From: **Carol Mills** millsc@fau.edu
Subject: Re: Consultation regarding proposed Minor Concentration in Digital Game Development
Date: November 18, 2020 at 2:25 PM
To: Annina Ruest aruest@fau.edu, Terje Hill terjehill@fau.edu

Dear Annina,

SCMS is supportive of your minor proposal for Digital Game Development and has no further objections. We look forward to productive collaboration and exchange of ideas moving forward.

Best,
Carol B. Mills

From: Annina Ruest <aruest@fau.edu>
Sent: Monday, October 19, 2020 1:34 PM
To: Carol Mills <millsc@fau.edu>
Subject: Consultation regarding proposed Minor Concentration in Digital Game Development

Dear Professor Mills,

I am one of the art faculty at the FAU Wilkes Honors College in Jupiter. I am currently in the process of submitting a proposal for a series of classes in computer game development and game studies as well as a Minor Concentration in Digital Game Development to the UUPC.

As part of the curriculum approval process, I am required to consult with a range of departments and schools before the UUPC will vote on my curriculum proposal. I would appreciate it if you could check with the affected faculty and let me know (ideally) by the end of the week whether your department has concerns or not. I am happy to meet with you and the affected faculty if this should be required. Attached you will find syllabi and forms for the proposed classes.

The list of classes/programs is as follows:
- Minor Concentration in Digital Game Development
- ART 4653C Honors 3D Computer Game Development (studio)
- ART 4651C Honors 2D Computer Game Development (studio)
- ART 4640 Honors Game Studies (mostly theory).

Best,
Annina

From: **Hanqi Zhuang** zhuang@fau.edu
Subject: Re: Consultation on curriculum proposal Minor in Digital Game Development
Date: November 6, 2020 at 11:53 AM
To: Annina Ruest aruest@fau.edu
Cc: Hari Kalva hkalva@fau.edu, Terje Hill terjehill@fau.edu

HZ

Dear Annina,

We support the proposal with the modification.

Best wishes,

Hanqi

Hanqi Zhuang, Ph.D.
Professor and Chair
EE 403A
Department of Computer & Electrical Engineering & Computer Science
Florida Atlantic University
Boca Raton, FL 33431
561-297-3413
http://www.ceecs.fau.edu/

From: Annina Ruest <aruest@fau.edu>
Sent: Friday, November 6, 2020 11:44 AM
To: Hanqi Zhuang <zhuang@fau.edu>
Cc: Hari Kalva <hkalva@fau.edu>; Terje Hill <terjehill@fau.edu>
Subject: Re: Consultation on curriculum proposal Minor in Digital Game Development

Dear Hanqi,

To address your concern, I am replacing "software development" with "software creation" in the minor description as well as in the program change form. I hope that this concludes the consultation. If you have further concerns, please let me know. I attached the updated form and description.

Best,
Annina

Minor Concentration in Digital Game Development 16-20 credits
Digital Game Development encompasses the entire process of digital game creation. In the context of this minor, Digital Game Development is closely linked to software creation. Students will learn to create and program digital games but also study technology, games, gamers, and digital cultures. Students pursuing this minor are expected to be invested in art, computer programming, and the humanities. Students who enter the minor without a background in art are encouraged to take an additional course in the Transdisciplinary Visual Art concentration. This course should focus on image creation (drawing, painting, photography, etc.). At least 12 of these credits must be taken within the Honors College.

The Program Change form:
Digital Game Development is an interdisciplinary field that spans visual art, computer science, engineering, math, physics, creative writing, education, music, games, literature, technology studies, anthropology, psychology, as well as many other related fields. The interdisciplinary focus of the Harriet L. Wilkes Honors College is therefore an ideal place for this minor because students from different fields may find it a useful complement to their major concentration.

The minor in Digital Game Development has a focus on software creation. Students will learn to program digital games but also study technology, games, gamers, and digital cultures. Students pursuing this minor are expected to be invested in art, computer programming, and the humanities.

Digital Games are an important part of 21st century popular culture. They are also an important part of the lives of many of our students who spend a significant part of their free time playing games and interacting with game cultures. This minor combines existing classes from different areas to create a path of study for those who want to engage with digital games in an academic context.

> On Oct 30, 2020, at 2:30 PM, Hanqi Zhuang <zhuang@fau.edu> wrote:
>
> Dear Annina,
>
> We support your proposal with a simple recommendation as follows:

"Software development" is much broader than coding. We suggest you use "Game development" (or game programming) and "game design" to describe the proposed program.

Thanks,

Hanqi

Hanqi Zhuang, Ph.D.
Professor and Chair
EE 403A
Department of Computer & Electrical Engineering & Computer Science
Florida Atlantic University
Boca Raton, FL 33431
561-297-3413
http://www.ceecs.fau.edu/

From: Annina Ruest <aruest@fau.edu>
Sent: Friday, October 30, 2020 9:20 AM
To: Hanqi Zhuang <zhuang@fau.edu>
Cc: Hari Kalva <hkalva@fau.edu>; Terje Hill <terjehill@fau.edu>
Subject: Re: Consultation on curriculum proposal Minor in Digital Game Development

Dear Hanqui,

Artists like Edward Zajec have been developing software since the late 1960s. He got his start on a mainframe computer at the University of Trieste (Italy). Other pioneers of Computer Art include Charles Csuri and Harold Cohen, who created the Art AI AARON in 1980. I myself have been developing software for about 20 years and teaching this mode of art creation for over ten years. I make fairly complex computational art works that are exhibited internationally. My students develop software as well. They create entire 3d and 2d games. They develop code, visual assets, and in some cases even digital sound and make it all work together. Digital games are software.

The terms "software" and "software development" are broad and interdisciplinary terms. I do not think that there will be any confusion between our program and any of your programs. I am not claiming to offer a computer science or engineering minor. My classes have the ART course code and this should make the distinction clear. Today's students are technology savvy and understand that there is a difference between game development, web development, as well as software development done in Physics, or in Biology, in Chemistry, or within the CS & E context.

Finally, I would like to remind you that the University has a new curricular focus on diversity and inclusion. As a woman software developer, I have often been told "you don't look like a programmer" or "you are not a real programmer if you don't program in (insert programming language)" by male members of the field. In diversity in technology workshops I learned that this kind of behavior is called "gatekeeping" and is very common. This "othering" rhetoric is what keeps a lot of women and diverse participants out of technology. By including "software development" and "Development" I will be able to convince a diverse set of students that they have a place in computing even though they may not previously have considered themselves part of the field. Maybe the experience of learning how to program game projects will even convince them that a CS & E major or pathway is for them and therefore this minor might directly benefit the College of Computer Science and Engineering.

I therefore strongly urge you to reconsider your request: By agreeing that I can use the terms "software development" and "Development" you are contributing to a more diverse future for the field of computing and you are helping put FAU's new curricular priorities into practice.

I am cc'ing Terje Hill, our Associate Dean of Academic Affairs. We'd be happy to further discuss this with you.

Best,
Annina

> On Oct 29, 2020, at 2:08 PM, Hanqi Zhuang <zhuang@fau.edu> wrote:

>
> Dear Annina,
>
> Thank you for reaching out to us. We request a small revision:
>
> We would like to remove "Development" from the title and remove references to "software development" in the description to avoid confusion.
>
> With this, we support this effort.
>
> Thanks,
>
> Hanqi
>
> Hanqi Zhuang, Ph.D.
> Professor and Chair
> EE 403A
> Department of Computer & Electrical Engineering & Computer Science
> Florida Atlantic University
> Boca Raton, FL 33431
> 561-297-3413
> http://www.ceecs.fau.edu/
>
> From: Annina Ruest <aruest@fau.edu>
> Sent: Thursday, October 29, 2020 1:32 PM
> To: Hanqi Zhuang <zhuang@fau.edu>; Hari Kalva <hkalva@fau.edu>
> Subject: Re: Consultation on curriculum proposal Minor in Digital Game Development
>
> Dear Professor Zhuang, Dear Professor Kalva,
>
> On October 19, I informed you that I submitted a Minor Concentration in Digital Game Development as well as a set of related classes to the curriculum process. The documents are attached below.
>
> As part of the curriculum approval process, I am required to consult with you regarding the proposed minor and two of the classes (ART 4640 Honors Game Studies and ART 4651 Honors 2D Game Development). These classes are targeted at the students of the Wilkes Honors College on the Jupiter Campus.
>
> If you have concerns, please let me know until Monday, November 2. As far as I understand the UUPC, they assume that there are no objections if an academic unit does not respond within two weeks. If you need more time to review the proposal, please let me know.
>
> Best,
> Annina Ruest
>
>
>> On Oct 19, 2020, at 1:29 PM, Annina Ruest <aruest@fau.edu> wrote:
>>
>> Dear Professor Zhuang, Dear Professor Kalva,
>>
>> I am one of the art faculty at the FAU Wilkes Honors College in Jupiter. I am currently in the process of submitting a proposal for a series of classes in computer game development and game studies as well as a Minor Concentration in Digital Game Development to the UUPC.
>>
>> As part of the curriculum approval process, I am required to consult with a range of departments before the UUPC will vote on my curriculum proposal. I would appreciate it if you could check with the affected faculty and let me know (ideally) by the end of the week whether your department has concerns or not. I am happy to meet with you and the affected faculty if this should be required. Attached you will find syllabi and forms for the proposed classes.
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>>
>> Best,
>> Annina
>>
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<ART4651C_2D_Game_Ruest.docx>

From: Eric Landes elandes1@fau.edu
Subject: RE: Consultation regarding Minor Concentration in Game Development and related classes
Date: October 29, 2020 at 1:36 PM
To: Annina Ruest aruest@fau.edu

EL

Hello Annina,

Yes, forgive me. VAAH has no concerns with this minor concentration.

Best,
Eric

Eric Landes
Associate Professor | graphic design
Department Chair
Visual Arts and Art History
Florida Atlantic University
561.297.3870

From: Annina Ruest <aruest@fau.edu>
Sent: Thursday, October 29, 2020 1:35 PM
To: Eric Landes <elandes1@fau.edu>
Subject: Re: Consultation regarding Minor Concentration in Game Development and related classes

Hi Eric,

On October 19, I informed you that I submitted a Minor Concentration in Digital Game Development as well as a set of related classes to the curriculum process.

As part of the curriculum approval process, I am required to consult with you regarding the proposed minor and two of the classes (ART 4640 Honors Game Studies and ART 4651 Honors 2D Game Development). These classes are targeted at the students of the Wilkes Honors College on the Jupiter Campus.

If you have concerns, please let me know until Monday, November 2. As far as I understand the UUPC, they assume that there are no objections if an academic unit does not respond within two weeks. If you need more time to review the proposal, please let me know.

Best,
Annina Ruest

> On Oct 19, 2020, at 1:14 PM, Annina Ruest <aruest@fau.edu> wrote:
>
> Hi Eric,
>
> I am one of the art faculty at the Honors College in Jupiter. I briefly met with

you when I interviewed back in 2017. I am currently in the process of submitting a proposal for a series of classes in computer game development and game studies as well as a Minor Concentration in Digital Game Development to the UUPC.

As part of the curriculum approval process, I am required to consult with a range of departments before the UUPC will vote on my curriculum proposal. I would appreciate it if you could check with the affected faculty and let me know (ideally) by the end of the week whether your department has concerns or not.

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Best,
Annina

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