Cover Sheet: Request 12255

DIG4715C Game Development

Info

Process	Course|Modify|Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Phillip Klepacki pklepacki@arts.ufl.edu
Created	1/26/2018 2:05:51 PM
Updated	2/16/2018 8:19:12 AM
Description of request	Elaborates on concepts, processes and technical practices introduced in DIG3713C; use game design fundamentals to craft effective digital games. Detailed examination of conceptual techniques in game design and their use in DAS design practice; comparative introduction of frameworks for game design; technical components of 2D and 3D game design.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio	To Change Course Prerequisites for DIG4715C Game Development	1/30/2018
No document changes					
College	Approved	CFA - College of Fine Arts	Jennifer Setlow		2/16/2018
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			2/16/2018
No document changes					
Statewide Course Numbering System					
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

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Submitter: Phillip Klepacki pklepacki@arts.ufl.edu
Created: 1/26/2018 1:58:13 PM
Form version: 1

Responses

Current Prefix DIG
Course Level 4
Number 715
Lab Code C
Course Title Game Development
Effective Term Earliest Available
Effective Year Earliest Available
Requested Action Other (selecting this option opens additional form fields below)
Change Course Prefix? No

Change Course Level? No

Change Course Number? No

Change Lab Code? No

Change Course Title? No

Change Transcript Title? No

Change Credit Hours? No

Change Variable Credit? No

Change S/U Only? No

Change Contact Type? No

Change Rotating Topic Designation? No

Change Repeatable Credit? No

Maximum Repeatable Credits 3
Change Course Description? No

Change Prerequisites? Yes
Current Prerequisites DIG3713(C) & MAJOR=DAR
Proposed Prerequisites DIG3873(C) & (DIG3713(C) OR 3525C(C)) & MAJOR=DAR
Change Co-requisites? No

Rationale Based on our experience to date with the Game Development class we have updated the pre-requisites to better serve our students. Thus the new prerequisites include one introductory course to computer systems and programming, and one course focused on digital illustration and design that teaches the knowledge skills of the industry tools (eg. Adobe Photoshop). We believe that the proposed pre-requisites will better inform the students of the skills necessary to succeed in the Game Development course.