## Course Change Request

**Indiana University**

**Check Appropriate Boxes:**

- Undergraduate credit [✓]
- Graduate credit [ ]
- Professional credit [ ]

**1. School/Division:** Informatics

**2. Academic Subject Code:** NEWM-N

**3. Current Course Number:** 230

**4. Current Credit Hours:** 3.0

**5. Current Title:** Introduction to Game Design and Development

**6. Effective Semester/Year for changes listed below:** Fall 2010

**7. Instructor:** Mathew Powers

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**Type of Change Requested (Check appropriate boxes and indicate changes)**

- [ ] 8. Change course number to: ____________________________ (must be cleared with University Enrollment Services)
- [ ] 9. Current course title: ____________________________

  **Recommended abbreviation (optional):** ____________________________ (Limited to 32 Characters including spaces)

- [ ] 10. Current credit hours fixed at: ______________ or variable from: ______________ to ______________

- [ ] 11. Current lecture contact hours fixed at: ______________ or variable from: ______________ to ______________

- [ ] 12. Current non-lecture contact hours fixed at: ______________ or variable from: ______________ to ______________

- [ ] 13. Is this course currently graded with S-F (only) grades? Yes [ ] No [ ]

  **Change to S-F (only) grading?** Yes [ ] No [ ]

- [ ] 14. Does this course presently have variable title approval? Yes [ ] No [ ]

  **Is variable title approval being requested?** Yes [ ] No [ ]

- [ ] 15. Is this course being discontinued? For all campuses [ ] or for this campus only [ ]

- [✓] 16. Current course description: P: N101, N175, N180. An introductory course to "video" game design and development for entertainment. Topics covered will be game theory, design and development of computer-based games, current game delivery systems and software, the commercial development cycle, case studies of current games, ethical issues including the current game rating system, emerging technical developments in game development, and current trends. Production will be geared towards developing new levels of existing games.

  **Change course description** (not to exceed 50 words): P: N221. Introduction to designing and developing games examining the role that games play in daily life, and analyzing the impact of games in popular culture. Additional topics include world creation, game space design, programming 2D games, character and creature design, animation, and playability testing.

**17. Justification for change:** Redesign of New Media curriculum

(Use additional paper if necessary)

**18. Are the necessary reading materials currently available in the appropriate library?** Yes [ ]

**19. A copy of every new course proposal must be submitted to departments, schools, or divisions in which there may be overlap of this course with existing courses or areas of strong concern, with instructions that they send comments directly to the originating Curriculum Committee. Please append a list of departments, schools, or divisions thus consulted.**

Submitted by:

**[Signature]**

Date: 6/30/2009

**Department Chairman/Division Director**

Approved by:

**[Signature]**

Date: 7/1/2009

**Dean**

Date: 

**Chancellor/Vice-President**

Date: 

**Dean of Graduate School (when required)**

Date: 

**University Enrollment Services**

Date: 

After School/Division approval, forward the last copy (without attachments) to University Enrollment Services for initial processing, and the remaining four copies and attachments to the Campus Chancellor or Vice-President.

**UPS 725**

University Enrollment Services—White; Chancellor/Vice-President—Blue; School/Division—Yellow; Department/Division—Pink; University Enrollment Services Advance—White