**Course Change Request**

**Indiana University**

**IUPUI Campus**

**Check Appropriate Boxes:**
- Undergraduate credit [✓]
- Graduate credit [☐]
- Professional credit [☐]

1. School/Division: Informatics
2. Academic Subject Code: NEWM-N
3. Current Course Number: 330
4. Current Credit Hours: 3.0
5. Current Title: Game Design, Development, and Production
6. Effective Semester/Year for changes listed below: Fall 2010
7. Instructor: Mathew Powers

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

- [☐] Change course number to: __________________________ (must be cleared with University Enrollment Services)
- [✓] Current course title: Game Design, Development, and Production
  - Change to: Intermediate Game Design and Development
  - Recommended abbreviation (optional) (Limited to 32 Characters including spaces)

- [☐] Current credit hours fixed at: ___________________ or variable from: ___________________ to
- [☐] Change to credit hours fixed at: ___________________ or variable from: ___________________ to

- [☐] Current lecture contact hours fixed at: ___________________ or variable from: ___________________ to
- [☐] Change to lecture contact hours fixed at: ___________________ or variable from: ___________________ to

- [☐] Current non-lecture contact hours fixed at: ___________________ or variable from: ___________________ to
- [☐] Change to non-lecture contact hours fixed at: ___________________ or variable from: ___________________ to

- [☐] Is this course currently graded with S-F (only) grades? Yes [☐] No [☑]
  - Change to S-F (only) grading? Yes [☐] No [☑]

- [☐] Does this course presently have variable title approval? Yes [☐] No [☑]
- [☐] Is variable title approval being requested? Yes [☐] No [☑]

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

- [✓] Current course description:
  
  P: N230. Advanced game development by producing interactive computer-based games. The process learned in N230 will be put into practice by developing a story, characters, programming, and interactive game based on current trends in game development. Use of actual game development systems for current console gaming systems.

  Change course description to (not to exceed 50 words) P: N230. Design and development of 3D games in the context of a 3D game engine. Topics include world creation, game space design, programming, design and modeling of characters and creatures, environmental animation, and playability testing.

- [☐] Justification for change: Redesign of New Media curriculum
  
  (Use additional paper if necessary)

- [☐] Are the necessary reading materials currently available in the appropriate library? Yes [☐] No [☑]

- [☐] 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:**
- M. Pauline Baker  
  Department Chairman/Division Director  
  Date 6/30/2009

**Approved by:**
-  
  Dean  
  Date 7/1/2009

**Dean of Graduate School (when required):**
-  
  Date

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