

COLLEGE OF ARTS AND SCIENCES NEW PROGRAM REVIEW FORM

	Chair's Signature	Recommendation	Review Date
Department	<u>Kevin Charlwood</u>	<u>Approve</u>	<u>2018-09-17</u>
Division	<u>Jennifer Wagner</u>	<u>Approve</u>	<u>2018-09-21</u>
Dept. of Educ.	<u>N/A</u>		
<small>(If relates to teacher certification program.)</small>			
Dean	<u>Laura Stephenson</u>	<u>Approve</u>	<u>2018-09-27</u>
Curriculum Committee	<u>Linzi Gibson</u>	<u>Approve</u>	<u>2018-10-31</u>
Accepted by CFC	<u>Laura Stephenson</u>	<u>Approve</u>	<u>2018-11-06</u>
CAS Faculty	<u>Michaela Saunders</u>	<u>Approve</u>	<u>2019-03-25</u>
Approved By:	Faculty Senate _____	University Faculty _____	WU Board of Regents _____

1. Title of Program.

Game Design Minor (CIP: 30)

2. Rationale for offering this program.

The gaming industry has been growing at an accelerated rate in the last decade. More students are interested in this area of study and in this employment opportunity. At Washburn, we already have faculty with expertise to support a minor in Game Design. Students from local high schools have indicated interests in attending schools with degrees in Game Design. By having a Game Design minor, prospective and current students could earn a minor in Game Design while preserving a major in already existing departments. This would allow them to gear the expertise their degree establishes towards a range of specific careers in the gaming industry. Existing courses already give our students background in simulations, video production, relevant business practices, the theory behind Game Design, a strong virtual art background, and coding techniques specific to Game Design. The minor would permit students to tailor their choices toward specific goals, depending on their interests within the gaming industry. The breadth of available courses would give students the versatility to enhance their employability in the areas of their choice. This minor in Game Design would allow students to gain knowledge and acquire hands-on skills that they will use to pursue careers in their chosen majors within the gaming industry.

3. Exact proposed catalog description.

Students will successfully complete (with a grade of "C" or better) 5 classes (15 credit hours) from among the following classes (each 3 hours) AT LEAST TWO OF WHICH MUST BE AR222, CM390, EC306, MM390 OR MA390:
AR221 Digital Painting and Drawing (prereq. AR120 or AR140)

AR222 Video Game Design (prereq. CM101, AR131)

AR326 2D and 3D Digital Animation

BU260 Business Plan Development

CM390 Game Design Coding

EC306 Game Theory (prereq. MA140 and MA141)

MM390 History of Video Gaming

MA390 Game Design (prereq. MA116 or MA112)

No more than two classes from a single department will count towards this minor. Additional classes as approved by the advisor of the minor could also count-in particular, courses that rely heavily on the use of games or game material are appropriate. Strong examples of this include:

HI300 Ancient Greece

HI300 Medieval Experience

HI300 Pirates of the Caribbean

HI300 Traditional Japan

HI334 Civilization of Ancient Rome

EC200 Principles of Microeconomics (A special section taught periodically with over 60% examples and case studies from the gaming industry, prerequisite MA116 - recommended or MA112 or higher)

The minor in Game Design allows students to develop knowledge and skills relating to the gaming industry. With a Game Design minor, students will enhance their marketability and gain insight into how to apply their expertise in the gaming industry while preserving their major in an already existing concentration. Students will be able to gear the expertise towards a career in the gaming industry, whether as a designer, developer, coder, graphic designer, artist, marketer, distributor, editor, advertiser, virtual enhancer, video producer, or any other related job. Depending on their interests, the courses in the minor will polish students' background in simulations, video production, relevant business practices, Game Design theory, virtual art, and coding techniques specific to Game Design. The breadth of available courses would give students versatility enhancing their employability in the areas of their choice. This minor in Game Design allows students to gain knowledge and acquire hands-on skills that they will use to pursue careers in their chosen majors within the gaming industry.

No more than two classes from a single department will count towards this minor. Additional classes as approved by the advisor of the minor could also count; in particular, courses that rely heavily on the use of games or game material are appropriate.

4. List any financial implications.

None.

5. Are any other departments affected by this new program? Yes

Art, Business, Computer Information Sciences, Economics, History, and Mass Media. This is an interdisciplinary minor.

Department
New Program Name

Program Name
Game Design Minor

Revenue:	Year 0 - Preparation	(e.g., FY13, FY14, etc.)									
		FY19		FY20		FY21		FY22		FY23	
		# Students	# Cr Hrs	# Students	# Cr Hrs	# Students	# Cr Hrs	# Students	# Cr Hrs	# Students	# Cr Hrs
Est. Students/Cr Hrs	0	5		10		15		20		20	
Total Credit Hours	0	150		300		450		600		600	
Tuition Rate		292		306		320		335		351	
Other Revenue Sources											
Total Revenue	0	\$43,800		\$91,800		\$144,000		\$201,000		\$210,600	

Ongoing Expenses:	Year 0 - Preparation	FY19	FTE	FY20	FTE	FY21	FTE	FY22	FTE	FY23	FTE
1 st Faculty Member											
Benefits (25%)											
2nd Faculty Member											
Benefits (25%)											
3rd Faculty Member											
Benefits (25%)											
(Continue to add as needed)											
Secretary											
Benefits (25%)											
Adjunct Faculty		3,780		3,780		3,780		3,780		3,780	
Student stipends											
Supplies											
Marketing		500		500		500		500		500	
Travel											
Online Course Development											
Professional Development											
Accreditation/Membership											
Support Materials											
Total Expenses	-	4,280		4,280		4,280		4,280		4,280	

Total Net Revenue \$ - \$ 39,520 \$ 87,520 \$ 139,720 \$ 196,720 \$ 206,320

One-time Startup Costs	Year 0 - Preparation	Year 1	Year 2	Year 3	Year 4	Year 5
Furniture						
Office Equipment						
Computer/Software						
Other Electronic Hardware						
Renovation						
Program Equipment						
Initial Accreditation Costs						
Program Development						
Membership						
Release Time to Develop						
Consultant						
Site Visit						
Inservice/Preservice Prep						

Footnotes:

There are no known game design minors in the region that we are aware of, so Washburn would be the only regional source for such a program. We expect to advertise its existence heavily in Kansas and in neighboring states.

No new faculty requested initially, any new courses in Mathematics/Statistics will be taught with existing faculty.

New faculty tenure-track or lecturer lines will be requested if enrollments in game design programs warrant (in five years, or perhaps sooner). This is especially the case if irregularly offered courses need to be offered annually to satiate student demand.

Our current secretary in the department will assist with support needs as with all other Mathematics & Statistics courses.

Tuition rate of \$292/CH is for FY19; we plan for a 4.67% tuition rate increase each year based on historical trends.

New courses will either be absorbed into existing tenure-track faculty loads or if a new course replaces a course for an instructor, an adjunct will be required to cover a lower level course.

Current adjunct pay rate for those holding Master's sdegrees in FY19 of \$630/CH is also apt to increase. We assume one three-hour course per semester will be reassigned to an adjunct, meaning 6 CH/yr, so 6x\$630 = \$3,780/yr.

This interdisciplinary program consists of mostly existing courses.

All classes will be taught in existing facilities. Any new software costs will be absorbed by Mathematics & Statistics discretionary funds.

New course in Game Design will be developed by Dr. Porta, who will teach the new course in the new Game Design track.

The \$500 budgeted for marketing/advertising of the new secondary math track will come from mathematics discretionary funds held at the Foundation; some costs may be borne out of Enrollment Management as we advertise the new secondary education track during FY18.

Initially, we hope to transition existing students to the new Game Design minor and attract 5 new students into the minor who otherwise may not have come to Washburn University.

Assuming a 4-year time horizon to graduation, enrollment in the new track would stabilize at 20 students each year by year 4.