**Purdue Northwest Curriculum Document Coversheet**

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| **Document No:**  (According to [Instruction](http://faculty.pnw.edu/blog/curriculum-document-approval-procedures/)s[1](#_bookmark0)) | CHESS 18-03 NEW COURSE ENGL 43800 | **Approval by Faculty Senate:**  (Leave Blank) | 1/11/19 |
| **Proposed Effective Date** | Fall 2019 | **Date Reviewed by Senate Curriculum Committee:**  (Leave blank) | 12/14/18 |
| **Submitting Department:**  (Name of both Dept & College/School ) | ENGL/CHESS | **Name(s) of Library Staff Consulted:**  (NA if not required) | N/A |
| **Date Reviewed by Department** | 11/16/2018 |  |  |
| **Submission Date:**  (Date sent to College/School Curr Comm after Dept Review) | 11/19/2018 | **Will New Library Resources Used?** | **Yes**  **No**  Double-click to check Yes / No. |
| **Date Reviewed by College/School Curriculum Committee** | 12/05/2018 | **Form 40 Needed?**  (Double-click one box.)  Registrar will complete Form 40 **after** Senate approval of document. | **Yes** New courses or any course change, check **YES**  **No** For **all other** curriculum matters, check **NO**. |
| **Contact Person(s):**  (Name & Title) | Mark Mabrito, Associate Professor, ENGL |  |  |

Unless marked “Leave blank” all parts of this form must be filled in **before** sending to Secretary of the Faculty Senate.

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| **Task (check all that apply and fill out sections appropriate for each change).**  Program/Concentration Change or New Program/Concentration Proposal: Complete Section I, III, & IV Minor Change or New Minor Proposal: Complete Section I (delete sections III & IV)  Certificate Change or New Certificate Proposal: Complete Section I (delete sections III & IV)  xxxCourse Change or New Course Proposal: Complete Section II (delete sections III & IV) |
| **Program name**. English |
| **Degree name(s).** Writing Concentration and Interactive Media Certificate |

**Section II: This section is for changes in courses only**

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| **Subject.** (Brief description of proposed change, addition or deletion.)  Introduction of a new course as an option for the Writing Concentration and the Certificate in Writing for Interactive Media. |
| **Justification.** (Briefly list main reasons for proposed change, addition or deletion.)  To introduce these subjects to the writing and interactive media curriculum. Students will learn about new theories and practice related to gamification and other game-based learning systems with applications for both the classroom and workplace. Course previously offered and successfully ran as a special topics course in Fall 17 and Fall 18. |

Use the **Current** and **Proposed** spaces below for course changes only. Otherwise, mark “N/A”

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| **Current:** (Course changes: include entire present catalog information. Leave blank if new course)  None | | **Proposed:** (Course changes: include entire new catalog information.)  ENGL 43800 – Games and Gamification  Graduate, Undergraduate  Schedule Types: Lecture (Class 3, Cr. 3)  Course introduces students to the theory/practice of game-based learning and creating/incorporating both digital and analog games for instructional purposes in the classroom and in the workplace. Additionally, students will explore *g*amification*,* a somewhat newer construct that refers to using principles of game mechanics in non-game situations.  Prerequisite: Undergraduate level ENGL 10000 Minimum Grade of B- or Undergraduate level ENGL 10400 Minimum Grade of C- or Undergraduate level ENGL 10800 Minimum Grade of C- or Undergraduate level ENGL 10100 Minimum Grade of C-. |
| **Is this course also:** | **General Education** | **Currently Designated ExL (see** [**instructions**](http://faculty.pnw.edu/blog/curriculum-document-approval-procedures/)[**2**](#_bookmark1)**)** |

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| **Course Objectives / Learning Outcomes.** (New courses only. List main outcomes. If lengthy, attach separate page.)  Upon successful completion of this course, a student will have an understanding of and be able to demonstrate the following:   1. Explore the development and affordances of gamification, serious games, and other game-based systems (both digital and analog) and their implications for teaching and training in the classroom/workplace. 2. Write a gamification strategy document for classroom or workplace use. 3. Write reviews of existing game applications for teaching and training. 4. Develop actual games for the classroom/workplace, including prototypes and written instructions for users. 5. Learn about effective assessment strategies for game-based learning in the classroom/workplace. |
| **Impact on Students.** (State “N/A” if proposal will not greatly affect students.)  Adding the course will expose writing concentration and/or certificate students to these concepts. |
| **Impact on University Resources.** (State “N/A” if proposal will not require new resources, faculty or funds.) N/A |
| **Impact on other Academic Units.** (State “N/A” if proposal will not affect other units.) (Include name of person in affected area this was discussed with.) NA |

(Boxes will expand and spill over onto next page to accommodate your typing.)