

UNDERGRADUATE EDUCATION POLICY COMMITTEE

Resolution to Recommend Approval of the RME to Establish an Interdisciplinary Minor in Game Design and Development, offered by the School of Information Systems and Applied Technologies in the College of Applied Sciences and Arts, and the College of Mass Communications and Media Arts

WHEREAS there is strong student demand for a formal course of study in gaming, and there are ample employment opportunities in the gaming industry; and

WHEREAS the faculty in relevant units have developed a coherent curriculum for the minor, and unanimously approved its adoption; and

WHEREAS addition of the minor will incur no new costs, as the relevant courses are already offered;

THEREFORE BE IT RESOLVED that the Faculty Senate recommends approval of the RME to establish an interdisciplinary minor in Game Design and Development.

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