**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]](#footnote-1)) | COT 18-22 NEW COURSE CGT 43000 | **Approval by Faculty Senate:**  (Leave Blank) | 3/8/2019 |
| **Proposed Effective Date** | July 1, 2019 | **Date Reviewed by Senate Curriculum**  **Committee:**  (Leave blank) | 2/22/2019 |
| **Submitting Department:**  (Name of both Dept & College/School ) | Computer Information Technology & Graphics College of Technology | **Name(s) of Library Staff Consulted:**  (NA if not required) | NA |
| **Date Reviewed by Department** | January 24, 2019 |  |  |
| **Submission Date:**  (Date sent to College/School Curr Comm after Dept Review) | January 25, 2019 | **Will New Library**  **Resources Used?** | **Yes** **No**  Double-click to check Yes / No. |
| **Date Reviewed by College/School Curriculum Committee** | January 25, 2019 | **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) | Ge Jin Associate Professor of CGT |  |  |

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)  Course Change or New Course Proposal: Complete Section II (delete sections III & IV) |
| **Program name**.  Computer Graphics Technology |
| **Degree name(s).** (If applicable.)  Bachelor of Science (B.S.) |

## Section I: This section is for changes in programs, minors and certificates

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| **List the major changes in each program of study, minor or certificate.** |
| **Impact on Students.** (State “N/A” if proposal will not greatly affect students.) |
| **Impact on University Resources.** (State “N/A” if proposal will not require new resources, faculty or funds.) |
| **Impact on other Academic Units.** (State “N/A” if proposal will not affect other units.)(Include name of person in affected area discussed with) |

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

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| **Subject.** (Brief description of proposed change, addition or deletion.)  New course CGT 43000: Mobile Game Design and Development for the Computer Graphics Technology program at Purdue University Northwest. |
| **Justification.** (Briefly list main reasons for proposed change, addition or deletion.)  Under the new CGT Plan of Study for the 2019-2020 academic year allows students to choose a series of selective courses. This proposed course adsd a new advanced mobile game design and development course suggested by the program’s accreditor. The intermediate level course, CGT 33000: Multimedia Animation Video Game Design and Development, focuses only on creating original video games on personal computer hardware and software environment. Thus, the proposed course will prepare students with skills and knowledge specifically for mobile game design and development. |

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) | | **Proposed:** (Course changes: include entire new catalog information.)  CGT 43000: Mobile Game Design and Development  Credit Hours: 3.00. This course covers the theoretical knowledge and practical skills for mobile game design and development. Through hands-on laboratories and projects, students will practice all phases of mobile game creation from design and development to deployment. Course topics include architecture of mobile devices, APIs for mobile devices, mobile game design, mobile game engines, mobile game programming, and mobile game deployment.  Prerequisites: (CGT 21500 with a grade of “C” or better) AND (CGT 24100 with a grade of “C” or better) AND (CGT 33000 with a grade of “C” or better) OR Permission of the Instructor.  Total Credits: 3.00 Pattern: 2-2-3 Type: Lecture (LEC) / Lab (LAB) Level: Undergraduate (UG) Semesters: Fall, Spring, Summer Fees: None Grading: Regular (G) |
| **Is this course also:** | **General Education** | **Currently Designated ExL (see** [**instructions[[2]](#footnote-2)**](http://faculty.pnw.edu/blog/curriculum-document-approval-procedures/)**)** |

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| **Course Objectives / Learning Outcomes.** (New courses only. List main outcomes. If lengthy, attach separate page.)   1. Demonstrate a strong knowledge on mobile architecture, mobile game design, APIs and SDKs for mobile development, and mobile deployment. 2. Create high-fidelity mobile game application for mobile platforms from original game idea. 3. Evaluate and play-test developed mobile games for usability and improvement. |
| **Impact on Students.** (State “N/A” if proposal will not greatly affect students.) N/A |
| **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.)  N/A |

1. <http://faculty.pnw.edu/blog/curriculum-document-approval-procedures/> [↑](#footnote-ref-1)
2. <http://faculty.pnw.edu/blog/curriculum-document-approval-procedures/> [↑](#footnote-ref-2)