LSC Use Only No:	LSC Action-Date:	UWUCC USE Only No.	UWUCC Action-Date:	Senate Action Date:
		10-67b.	App 3/29/11	App- 4/19/11

Curriculum Proposal Cover Sheet - University-Wide Undergraduate Curriculum Committee

Contact Person Dr. Allen Partridge	Email Address allen.partridge@iup.edu
Proposing Department/Unit Communications Media	Phone 724-762-3608

Check all appropriate lines and complete information as requested. Use a separate cover sheet for each course proposal and for each program proposal.

1. Course Proposals (check all that apply)

☐ New Course ☐ Course Prefix Change ☐ Course Deletion

☐ Course Revision ☑ Course Number and/or Title Change ☑ Catalog Description Change

COMM 405 Process of Digital Game Development   COMM 306 2D Digital Game Development

Current Course prefix, number and full title   _Proposed course prefix, number and full title, if changing_

2. Additional Course Designations: check if appropriate

☐ This course is also proposed as a Liberal Studies Course.   ☐ Other: (e.g., Women's Studies,

☐ This course is also proposed as an Honors College Course.   Pan-African)

3. Program Proposals

☐ New Degree Program   ☐ Catalog Description Change   ☐ Program Revision

☐ New Minor Program   ☐ Program Title Change   ☐ Other

     ☐ New Track

Current program name   _Proposed program name, if changing_

4. Approvals

		Date
Department Curriculum Committee Chair(s)	B. Bauson	12-15-10
Department Chair(s)	Zefiro P. Dudt	12/15/10
College Curriculum Committee Chair	Jany Hatt	2/16/1
College Dean	Mary Ann Rafath	2/22/11
Director of Liberal Studies *		
Director of Honors College *		
Provost *		
Additional signatures as appropriate: (include title)		
UWUCC Co-Chairs	Gail Sechrist	3-31-11

Part II: Description of Catalog Change

1. Complete Description of Proposed Catalog Entry

COMM 306 2D Digital Game Development   3c-0l-3cr
Prerequisite: COMM 150, any COMM production course or instructor permission
Examines the theory and development of digital games. Topics that will be
explored include the logics of gameplay, the process of game development, gaming
technology, the psychology of gaming. The history and organization of the gaming
industry will also be examined. Students will also create deliverables around a
game concept they develop in the process of completing the course.

2. Listing of Proposed Change and Old Catalog Description

Old Description
COMM 405 Process of Digital Game Development   3c-0l-3cr
Prerequisite: Junior/senior standing or instructor permission
Examines the theory and development of digital games. Topics that will be
explored include the logics of gameplay, the process of game development, gaming
technology, the psychology of gaming. The history and organization of the gaming
industry will also be examined. Students will also create deliverables around a
game concept they develop in the process of completing the course.

2. Listing of the proposed changes
Course number change, course title, and prerequisite change

3. Rationale for Change

Course Number: The number of this course is being changed to COMM 306 to help
sequence this course with complementary new and revised Communications Media
courses related to games and animation.

Course Title change: The course title is being changed to indicate that this
course will focus exclusively on conventional two-dimensional computer games and
to make it distinct from a new course in three-dimensional games that is being
proposed. The use of the abbreviation 2D is industry standard.

Prerequisite: The prerequisite of junior/senior standing is being removed so that
students are not restricted from enrolling in this course at an earlier point if
they are so prepared. The prerequisite of COMM 150 Aesthetics and Theory of
Communications Media is being added to ensure that students have been exposed to
fundamental communications media concepts. The prerequisite of any
Communications Media production course is being added to ensure that students
have had some hands-on experience with production and pre-production techniques.
The current list of COMM production courses that students would likely have taken
prior to COMM 306 would include basic television production, radio production,
audio productions, graphics or photography. Any of these courses would help
students understand basic production and enhance their production skills.