

## Academic Planning Council Minutes

April 4, 2018

Department Representatives: Brown, Camburn, Corby, Escalante, Halverson, Hoyt, Lisowski, Kendall

Academic Staff Representatives: Halbach, Worth

Non-voting: Hess, Kelley

Called to order at 10:10 a.m.

Changed agenda to put minutes on the consent agenda.

Games Design Certificate. This is an undergraduate collaboration between Art, Computer Science, and Curriculum & Instruction. The goal is to attract undergrads that have an interest in a career designing games. Game Design 1 and 2 have been created in Curriculum & Instruction; the other courses already exist in other departments. C&I has hired staff to help organize the program. Video Games and Learning in C&I is extremely popular. The program will draw from Computer Science and other disciplines, initially including approximately 30 students a year. We are adding an art lab to increase capacity for Art 107. The committee asked why there was not a course in programming video games specifically. The goal of this is to build on other coursework, as it would not be possible to train someone fully in digital game design in 15 credits. There was also a concern about the number of credits. This is basically a standard certificate with one additional credit, which has been discussed with campus already. Approved, unanimously.

The committee also discussed the possibility of a design major on campus between the School of Engineering and the School of Human Ecology, and the desire to include School of Education courses in the major. Art, Dance, and Theatre & Drama have courses that many students in other schools and colleges take involving design that could be added to the future major. Part of the motivation for this major is to match current student interest, but also to serve the additional 1,000 incoming freshman.

Adjourned at 10:50 a.m.