Curriculum Committee

New Course Proposal

FLORIDA SOUTHWESTERN STATE COLLEGE

School or Division	School of Arts, Humanities, and Social Sciences
Program or Certificate	AS in Digital Art and Multimedia Production
Proposed by (faculty only)	Dr. Ryan Wurst
Presenter (faculty only)	Dr. Ryan Wurst
Note that the presenter (faculty) listed above must be present at the Curriculum Committee meeting or the proposal will be returned to the School or Division and must be submitted for a later date.	
Submission date	10/7/19
Course prefix, number, and title	DIG 2711C - Game Design and Gameplay

All Curriculum proposals require approval of the Curriculum Committee and the Provost. Final approval or denial of a proposal is reflected on the completed and signed proposal.

☒ Approve ☐ Do Not Approve

Mary R. Myers — *Curriculum Committee Chair Signature*

11-11-19 — *Date*

☒ Approve ☐ Do Not Approve

Helen Mc — *Provost Signature*

11-19-19 — *Date*

All Curriculum proposals require review by the Office of Accountability & Effectiveness.

☑ Reviewed

Ginny Bost — *Office of Accountability & Effectiveness Signature*

11/26/19 — *Date*

Section I, Important Dates and Endorsements Required

NOTE: Course and Program changes must be submitted by the dates listed on the published Curriculum Committee Calendar. Exceptions to the published submission deadlines must receive prior approval from the Provost' Office.

Term in which approved action will take place	Fall 2020
Provide an explanation below for the requested exception to the effective **date.**	
Type in the explanation for exception.	

Any exceptions to the term start date requires the signatures of the Academic Dean and Provost prior to submission to the Dropbox.		
Dean	**Signature**	**Date**
Dr. Deborah Teed		10/7/19
Provost	**Signature**	**Date**
Dr. Eileen DeLuca		

Required Endorsements	**Type in Name**	**Select Date**
Department Chair or Program Coordinator/Director	Professor Dana Roes	10/7/19
Academic Dean or Provost	Dr. Deborah Teed	10/7/19

List all faculty endorsements below. (Note that proposals will be returned to the School or Division if faculty endorsements are not provided).
Professor Dana Roes, Dr. Ryan Wurst

Has the Libraries' Collection Manager been contacted about the new course and discussed potential impacts to the libraries' collections?
There is no impact.

Section II, New Course Information (must complete all items)

List course prerequisite(s) and minimum grade(s) (must include minimum grade if higher than a "D").	ART2600C Grade of C or better
Provide justification for the proposed prerequisite(s).	ART2600C is a survey of many techniques including coding that will be essential for DIG2626C.
Will students be taking any of the prerequisites listed for this course in different parts of the same term (ex. Term A and Term B)?	No
List course co-requisites.	None
Provide justification for the proposed co-requisite(s).	
Is any co-requisite for this course listed as a co-requisite on its paired course? (Ex. CHM 2032 is a co-requisite for CHM 2032L, and CHM 2032L is a co-requisite for CHM 2032)	No
Course credits or clock hours	3 credits
Contact hours (faculty load)	4 contact
Are the Contact hours different from the credit/lecture/lab hours?	Yes
Select grade mode	Standard Grading (A, B, C, D, F)
Credit type	College Credit
Possible Delivery Types (Online, Blended, On Campus)	On Campus

Course description (provide below)

This course explores the artistic and technological components that make games enjoyable, playable, challenging, and marketable. Students will implement theories of play and explore how those theories not only shape our games, but our world. Students will make several games in this course, which will utilize industry standard game creation software. All will follow the principles of well-designed games, which consists of a clearly defined goal, set of game criteria, and rules for gameplay. Students will also be introduced to game marketplaces and how they might be utilized to sell their games.

General topic outline (type in outline below)

Goals and Objectives for the course By the end of the course students will:
• Evaluate theories of play and game design for physical and virtual games. • Undertake the process of game design from start to finish. • Create well designed levels for games. • Evaluate and modify code in multiple coding languages. • Apply theories of play and games to real world situations. • Relate the history of video games to the making of new games. • Create games that are enjoyable, playable, and marketable.

Revised: 11/11, 6/12, 6/13, 7/14, 8/15, 8/16, 8/17, 5/18, 6/18;10/18;7/19

Learning Outcomes: For information purposes only.

IV. Course Competencies, Learning Outcomes and Objectives

A. General Education Competencies and Course Outcomes

1. Integral *General Education Competency or competencies*: THINK

1. Interpret the theories and techniques, both artistic and technical, that are utilized in game design in order to create new games.
2. Utilize digital tools to design games and gaming systems.
3. Compare and contrast historical examples of games to those being made now.
4. Master Mac and PC operating systems and navigate between applications.
5. Master game design techniques including level design, gaming mechanics, goal driven gaming, theories of play, and character design.
6. Manipulate existing software for creative purposes by utilizing audio, video, animation and game-industry-standard-software.
7. Create gaming projects using code and industry standard software.
8. Create digitally designed visual solutions that effectively fulfill project goals.
9. Compare various output processes and marketplaces for the presentation of finished games.

2. Supplemental *General Education Competency or competencies*:

B. In accordance with Florida Statute 1007.25 concerning the state's general education core course requirements, this course meets the general education competencies for ....
Part B would only be included in the course outlines of those courses are included in the FSW Catalog as a General Education Core Course. If this is not a core course, then outline letter C would become B.

C. Other Course Objectives/Standards

Copy and Paste the SCNS Course Profile Description below (http://scns.fldoe.org/scns/public/pb_index.jsp).
A WELL-DESIGNED GAME IS AN INTEGRATION OF ARTISTIC AND TECHNOLOGICAL COMPONENTS THAT MUST HAVE A CLEARLY DEFINED GOAL, SET OF GAME CRITERIA, AND RULE FOR GAME- PLAY. STUDENTS LEARN THE FUNDAMENTALS OF WHAT MAKES A GAME ENJOYABLE, PLAYABLE, CHALLENGING, AND MARKETABLE.

Revised: 11/11, 6/12, 6/13, 7/14, 8/15, 8/16, 8/17, 5/18, 6/18;10/18;7/19

ICS code for this course	ADVANCED AND PROFESSIONAL - 1.12.10 - FINE AND APPLIED ARTS
Institutional Reporting Code	11210 FINE AND APPLIED ARTS
Degree Attributes	AS - AS COURSE
Degree Attributes (if needed)	AA- AA COURSE
Degree Attributes (if needed)	Choose an item.
Degree Attributes (if needed)	Choose an item.
Should any major restriction(s) be listed on this course? If so, select "yes" and list the appropriate major restriction code(s) or select "no".	No List applicable major restriction codes
Is the course an "International or Diversity Focus" course?	No
Is the course a General Education course?	No
Is the course a Writing Intensive course?	No
If Replacing a course, combining a Lecture/Lab or splitting a C course – Is there a course equivalency?	No
Is the course repeatable*? (A repeatable course may be taken more than one time for additional credits. For example, MUT 2641, a 3 credit hour course can be repeated 1 time and a student can earn a maximum of 6 credits). *Not the same as Multiple Attempts or Grade Forgiveness	No
Do you expect to offer this course three times or less (experimental)?	No

Impact of Course Proposal	
Will this new course proposal impact other courses, programs, departments, or budgets?	No
If the answer to the question above is "yes", list the impact on other courses, programs, or budgets?	List impacts here

Have you discussed this proposal with anyone (from other departments, programs, or institutions) regarding the impact? Were any agreements made? Provide detail information below. Discussed with Professor Dana Roes

Section III, Justification for proposal

Provide justification (below) for this proposed curriculum action.
In the development of the new AS in Digital Art and Multimedia Production, this class will be necessary for students to complete the program.