**ROCHESTER INSTITUTE OF TECHNOLOGY
MINOR PROGRAM PROPOSAL FORM**



**GOLISANO COLLEGE OF COMPUTING AND INFORMATION SCIENCES**

**School of Interactive Games & Media Name of Minor:** Game Design

**Brief description of the minor to be used in university publications**

The Minor in Game Design is intended for students outside of technical computing majors to explore the process and principles of game design and associated theory in interactive media. The minor also provides an introductory experience to media-centric software development such that students can prototype and test their designs. It is the purpose of this minor to provide a broadening academic experience to students outside the technological majors that are normally associated with computing.

**1.0 Minor Program Approvals**

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| --- | --- | --- |
|  | Approval request date: | Approval granted date: |
| Academic Unit Curriculum Committee |  |  |
| College Curriculum Committee | 1/20/12 | 1/27/12 |
| Inter-College Curriculum Committee | 1/27/12 | 2/13/12 |

**2.0 Rationale:**

A minor at RIT is a related set of academic courses consisting of no fewer than 15 semester credit hours leading to a formal designation on a student's baccalaureate transcript

How is this set of academic courses related?

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| The faculty of IGM has seen unprecedented interest in Game Design & Development from the student body. This has happened first and foremost in our degree programs, the Bachelors and Masters in Game Design & Development. We are also offering, beginning in 2009, a Minor in Game Design & Development, intended for very technical students that have an introductory programming sequence as a part of their major degree requirements. This minor has already proven quite popular with students in the various majors within the B. Thomas Golisano College of Computing & Information Sciences and others in programs such as Computer Engineering, based on preliminary enrollment data and student recruitment information.However, we also receive substantial requests from students in other majors across campus that want to explore the design decisions and constraints that color the modern day games industry, and this proposal seeks to address that interest. To this end, this |

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| proposal outlines a curriculum that explores these concepts such that any student, regardless of background, could choose this track as a complimentary minor to their degree. The proposed curriculum does contain enough programming and development coursework that students will be able to prototype their own ideas, but it begins instruction from a point that assumes no prior knowledge and works forward in a visual computing paradigm that blends the visual, logical, and media design decisions that comprise modern game construction.This curriculum culminates in students creating their own works at a level that is sophisticated enough to explore design decisions as they relate to the commercial industry, which is ultimately the goal of this course sequence. |

**3.0 Multidisciplinary involvement:**

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If this is a multidisciplinary minor spanning two or more academic units, list the units and their role in offering and managing this minor.

The courses are contained entirely within IGM, but are intended for majors outside the College of Computing and Information Sciences.

**4.0 Students ineligible to pursue this minor:**

3

The purpose of the minor is both to broaden a student's college education and deepen it in an area outside the student’s major program. A minor may be related to and complement a student’s major, or it may be in a completely different academic/professional area. It is the responsibility of the academic unit proposing a minor and the unit’s curriculum committee to indicate any home programs for which the minor is not a broadening experience.

Please list below any home programs whose students will not be allowed to pursue this minor, provide the reasoning, and indicate if this exclusion has been discussed with the affected programs: Students engaged in a major within GCCIS or in Computer Engineering cannot pursue this minor.

**5.0 Minor Program Structure, Sequence and Course Offering Schedule:**

Describe the structure of the proposed minor and list all courses, their anticipated offering

schedule, and any prerequisites.

 All minors must contain at least fifteen semester credit hours;

 Minors may be discipline-based or interdisciplinary;

 In most cases, minors shall consist of a minimum of two upper division courses

(300 or above) to provide reasonable breadth and depth within the minor;

 As per New York State requirements, courses within the minor must be offered

with sufficient frequency to allow students to complete the minor within the same

time frame allowed for the completion of the baccalaureate degree;

 Provide a program mask showing how students will complete the minor.

Narrative of Minor Program Structure:

Students take 5 sequential courses as identified: 2D & 3D Animation and Asset Production, New Media and Algorithmic Problem Solving I, New Media and Algorithmic Problem Solving II, Interactive Media Development, and Game Design & Development I.

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Course Number & Title | SCH | Required | Optional | Fall | Spring | Annual/ Biennial | Prerequisites |
| IGME 119 2D & 3D Animation and Asset Production I | 3 | X |  | X | X | Annual | None(IGME-110 waived for purposes of the minor) |
| IGME-101 New Media and Algorithmic Problem Solving I | 4 | X |  | X | X | Annual | None |
| IGME-102 New | 4 | X |  | X | X | Annual | IGME-101 |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Media and Algorithmic Problem Solving II |  |  |  |  |  |  |  |
| IGME-202 Interactive Media Development | 3 | X |  | X | X | Annual | IGME-102(IGME-201 waived for purposes of the minor) |
| IGME-220 Game Design & Development I | 3 | X |  | X | X | Annual | IGME-202 |

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| --- | --- |
| Total credit hours: | 17 |

**Minor Course Conversion Table: Quarter Calendar and Semester Calendar Comparison**

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| **Directions: The tables on this page will be used by the registrar’s office to aid student’s transitioning from the quarter calendar to the semester calendar.****If this minor existed in the quarter calendar and is being converted to the semester calendar please complete the following tables.****If this is a new minor that did not exist under the quarter calendar do not complete the following tables.**Use the following tables to show minor course comparison in quarter and semester calendar formats. Use courses in the (2011-12) minor mask for this table. Display all required and elective minor courses. If necessary clarify how course sequences in the quarter calendar convert to semesters by either bracketing or using some other notation. |

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| --- | --- |
| Name of Minor in Semester Calendar: | Game Design |
| Name of Minor in Quarter Calendar: | Game Design |
| Name of Certifying Academic Unit: | School of Interactive Games & Media |

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| --- | --- | --- |
| **QUARTER: Current MinorCourses** | **SEMESTER: ConvertedMinor Courses** |  |
| Course Course Title QCH | Course Course Title SCH | **Comments** |

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| --- | --- | --- |
| **QUARTER: Current MinorCourses** | **SEMESTER: ConvertedMinor Courses** |  |
| # |  |  | # |  |  |  |
| 4080- | 2D Animation | 4 | IGME- | 2D & 3D | 3 |  |
| 346 | forInteractive |  | 119 | Animation and Asset |  |  |
|  | Media |  |  | Production I |  |  |
| 4080- | Introduction | 4 | IGME- | 2D & 3D | 4 |  |
| 230 | toProgramming for New |  | 101 | Animation and Asset Production I |  |  |
|  | Media |  |  |  |  |  |
| 4080- | Programming | 4 | IGME- | New Media | 4 |  |
| 231 | II for New |  | 102 | and |  |  |
|  | Media |  |  | Algorithmic |  |  |
|  |  |  |  | Problem |  |  |
|  |  |  |  | Solving II |  |  |
| 4080- | Interactive | 4 | IGME- | Interactive | 3 |  |
| 330 | Digital Media |  | 202 | Media |  |  |
|  |  |  |  | Development |  |  |
| 4080- | Fundamentals | 4 | IGME- | Game Design | 3 |  |
| 380 | of Game |  | 220 | & |  |  |
|  | Design & |  |  | Development |  |  |
|  | Development |  |  | I |  |  |
|  | I |  |  |  |  |  |

Policy Name: **D1.1 MINORS POLICY**

1. Definition

A minor at RIT is a related set of academic courses consisting of no fewer than 15 semester credit hours leading to a formal designation on a student's baccalaureate transcript.

The purpose of the minor is both to broaden a student's college education and deepen it in an area outside the student’s major program. A minor may be related to and complement a student’s major, or it may be in a completely different academic/professional area. It is the responsibility of the academic unit proposing a minor and the unit’s curriculum committee to indicate any home programs for which the minor is not a broadening experience.

In most cases, minors shall consist of a minimum of two upper division courses to provide reasonable breadth and depth within the minor.

1. Institutional parameters
2. Minors may be discipline-based or interdisciplinary;
3. Only matriculated students may enroll in a minor;
4. At least nine semester credit hours of the minor must consist of courses not required by the student's home program;

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1. Students may pursue multiple minors. A minimum of nine semester credit hours must be designated towards each minor; these courses may not be counted towards other minors;
2. The residency requirement for a minor is a minimum of nine semester credit hours consisting of RIT courses (excluding "X" graded courses);
3. Posting of the minor on the student's academic transcript requires a minimum GPA of 2.0 in each of the minor courses;
4. Minors may not be added to the student's academic record after the granting of the bachelor's degree.

3. Development/approval/administration processes

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a. Minors may be developed by faculty at the departmental, inter-departmental, college, or inter-college level. As part of the minor development process:

1. students ineligible for the proposed minor will be identified;
2. prerequisites, if any, will be identified;

b. Minor proposals must be approved by the appropriate academic unit(s) curriculum committee, and college curriculum committee(s), before being sent to the Inter-College Curriculum Committee (ICC) for final consideration and approval.

c. The academic unit offering the minor (in the case of interdisciplinary minors,

the designated college/department) is responsible for the following:

1. enrolling students in the minor (as space permits);
2. monitoring students progress toward completion of the minor;
3. authorizing the recording of the minor's completion on student's academic records;
4. granting of transfer credit, credit by exam, credit by experience, course substitutions, and advanced placement;
5. responding to student requests for removal from the minor.

d. As per New York State requirements, courses within the minor must be offered with sufficient frequency to allow students to complete the minor within the same time frame allowed for the completion of the baccalaureate degree.

4. Procedures for Minor revision

It is the duty of the college curriculum committee(s) involved with a minor to maintain the program’s structure and coherence. Once a minor is approved by the ICC, changes to the minor that do not have a significant effect on its focus may be completed with the approval of the involved academic unit(s) and the college curriculum committee(s). Significant changes in the focus of the minor must be approved by the appropriate academic unit(s) curriculum committee(s), the college curriculum committee(s) and be resubmitted to the ICC for final consideration and approval.