ILLINOIS STATE UNIVERSITY REQUEST FOR NEW PROGRAM APPROVAL *Financial Implication Form*
Creative Technologies – Major and Minor in Game Design

Purpose: Proposed new undergraduate and graduate programs (degrees, sequences, minors, and certificates) must include information concerning how the program will be financially supported to proceed through the curricular process.

Procedure: This completed form is to be approved by the Department/School Curriculum Committee chair, department chair/school director, college dean, and Provost prior to submission of the proposal to the College Curriculum Committee.

Definition: A "program" can be a degree, a sequence within a degree, a minor, or a certificate. This form is to be used for both undergraduate and graduate programs.

Complete the following information:

Department: Creative Technologies

Contact person: Rose Marshack

Date: 12/15/2019

Proposed new program: Creative Technologies Major Sequence and Minor in Game Design

BRIEF DESCRIPTION OF THE 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.

The new catalog description of Creative Technologies and Sequence in Game Design reads as:

MAJOR IN CREATIVE TECHNOLOGIES
The interdisciplinary Creative Technologies major emphasizes design and practice in the integration of digital technologies and the fine arts. In addition to foundational study across the fine arts, the major provides training and experiences across a range of creative/technical fields including video, sound, electronic music, music production, gaming, motion graphics, interactivity, AR/VR, UI/UX, mobile, web, and computer programming concepts.

Creative Technologies majors can choose from two distinctive paths:

1.   Sequence in Interdisciplinary Technologies - blending multimedia, technology, and fine arts training aimed at creative professional environments and the entertainment industry, along with developing the aesthetics, artistry, and technical skills of individuals looking for a broad range of career options.

2.   Sequence in Game Design - building creative and technical capabilities with a focus on game design and production for students seeking careers in the game industry.

The proposed Major and Minor in Game Design focus on three pillars:

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

2) Production - Creating the content of games

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

The proposed 56-hour interdisciplinary major sequence includes:

8 hours Fine Arts core

6 hours Fine Arts History

12 hours Creative Technologies Core (universal digital media proficiencies)

18 hours Game core (6 proposed new game courses)

12 hours Creative Technologies / Information Technology electives (4 new game courses plus existing CT and IT courses)

The 18-hour minor mirrors the game core for majors. The core includes: Game Design 1 and 2, Game Development, User Experience Design for Games, and Game Studio Capstones 1 and 2.

In the table below, summarize enrollment and degrees conferred projections for the program for the first and fifth year of operation. If possible, indicate the number of full-time and part-time students to be enrolled each fall term in the notes section. If it is not possible to provide fall enrollments or fall enrollments are not applicable to this program, please indicate so and give a short explanation.

TABLE 1

STUDENT ENROLLMENT IN 56-HOUR GAME DESIGN MAJOR SEQUENCE		
Category	Year One Fall 2021	Year Five Fall 2025 (fully implemented)
Number of Program Majors/Minors (Fall Headcount)	50	200
Annual Full-time-Equivalent Majors/Minors (Fiscal Year)	50	200
Annual Number of Degrees Awarded	0	50

TABLE 2

STUDENT ENROLLMENT IN 18-HOUR GAME DESIGN MINOR		
Category	Year One Fall 2021	Year Five Fall 2025
Number of Program Majors/Minors (Fall Headcount)	15	45
Annual Full-time-Equivalent Majors/Minors (Fiscal Year)	15	45
Annual Number of Degrees Awarded	0	15

Add any relevant notes for the enrollment table 1 (Students are to be enrolled in a cohort; all students will be enrolled part-time; etc.):

Students in the major are calculated on a four-year cycle.

Students in the minor are calculated on a three-year cycle, taking one of the six required courses each semester. New students in the minor will only be able to start each new Fall semester.

Budget Rationale

Provide financial data that document the department or school's capacity to implement and sustain the proposed program and describe the program's sources of funding.

a. **Is the unit's current operating budget adequate to support the program when fully implemented? If "yes", please explain. If new resources are to be provided to the unit to support the program, what will be the source(s) of these funds?**

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 collboratively 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.

b. **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 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.

c. **Will additional faculty need to be hired, either for the proposed program or for courses faculty of the new program would otherwise have taught? If yes, please indicate whether new faculty members will be full-time or part-time faculty, tenure track or non-tenure track faculty.**

To meet anticipated demand and growth, we will need an additional fulltime tenure track hire in game design starting Fall 2021 and a second fulltime 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 capacaity is reached.

d. **Will current _staff_ be adequate to implement and maintain the new program? If "yes", please explain. Will additional staff be hired? Will current advising staff be adequate to provide student support and advisement, including job placement and or admission to advanced studies? If additional hires will be made, please elaborate.**

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.

e.   Are the unit's current <u>facilities</u> adequate to support the program when fully implemented? Will there need to be facility renovation or new construction to house the program?

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.

f.   Are <u>library resources</u> adequate to support the program when fully implemented? Please elaborate.
          Response: Milner has already partnered with CTK to enhance its game design holdings.

g.   Are there any additional costs not addressed in items a. – d.? If "yes" please explain.
          Response: N/A

h.   Are any sources of funding temporary? If so, how will the program be sustained once these funds are exhausted?
          Response: N/A

i.   If this is a graduate program, discuss the intended use of graduate assistantships and where the funding for assistantships would come from.
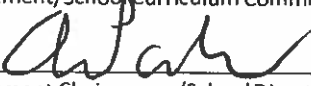
          Response: N/A

Table 2: RESOURCES REQUIREMENTS

TABLE 2

ESTIMATED COSTS OF THE PROPOSED PROGRAM- Only new resources not currently available to the program			
Category	Anticipated Funding Source	Year One Fall 2021	Year Five Fall 2025 (when fully implemented)
Section 1: Operating Expenses			
Including but not limited to: Contractual, Commodities, Equipment, etc.	Dean's Operational Budget	$0	$20,000
Section 2: Personnel			

Faculty	Normal Annual Faculty Requests Process / College Priority	$70,000	$140,000 total for two lines
Other Personnel Costs – All Staff excluding Faculty	$	$0	
Section 3: Facilities			
Including but not limited to rental, maintenance, etc.	PE and AEF Requests / College Priority	$50,000	$100,000 total for renovation of two spaces

Routing and action summary – in sequential order:

1. _____   12/20/19
Department/School Curriculum Committee Chair   Date Approved

2. _____   12/20/19
Department Chairperson/School Director   Date Approved

3. _____   12/19/19
College Dean   Date Approved

4. _____   1·2·20
Provost   Date Approved

5. _____   2/3/2020
College Curriculum Committee Chairperson   Date Approved

6. _____
Teacher Education Council Chair   Date Approved

7. _____
University Curriculum Committee Chairperson   Date Approved