	NEW/CHANGE PROGRAM REQUEST Undergraduate Programs	UUPC Approval 12-7-20 UFS Approval _____ Banner Posted _____
FLORIDA ATLANTIC UNIVERSITY	**Department** **College**	Catalog _____

Program Name	**New Program** **Change Program**	**Effective Date** *(TERM & YEAR)*

Please explain the requested change(s) and offer rationale below or on an attachment

Faculty Contact/Email/Phone	**Consult and list departments that may be affected by the change(s) and attach documentation**

Approved by	*Date*
Department Chair _____ *Chris Strain* _____	*12/4/20*
College Curriculum Chair _____ *Carmen Cañete Quesada* _____	*11/25/2020*
College Dean _____ *Terje Hill* _____	*12/4/20*
UUPC Chair _____ *Jerry Haky* _____	*12-8-20*
Undergraduate Studies Dean _____ *Edward Pratt* _____	*12-8-20*
UFS President _____	_____
Provost _____	_____

Email this form and attachments to mjenning@fau.edu one week before the UUPC meeting so that materials may be viewed on the UUPC website prior to the meeting.

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 studio course in the Transdisciplinary Visual Arts Concentration at the Honors College or at the School of Communication and Multimedia Studies. This course should focus on image creation (multimedia, drawing, painting, photography, etc.). At least 12 of the credits counting towards the minor must be taken within the Honors College.

Advisory Board
Prof. Annina Ruest, aruest@fau.edu, (561) 320 7853.

Art Elective 1-4 credits (optional)
1-4 cr. Any Honors Transdisciplinary Visual Arts or School of Communication and Multimedia Studies studio course focusing on image creation.

Programming Elective 3-4 credits
4 cr.   ART3654C   Honors Introduction to Programming for Visual Art
3 cr.   COP2000   Honors Foundations of Computer Programming
3 cr.   IDS 3932   Honors Beginner's Programming for Biologists
3 cr.   COP 2220   Introduction to Programming in C
3 cr.   COP 3014   Foundations of Computer Science
3 cr.   COP 3076   Honors Introduction to Data Science

Technology Studies Elective 3-4 credits
4 cr.   ART 4640   Honors Game Studies
3 cr.   DIG 4713   Video Game Studies
3 cr.   SYP 4803   Honors Gender and Technology
3 cr.   ANT 4930   Honors Digital Ethnography

Required Studio Courses: 8 credits
4 cr.   ART 4651C   Honors 2D Computer Game Development
4 cr.   ART 4653C   Honors 3D Computer Game Development
4 cr.   DIG 3725C   3D Video Game Design

Feasibility Analysis
Students will be able to complete this minor within two years.
Frequency: ART3654C, ART 4640, ART 4651C, ART 4653C are taught every other year. COP 2000 is offered on a regular basis at the Wilkes Honors College and ART 4640 is taught every two years.

Schedule:
Fall: ART 3654C or ART 4651C
Spring: ART 4653C or ART 4640.
ANT 4930 and COP 2000 are offered on a regular basis at the Honors College.
COP2220 and 3014 are offered regularly on the Boca Campus and online.