creative Technologies budget of $30,000 plus support from the dean's operating budget will assist us in meeting the projected budgetary need as we grow.

With ISU's reimplementation of ERIP (RERIP), Creative Technologies also anticipates an increase in funding through that fiscal mechanism. During the original 4-year ERIP program, Creative Technologies grew from 58 to 136 majors (F13-S18). During ERIP's final year Creative Technologies was awarded $45,000 in incentive funding. The Program is currently over 150 majors, and will likely have 300-400 total majors due to demand for the new Game Design sequence, thus qualifying Creative Technologies for additional RERIP funding.

What impact will the new program have on faculty assignments in the department? Will current faculty be adequate to provide instruction for the new program?

The current number and expertise of faculty are adequate to teach the Creative Technologies curriculum. The game design major and minor will require new/additional NTT and TT hires as the program grows and develops. FY21 TT requests will include shared positions in Art/Creative Technologies and Theatre/Creative Technologies positions. The WK CFA leadership team supports these requests.

Will additional faculty need to be hired, either for the proposed program or for courses faculty of the new program would otherwise have taught?

To meet anticipated demand and growth, we will need an additional full-time tenure track hire in game design starting Fall 2021 and a second full-time tenure track hire starting Fall 2022. Those two new hires, plus our recent tenure track hire in game design, plus our current faculty supporting shared portions of the proposed new game curriculum, should result in adequate instructional capacity to add 200 new majors and 45 minors to the college. We are estimating each new hire at $70,000. The Dean has indicated that hiring additional faculty for the new Game Design sequence will be a college priority. The Game Design sequence is a strategic college growth initiative. WK CFA will be using the annual budget and planning process to keep new hire requests in this area prioritized until capacity is reached.

Will current _staff_ be adequate to implement and maintain the new program?

Yes. As the enrollment grows, the WK CFA will redistribute advisees as needed to current advisors in the Schools of Theatre and Dance and Art. The budget staff in the dean's office will continue to facilitate the Creative Technologies budget processes.

Are the unit's current _facilities_ adequate to support the program when fully implemented?

Creative Technologies is taught in its own spaces, as well as those shared with Music, Art, and Theatre and Dance. Additional space will be needed as the program grows. Future space renovation for Creative Technologies will be a college priority and will be facilitated by the annual budget request process and through foundation dollars. Creative Technologies plans to meet future space needs, along with funding for these spaces, through a combination of RERIP, annual Provost Enhancement and Academic Enhancement Fund requests, partnering with eSports gaming facilities, partnering with DIGGs/XR@ISU facilities, and partnering with the Wonsook Kim School of Art and CFAIT. Because the Game Design sequence is a strategic college growth initiative, we will be using the annual budget and planning process to keep PE and AEF requests for this area prioritized until facilities needs are met.

9.	**No**	**Does this program count for teacher education?**

10.	**No**	**Is this an Interdisciplinary Studies program?**

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11.   The following questions must be answered.

Yes   Have letter(s) of concurrence from affected departments/schools been obtained?
       A departments/school is affected if it has a program with significant overlap or if it teaches a required or elective course in the program.

Yes   Does this minor, including all required prerequisite hours, include 18-36 hours?

No   Does this minor include more than 25 hours from any major department/school?

Yes   Does this minor require more than 9 hours from major program of study?

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12.   Routing and action summary for New Program:

   1. Arts Technology Department Curriculum Committee Chair

| *Aaron Paolucci* (website) | Aaron Paolucci | 10/20/2019 7:33:17 PM |
| Signature | Print | Date |

2. Arts Technology Department Chair/School Director

| *Aaron Paolucci* (website) | Aaron Paolucci | 10/20/2019 7:33:38 PM |
| Signature | Print | Date |

3. College of Fine Arts College Curriculum Committee Chair

| *Aaron Paolucci* (website) | Aaron Paolucci | 1/7/2020 10:33:15 AM |
| Signature | Print | Date |

4. College of Fine Arts College Dean

| *Jean Miller* (website) | Jean Miller | 1/7/2020 12:49:14 PM |
| Signature | Print | Date |

5. University Curriculum Committee Chair

| *Lance Lippert* (website) | Lance Lippert | 2/7/2020 1:10:05 PM |
| Signature | Print | Date |

All new programs (majors, minors, sequences) are routed by the U.C.C. to the Academic Senate

Comments

Comments from Version 1 from Aaron Paolucci (College Curriculum Committee Chair):
Found language inconsistencies with the related Game Design Sequence proposal that may be confusing. Found some typos.
Comments from Version 2 from Janet Tulley (College Curriculum Committee Chair):
DELETE:

Admission requirements:

Minimum cumulative GPA of 3.0 -

Freshman or Sophomore standing or consent of Creative Technologies Academic Advisor -

Must be a major in the School of Information Technology or demonstrate a computer programming background -

MOVE to Program Requirements block of text:
Must be a major in the School of Information Technology or demonstrate a computer programming background -

The sequence follows a 6-semester plan of study. Starting the minor at a Junior or Senior standing would require additional semesters at Illinois State University to complete the minor.

PROGRAM REQ's: Remove 'rogue' dashes at the end of sentences.

Change decimilized courses to 'A'
Comments from Version 3 from Janet Tulley (College Curriculum Committee Chair):
#3. Change 355.01 to 355A01, etc.
#6. Add course numbers.
Comments from Version 4 from Janet Tulley (College Curriculum Committee Chair):
1/7/2020 - attached the revised FIF